

Fundamental Forces



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3.5 SYSTEM COMPATIBLE



Fundamental Forces

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast.

"I've altered your molecular structure, Delgado, to make you virtually as dense as adamantium. What you lose in speed and agility, you'll more than make up for in raw strength!"

-Chrome, Chris Claremont and Jim Lee's X-Men, issue 1

Power!

Powered Heroes are living weapons, the biological main battle tanks and next-gen combat aircraft. Even the youngest, least experienced Powered Hero is a match for a platoon of baseline human soldiers.

And the most experienced Powered Heroes can do even more. If a young post-human can lift a tank, a veteran Powered Hero can transmute its molecules to dust and vapor. Low level superhumans fire energy beams that can slice through steel: high level Powered Heroes can alter the flow of time. Complete mastery of gravity, ownership of light, heat, kinetic energy, command of space, time and the atomic structure of matter. Ordinary Powered Heroes are tanks: Powereds who master these new abilities are gods. **Fundamental Forces** is a collection of new, cosmic Talent Trees for the Powered Hero Basic Class. These amazing new powers are usable by the heroes and villains of *Othervers* America and the *Psi-Watch* campaign settings.

1. Density Control
2. Force Manipulation
3. Genius
4. Healer
5. Illusionist
6. Luckweaver
7. Shapechanger
8. Shooter-Type Expansion
9. Summoner
10. Superspeed
11. Time Manipulation
12. Transmuter
13. Warform Expansion

Density Control Talent Tree

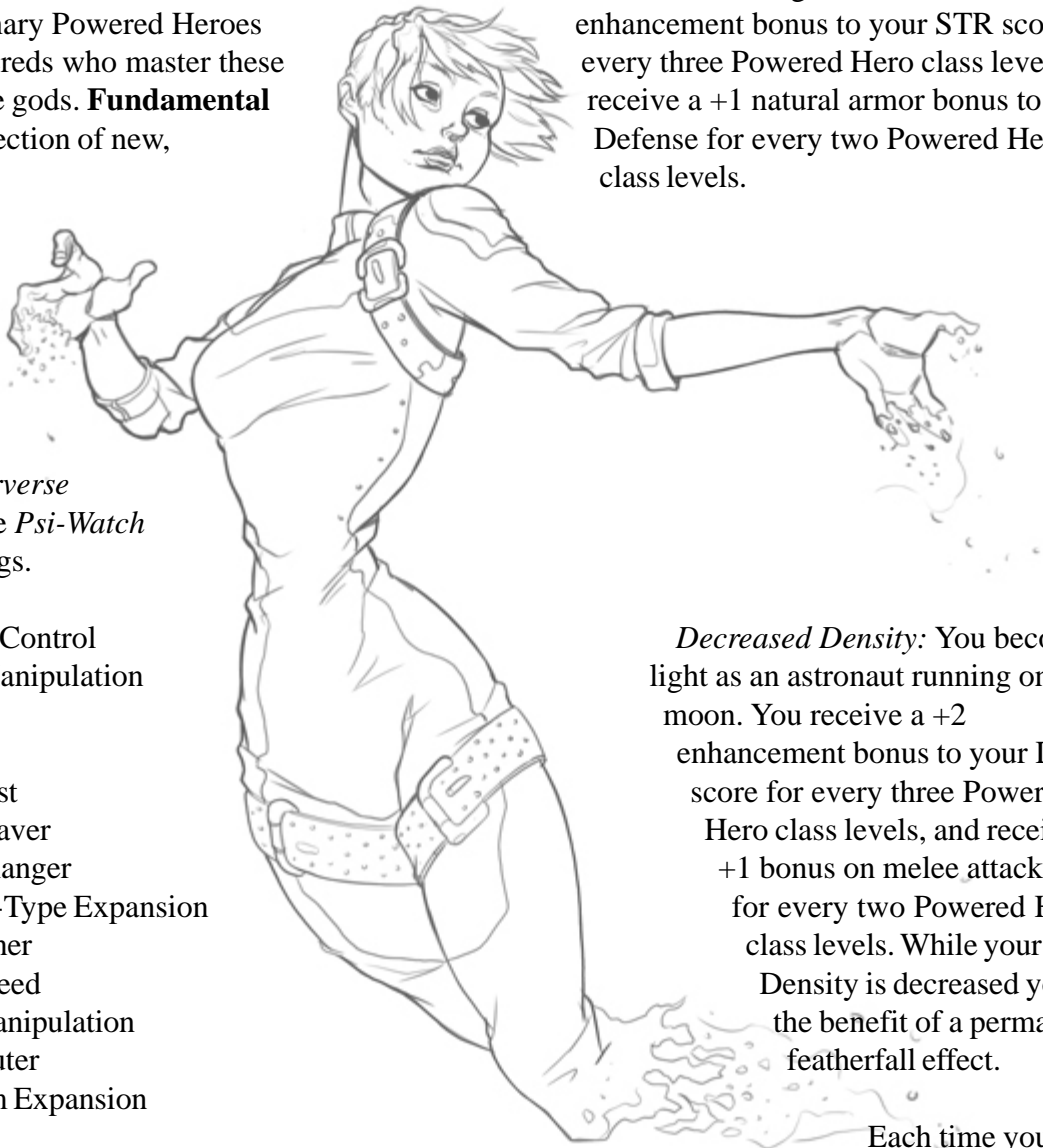
Powered who manifest these talents can alter their molecular structure at will, from electrically charged mist to diamond hardness. Depending on their temperament they might be stealthy scouts or frontline tanks... or both.

Density Control: You can alter or decrease your mass in minor ways, giving you flexibility but not great range. A number of times per day equal to 3 plus your Powered Hero class level, you can alter your density, which has one of two effects, chosen by you when you activate this power. Altering your density in this way is a move equivalent action.

Increased Density: Your weight seems to double, and your body becomes slightly more durable and stronger. You receive a +2 enhancement bonus to your STR score for every three Powered Hero class levels, and receive a +1 natural armor bonus to Defense for every two Powered Hero class levels.

Decreased Density: You become as light as an astronaut running on the moon. You receive a +2 enhancement bonus to your DEX score for every three Powered Hero class levels, and receive a +1 bonus on melee attack rolls for every two Powered Hero class levels. While your Density is decreased you gain the benefit of a permanent featherfall effect.

Each time you alter your density, the effects last for 1d6+1 rounds.



Density Increase: You can increase your density to diamond hardness. When increasing your density you gain Damage Reduction equal to 5 + your Powered Hero class level.

Prerequisite: Density Control I

Density Decrease: You can decrease your density to the point you become vaporous. When decreasing your density, you may choose to become incorporeal. While incorporeal, you gain a flight speed of 30 ft (average).

Prerequisite: Density Control I

Disrupting Phase: Any non-living object you pass through while phased suffers 1d6 points of

electrical damage for every three Powered Hero class levels.

Prerequisite: Density Control, Density Decrease

Phasing Touch: By spending an action point, you can partially phase your body and any melee weapons you are wielding, allowing them to pass through natural and manufactured armor. For 1d6+1 rounds after spending the action point, all melee attacks you made are resolved as melee touch attacks.

Prerequisites: Density Decrease, Density Control

Force Manip III: You can select this talent from the Force Manipulation talent tree, as well as later talents that have Force Manip III as their prerequisite.

Prerequisites: Density Increase, Density Control

Force Manipulation Talent Tree

By manipulating gravity, one of the fundamental forces of the universe, the Powered Hero can dominate the battlefield. Force Manipulation is difficult to master, but with practice, Powered Heroes specializing in this talent can achieve feats that even the most powerful telekinetics can't match.

Force Manip I: You unconsciously manipulate gravity in constant and minor ways. You never take falling damage unless you are unconscious or unable to use Psionic abilities, and are constantly under an effect similar to the *featherfall* spell. You gain Force Resistance 10.

Prerequisite: Shooter-Type I (Force energy blast)



Force Manip II: You can use your control over gravity and kinetic energy to move objects telekinetically. This ability functions as the Telekinesis feat with only a few minor exceptions.

You may move objects telekinetically as a standard action. You may move unattended objects weighing ten pounds per Powered Hero class level. You may utilize this ability at will, directing the object (s) as a standard action, which provokes attacks of opportunities.

You may perform Craft and DEX based skills using telekinesis, but suffer a -4 penalty on all skill checks due to lack of sensitivity. You may throw objects telekinetically, but suffer a -4 penalty on attack rolls.

Thrown objects inflict 1d4 points of subdual damage per 10 lbs. Hard or edged objects inflict 1d4 points of lethal damage per 10 lbs. Inhalation poison telekinetically thrown in an adversary's face or nose inflicts a -2 circumstance penalty on the unfortunate victim's FORT saves. Telekinesis cannot be used directly against living beings or objects in another creature's possession.

Telekinetic characters can affect all objects within line of sight in a 60 ft radius. Telekinetic characters may simultaneously move a number of objects equal to their Powered Hero class level.

Prerequisites: Force Manip I

Force Manip III: Your control of gravity allows you to increase a target's mass to what it would be on Jupiter.

By spending an action point as a standard action, the Powered Hero can induce a High Gravity environment (as described in the D20 Future sourcebook) in an 100 ft radius around his body. This field moves with the Powered Hero while it is active. This gravity field affects everything within the radius, except the Powered Hero himself, who can move and operate normally. This field remains in effect until the end of the encounter, the Force Manipulator chooses to dismiss the effect, or the Commando dies, or falls unconscious.

Prerequisites: Force Manip II, Force Manip I

Force Manip IV: Just as you can increase gravity's pull, you can also negate it completely. Instead of creating a High Gravity environment with the Force Manip III talent, the character can instead create a zone of zero gravity, which functions identically to the high gravity environment.

Prerequisites: Force Manip III, Force Manip II, Force Manip I

Gravity Hammer: You can increase the gravity in a target zone that even the air itself slams downward, blasting into the earth like a rail gun shot. By spending an action point, you can create a gravity hammer as an attack action.

The gravity hammer inflicts 10d6 points of force damage plus an additional +1d6 points of force damage per each Powered Hero class level (max 20d6) to all targets within a 30 ft radius. You may create the gravity hammer at any visible point within 100 ft. Targets in the gravity hammer's radius can attempt a REF Save (DC 10 + your Powered Hero class level) for half damage.

Prerequisites: Force Manip III, Force Manip II, Force Manip I

Singularity: Increase gravity to the point where nothing, not even light can escape its pull. When using your Gravity Hammer, instead of just suddenly slamming the target with ultra-gravity, you create a microscopic singularity.

Your Gravity Hammer now completely atomizes any creature or object destroyed by it, and usually leaves a bowl shaped, black glass depression where it landed. Once created, the Gravity Hammer remains active for 1d4 rounds, inflicting full damage each round. The hammer's effect radius, and a larger 30 ft radius encircling the effect become completely black, as all light is pulled into the singularity. Normal vision and Darkvision are useless within this spherical radius.

Prerequisites: Gravity Hammer, Force Manip III, Force Manip II, Force Manip I

Genius Talent Tree

Your genetic and cybernetic augmentation have pushed your mental abilities into the post-human range. You can process information with the speed and accuracy of a supercomputer, slaved to the insight and imagination of one of the greatest geniuses in human history. Your mind is your finest weapon.

Genius I: Any Powered Hero talent or Smart Hero talent you select provides you with a cumulative +1 enhancement bonus to your Intelligence score.

Prerequisite: INT-Keyed Ability Push only, at least one Smart Hero talent

Genius II: Each day, you can reroll a number of failed Knowledge checks equal to your Powered Hero class level + your INT modifier. Doing so takes no additional time, and you may re-roll a failed check as many times as necessary. If you re-roll the same check more than once, you receive a +5 competence bonus on the future rerolls of the same check.

Prerequisite: Genius I

Genius III: Your disciplined mind allows you to complete tasks more quickly than normal. When performing any INT based skill check, reduce the time necessary to perform the task by 75%, down to a minimum of a move equivalent action. Knowledge checks are always free actions for you.

Prerequisite: Genius II, Genius I

Logic: Your supremely logical mind renders you immune to Psionic assaults and harmful mind influencing effects. In addition, you add your INT bonus as an insight bonus on WIS-based skill checks thanks to your extreme attention to detail and keen observational skill.

Prerequisite: Genius II, Genius I

Logic II: Your supremely logical mind assists you in deprogramming allies who have succumbed to Psionic tampering or illusions. By successfully using the Aid Another action, you can provide an ally with a second WILL Save to overcome any mind influencing effect. In addition the aid another bonus, the target is treated as if they possessed

your Logic, and gain the benefit of your INT bonus on the save.

However, for non-Genius characters, being ‘talked down’ by an ultra-logical supermind can be disturbing. If your ally successfully saves against the mind influencing effect, he or she is still considered *shaken* for a number of hours equal to your INT modifier.

Prerequisite: Logic I, Genius II, Genius

Never Unprepared: Your swift, computer-like mind dramatically increases your reaction time. You add your INT bonus as an insight bonus on Initiative checks. You are never considered flat-footed.

Prerequisite: Genius I

Polymath: Your Powered Hero and Smart Hero levels stack for determining how often you can use talents from either class, and how effective those talents are.

Prerequisite: Genius I

Signature Invention: When using any Craft skill to create a device, weapon, computer system or vehicle (or using the Repair skill to modify or upgrade such a device) you can personalize the device so that it only functions for you. Such personalized devices are designed to only function when unlocked by your mental command and other characters can’t easily use them. Characters wishing to use one of your signature inventions must succeed on a Computer Use or Disable Device check with a DC equal to 10 + your INT Score + your Powered Hero class level. The gamemaster determines which type of check is made, based on the nature of the device.

Prerequisite: Genius I, Gearhead

Skill Memorization: You can perfectly duplicate the expertise of specialists you encounter. Anytime you see a skill check successfully performed, as a free action, you can memorize the procedures used by spending an action point. Doing so allows you to use the memorized skill check result rather than rolling the dice when making checks with the skill.

You can only have a single skill memorized at any given time. Once memorized a skill remains at your disposal for a number of hours equal to your INT score.

Prerequisite: Genius II, Genius I

Healer Talent Tree

Powered Heroes built as Healers use nano-reactive bodily fluids and precisely measured exotic energy discharges to stimulate cell regeneration. With a touch, a dedicated Healer can do what an entire, fully equipped surgical suite cannot.

Healer I: Your neural gene-mods make you an instinctive medic, and skill programs loaded into your frontal lobe give thousands of gigabytes of medical expertise to draw upon.

You receive a bonus on Treat Injury checks equal to 5 + your Powered Hero class level. In addition, you receive Surgery and Xeno-Medic as bonus feats, thanks to your onboard medical databases.

Prerequisite: INT-keyed, WIS-keyed or CHA-keyed ability push

Healer II: Engineered, purpose-grown organs in your hands and forearms project exotic radiations that can clot arterial bleeding and regrow shredded muscle, bone and tissue. By touching a dying creature (reduced to -1 HP and dropping) as a standard action, you can stabilize the creature, preventing further HP loss. This ability can also be used to end ongoing damage from blood loss, such as caused by a weapon with the *wounding* property.

Prerequisite: Healer I

Healer III: The Healer's touch can knit damaged tissue back together. As a full round action, the Healer can touch a wounded creature and restore 1d4 HP plus his Powered Hero class level. The Healer can use this ability at will, however, if he

restores more than 20 Hit Points within the same hour span, he is considered *fatigued*. If already *fatigued*, the Healer becomes *exhausted* instead.

Prerequisites: Healer II, Healer I

Healer Plus: Each time the healer chooses this talent, the Healer III talent restores an additional +5 Hit Points. Each time this talent is selected, he amount of Hit Points the Healer can restore within a single hour before becoming *fatigued* or *exhausted* increases by +10

Prerequisites: Healer III, Healer II, Healer I

Death Touch: Your healing gifts allow you to reshape flesh and alter living tissue on the molecular level. A slight change of emphasis and intent, and these same gifts can be used to kill.



8

By spending an action point, you charge your hands with lethal energies. By succeeding at a melee touch attack, you can instantly kill a living target that fails a FORT Save (DC 10 + your Powered Hero level). Targets who fail their save drop instantly to -11 HP, beyond saving by normal means. If the target successfully saves, the action point is lost without effect.

Prerequisites: Healer III, Healer II, Healer I

Remissive Touch: A number of times per day equal to 3 plus your Powered Hero level, you can touch a creature and cure any disease the creature is suffering from. Using this ability is a standard action.

Prerequisites: Healer II, Healer I

Softlings: The Ultimate Healers

The glamorous, engineered Softling species was purpose-born to be emergency medics. The genetic modifications that transformed human embryos into the first Softlings are identical to the genemods that empower Powered Hero Healers. As a result, Softlings have a genetic edge over all other Powered Heroes wishing to become Healers.

Softling Powered Heroes can select any talent requiring Healer I or Healer II without selecting those talents. Their innate genetic gifts serve the same purpose as these two talents. As a result, Softling Powered Heroes can choose Healer talents regardless of what attribute their Ability Push is keyed to.

A Softling Healer can choose Healer I, in which case the bonus provided by this talent stacks with their racial bonus to Treat Injury checks. Healer II is useless to Softling characters, as it is identical to one of their racial powers.

Restorative Touch: A number of times per day equal to 3 plus your Powered Hero level, you can touch a creature suffering from ability score damage. Your touch completely restores any creature ability score damage the character is suffering from

. By spending an action point when activating this ability, you can fully restore a creature suffering from permanent ability score drain.

Prerequisites: Healer II, Healer I

Resurrecting Touch: By spending an action point, you can restore life to the slain. You may resurrect a living creature that has been dead for up to 1 hour per Powered Hero class level. Regardless of the conditions of the corpse, you can restore it to life in a completely intact state, so long as it has not been completely atomized. Resurrected creatures are restored to life with 1 Hit Point per the Healer's Powered Hero class level. Using this ability requires a full round action.

Prerequisite: Healer III, Healer II, Healer I

Illusionist Talent Tree

You can manifest convincing holograms, auditory effects, and even illusory scent cues thanks to your onboard projectors and weaponized psi-viruses. You are a master of concealment, deception and a strange post-human kind of art.

Illusionist I: Your illusion casting abilities allow you to control color and shade in spectacular and primal forms. As a standard action, the Illusionist can excite the photons around her into a dazzling pyrotechnic display. The Illusionist can cast *light* or use *prestidigitation* to create a dazzling light show at will, as a mage of her total character level.

If the Illusionist chooses to spend an action point while using this ability, she can create a blinding, disorienting flash rather than a harmless lightshow. Any sighted creature within 60 ft of the Light Weaver must make a FORT save (DC 10 + her Powered Hero class level) or be *blinded* for 3d6 rounds. If this talent is used with Full Sensory Illusion, the target is also *deafened* on a failed save.

Prerequisite: CHA-keyed ability push only

Illusionist II: Illusionists get can weave stray photons like a craftsman weaves silk. As a full round action, the Illusionist can make a Craft



(visual arts) check to create a stunningly realistic, immobile hologram of any Gargantuan or smaller object the Illusionist is familiar with, from buildings and vehicles to an immobile human being. The hologram remains in existence as long as the Illusionist concentrates on it for 1d4 rounds after she ceases imagining the object.

Obviously, while the illusion is convincing, it has no tactile, audible or olfactory components, nor does any object disguised with this ability have its function or properties altered in any way. Creatures directly interacting with the hologram can recognize it as an obvious illusion with a DC 10 WILL save. More distant creatures can attempt a WILL Save with a DC equal to the Craft (visual arts) check used to create the illusion.

Prerequisite: Illusionist I

Illusionist III: Creating mobile, real-time illusions is mentally taxing and only possible for experienced Illusionists. A number of times per day equal to 3 +

her Powered Hero class level, the Illusionist can cast any of the following spells *change self*, *glitterdust*, *invisibility* or *invisibility sphere* as a mage of her Powered Hero class level.

Prerequisites: Illusionist II, Illusionist I

Illusionist IV: Experienced Illusionists learn fine control and real-time alteration of their illusions. Controlling illusions is a full round action that provokes attacks of opportunity. Doing so allows the illusory objects to move and interact directly with their audience. The WILL Save DC to pierce a controlled illusion is equal to 10 + the Illusionist's Powered Hero Class Level + her CHA modifier.

Prerequisites: Illusionist III, Illusionist II, Illusionist I

Damaging Illusion: You can create mobile illusions that seem to attack your target. Those who believe your holographic lies take very real damage. You may use a mobile, controlled illusion

to attack a single target within range as a full round action. This target is beset by an invincible, perfect and lethal attacker conjured from your imagination.

The target must succeed at an additional WILL Save (DC 10 + your Powered Hero Class Level + your CHA modifier) or suffer 1d6 points of damage per Powered Hero class level (maximum 10d6). This damage is psychosomatic and as such is considered a mind-influencing effect. Each psychic attack also allows the target another WILL Save to ignore the illusion all together.

Prerequisite: Illusionist IV, Illusionist III, Illusionist II, Illusionist I

Full Sensory Illusions: Your illusions seem to have a scent and you can add auditory components, up to 100 decibels to any hologram you construct. You may need to make Perform (sing, various instruments) or Disguise checks to imitate specific sounds or voices, at the game master's option. The game master determines if this additional check is necessary and which type of check based on the sound imitated.

Prerequisite: Illusionist I

Persistent Illusion: Your holographic illusions will remain in existence for 1d4x10 minutes after the Illusionist ceases concentrating on it, as opposed to 1d4 rounds.

Prerequisites: Illusionist I

Targeted Illusion: You can tight-beam your illusions directly to the visual cortex of specific targets. You can choose which characters within the range of your effect see your illusions. You may also choose to allow some characters to see the actual illusion, and other characters (usually allies) within range to see a 'ghost image' of the illusion. Doing so allows your allies to recognize you are casting an illusion and its exact boundaries without falling victim to the hologram or being distracted.

Prerequisites: Illusionist I

Luckweaver Talent Tree

Advanced quantum computers built into your weapons allow you to alter reality on the sub-atomic level. Push a few quarks here or there, change the smallest piece of reality, and the changes cascade. You can alter luck, twist fate and make the impossible a certainty.

Luckweaver I: You are incredibly lucky. You receive a +1 luck bonus on all saving throws, and luck bonuses always stack for you.

Luckweaver II: You have the ability to twist probability in your favor. A number of times per day equal to 3 + your Powered Hero level, you may roll the next size larger dice when rolling dice for any reason. You may upgrade damage dice, randomly rolled hit points, action dice, or attack rolls. When upgrading a D20 you roll 3D10 instead. Your critical hit range increases from the normal range to 30, making critical hits far more likely.

Prerequisite: Luckweaver I

Luckweaver III: You can twist probability to plague your enemies with bad luck. A number of times per day equal to 3 + your Powered Hero level, you can bestow bad luck on any character within 60 ft that you can clearly see and who does not have total cover from you. Using this ability is an attack action. For one minute after being targeted, your opponent suffers a -5 penalty on all attack rolls, skill checks and saving throws, and cannot confirm any critical hit nor expend action points.

If your target succeeds at a WILL Save (DC 10 + your Powered Hero class level) he or she merely suffers a -2 penalty on all attack rolls, skill checks and saving throws for the same duration.

Prerequisite: Luckweaver II, Luckweaver I

Failure Points: You can create improbable mechanical stresses that can destroy anything from an AK-47 to a space shuttle orbiter. By spending an action point, you can cause any Small or smaller non-living, non-magical machine within 100 ft that you can clearly see to fail completely. The machine

will not work until repaired (Repair DC 20). Using this ability is an attack action. You cannot affect living machines, nor machines directly connected to living tissue, such as cybernetic implants.

You can affect larger machines with correspondingly greater effort. By spending additional action points the size of the machine affected increases by one category per point spent. Spending additional action points in this way is a deliberate exception to the general rule that you can only spend one action point per round.

Prerequisite: Luckweaver I

Failure Points II: When using your Failure Points ability, you may affect a number of targets of the same general type (all firearms, all cellphones, all automobiles, ect) within 100 ft equal to your Powered Hero class level. If you have spent additional action points to affect a larger machine, you may affect all machines of that size or smaller of that general type within range.

Prerequisite: Failure Points I, Luckweaver I

Life Saving Luck: When the Powered Hero or any ally within 30 ft is struck by any attack, the Powered Hero can spend an action point to mitigate the damage somehow. Some bizarre, one in a million coincidence saves the target's life: falling rubble blocks a pistol bullet, a last second misstep turns a sniper's kill shot into a bad wound, a sudden spray of water vapor refracts a laser, a pocket Bible stops a hollow point from penetrating.

Using this purely mental ability is a free action which may be performed as often once per round. When you use this ability, you negate a number of points of incoming damage equal to the action dice result plus your Powered Hero level.

Prerequisite: Luckweaver I

Unbalanced Fate: You gain an even greater control over probability and fate. Any time you spend an action point to improve the result of any attack roll, skill check or saving throw, all enemies within a 30 ft radius of you suffer a luck penalty on the same kind of die roll equal to the bonus you received. This penalty stacks with the penalty from

the Luckweaver III talent, and if you spend multiple action points during a round, the effect is cumulative (maximum -10 luck penalty). This penalty remains until the end of the current encounter.

Prerequisite: Luckweaver II, Luckweaver I

Shapechanger Talent Tree

Shapechangers are creatures of malleable form. They can alter their bodies into a limitless number of new forms- from human facades intended for espionage to powerful warforms designed for combat. Shapechangers are the most versatile breed of post-human, equipped for every eventuality.

Shapechanger I: As a full round action, the Shapechanger can reshape his or her body at will, similar to a magic user casting *change self*. The Powered Hero can transform itself into any similarly sized humanoid creature of either gender. You can alter your height and weight by up to 20% when changing shape. This is an actual physical transformation, not an illusory effect. You can become pregnant in female gender, and cannot shift gender while pregnant.

You can also alter your physical features in less obvious ways, such as instantly changing hair or eye color, growing or retracting your hair, or similar feats. You can change the tone, pitch, timbre and accent of your voice by altering your vocal cords.

If you use this ability to craft a disguise, you receive a +10 bonus on the Disguise check. You can attempt to duplicate another humanoids retina patterns, fingerprints or other biometric data by succeeding at a DC 40 Disguise check.

You maintain your altered physique indefinitely, and return to your natural shape when knocked unconscious, or killed, and while you sleep. Your body physically changes, though your clothes, equipment and carried items are not affected. You gain the Shapechanger subtype.

Prerequisites: CON-keyed or CHA-keyed ability push only

Shapechanger II: You can assume new guises in the blink of the eye. Your Shapeshifter I talent improves greatly, and you can assume the form of monstrous humanoids as well as humanoids. Assuming a new form is a free action, and you can change forms as often as once per round.

Prerequisite:
Shapechanger I

Shapechanger III: Your metamorphic versatility increases greatly. A number of times per day equal to three plus your Powered Hero class level you can shape change into virtually any creature. Doing so is a full round action which provokes attacks of opportunity. You can maintain your altered form for a number of minutes equal to your total character level.

Your new form may be of the same type as your natural form or any species with the following types: aberration, animal, giant, humanoid, magical beast, monstrous humanoid, ooze, or vermin. You transform into a statistically typical member of the emulated species, though you can sculpt the minor details of your change-form's appearance (such as hair and eye color, facial features, gender and age) as desired.

Your assumed form cannot have Hit Dice or Challenge Rating equal to more than seventy-five percent (75%) of your total character level. You cannot assume a form smaller than Tiny nor larger than Huge, nor can you assume any incorporeal or gaseous form.



Your type and subtype (if any) change to match the new form. You retain your class abilities and feats while shapechanged. If you can wear or use your weapons, equipment, clothing and armor in your new form, they remain in place and provide the usual benefit. Otherwise your gear melds into your new form and becomes useless.

Upon changing, you regain lost hit points as if you had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, you

revert to your original form, though you remain dead.

You gain the STR, DEX and CON scores of the new form but retain your own INT, WIS and CHA scores. You also gain all extraordinary attacks and abilities possessed by the form but not supernatural or spell like abilities.

Prerequisite: Shapechanger II, Shapeshifter I

Fluxminx: The Ultimate Shapechangers

Much of the science behind the Shapechanger talent tree has its genesis in the same genetic research that created the Fluxminx species. As a result, it's easy for Fluxminx to explore the Shapechanger talent tree than other species. Fluxminx can select talents from this tree without needing to first select Shapechanger I. A Fluxminx' natural metamorphic gifts serve the same purpose. As a consequence, Fluxminx Powered Heroes can select this talent no matter what attribute their ability push is keyed to.

Shapechanger IV: As your shapeshifting talents mature, you can assume more powerful and complex forms. When using Shapechanger III to assume a new form, you can assume the form of a creature with a Challenge Rating or Hit Dice equal to your total character level.

Prerequisite: Shapechanger III, Shapechanger II, Shapechanger I

Dragonform: You can assume the form of the most powerful creatures in the multiverse. You can assume the Dragon type to the list of creatures whose form assume.

Prerequisite: Shapechanger III, Shapechanger II, Shapechanger I

Elementform: You can assume the form of the most powerful creatures in the multiverse. You can assume the Elemental or Construct type to the list of creatures whose form assume.

Prerequisite: Shapechanger III, Shapechanger II, Shapechanger I

Outsiderform: You can assume the form of the most powerful creatures in the multiverse. You can assume the Outsider type to the list of creatures whose form assume.

Prerequisite: Shapechanger III, Shapechanger II, Shapechanger I

Shooter-Type Talent Tree Expansion

The basic abilities of Shooter-Type Talent Tree are described in the Powered Hero Basic Class. As impressive as the talents of ordinary Shooter-Types are, the most powerful metahumans of the breed have transcended the limitations of flesh. No longer mere energy projectors, these evolved Shooter-Types have become beings of pure energy.

Bright Flesh: With a primal scream of passion, rage and ecstasy, the Powered Hero can transform her meat-body into raw energy. Each day, the Powered Hero can transform herself into a nearly invulnerable energy being as a move equivalent action.

The Powered Hero can remain in energy form for a number of minutes equal to her Powered Hero class level before needing to begin making WILL Saves to resist returning to human form. The save DC is 15 + the number of rounds she has maintained her energy form past her initial limit. The Powered Hero is considered *fatigued* for the duration of the current encounter when she returns to human form.

As an energy being, the Powered Hero gains a host of immunities and special abilities. She becomes immune to all non-magical physical harm, suffocation and hard vacuum, poisons, disease and critical hits. Any unarmed or melee attacks she makes while intangible ignore Natural Armor and Equipment bonuses to Defense. As an energy being, the Powered Hero gains a Flight Speed of 100 ft (perfect maneuverability).

Prerequisites: Shooter-Type I, Shooter-Type Plus, any other Powered Hero talent

Corona: You can manifest an energized aura around your body. This energized sheath inflicts +1d6 points of additional energy damage to any melee attack you make. This additional damage is of the same type as your Shooter-Type talent.

You can manifest or deactivate your energy corona as a move equivalent action.

Prerequisite: Shooter-Type I

Energy Reflection: You can absorb energy blasts directed at you and blast them back at the shooter. Any time you are hit by an energy blast, you can absorb an amount of damage equal to your 5 plus your Powered Hero class level. If the energy blast is of the same type as your Shooter-Type talent, you can absorb the entirety of the incoming damage.

You can store the incoming damage until the end of the current encounter. You can add the absorbed damage as bonus damage on any attack made

with any Shooter-Type talent. You must declare the use of this ability before rolling to strike.

Prerequisite: Shooter-Type I

Energized Regeneration: Rather than firing absorbed damage from energy blasts directed at you, you can use it to heal yourself. The process is inefficient. For every two points of absorbed energy you expend in this way, you recover one HP. Using this ability is a move equivalent action. This healing can not raise your HP total above your normal maximum.

Prerequisite: Energy Reflection, Shooter-Type I, any other Shooter-Type talent

Hard-Energy Weapons: Forcefield and magnetic bottle technology built into the Shooter-Type's central nervous system allows her to imagine energy-based melee weapons and use them in battle. As a free action, the Shooter-Type can call an energy duplicate of any one handed melee weapon desired.

The energy weapon is made of shaped force fields, and inflicts damage equal to its mundane counterpart, though the damage is of the same energy type as the Shooter-Type's blast. This weapon cannot be disarmed, though it can be sundered.

The Shooter-Type can reactivate a destroyed or dismissed energy weapon as a free action on his turn. The Powered Hero must have proficiency with a summoned weapon type to use it effectively.

Prerequisite: Shooter-Type I

Instinctive Upshift: The Powered Hero can transition to energy instinctively, in response to a threat. As long as the Powered Hero is conscious, she may spend an action point to briefly go intangible, enabling her to ignore the effects of any



single assault. The Powered Hero does not need to be consciously aware of the attack, and she can even use this ability when helpless or flatfooted, so long as the enemy hasn't found some way to negate her powers.

Prerequisite: Bright Flesh

Summoner Talent Tree

With a thought, a summoner can call small platoons to fight on his behalf. Some summoners teleport in cloned troopers and genetically engineered combat beasts from distant stasis tubes, while others reach through the multiverse to find proxy warriors, and still others use gene-twisting nanotech to instantly forcegrow strike teams from bacteria and ambient bio-mass.

Summoner I: You can summon allies for a short duration to fight on your behalf or otherwise serve you. A number of times per day equal to 3 + your Powered Hero class level, you can summon allies as a standard action. You may summon any number or combination of allies whose total challenge rating is equal to your Powered Hero class level plus +3. Thus, a first level Powered Hero using this ability could summon one CR 4 creature to aid him, or any combination of weaker creatures whose combined CR equals 4.

The summoned creatures can represent any combination of class levels, templates and monster Hit Dice, though most summoners usually stick to a specific theme when calling allies- cybernetically uplifted Lifer infantry troops, genetically engineered oozes able to eat through metal, or robotic constructs to name just a few possibilities. It's recommended that you stick to summoning creatures that are already statted out and available to you, to avoid slowing gameplay while you create a unique creature. Your summoned creatures appear with typical gear for members of their type, typically with any equipment mentioned in their stat block. Summoned creatures cannot spend action points.

Summoned creatures remain in existence for a number of rounds equal to 3 plus your

Powered Hero class level, unless killed or dismissed earlier. You do not have any special awareness of your summoned creatures, nor link to them, though they will follow your commands to the best of their ability.

Prerequisites: INT-Keyed or CHA-Keyed ability push only

Summoner II: Your summoned creatures remain in existence for the remainder of the current encounter unless killed or dismissed sooner.

Prerequisites: Summoner I

Information Web: You share a hivemind with the creatures you summon, can command them at any distance. You are instantly aware of anything your summoned minions are thanks to your telepathic link.

Prerequisite: Summoner I

Reactive Summons: When badly damaged, your body responds by automatically calling in allies. Any time you suffer a critical hit, you receive an additional daily use of your summoning talents. You must use this summons before the end of the current encounter or it is lost without effect.

Prerequisite: Summoner I

Summoner Plus: Each time you select this talent the total maximum CR of the creature or creatures you summon increases by +2. You may select this talent multiple times.

Prerequisites: Summoner I

Superspeed Talent Tree

Powered Heroes who explore this talent tree become the fastest mammals on the planet, capable of outracing a Tokyo bullet train or hitting an adversary a thousand times in the blink of the eye.

Superspeed I: Your overland movement speed increases to supersonic levels. Given a clear and unobstructed path, you can cross North America in a few hours. You require several hundred mostly clear yards of smooth ground to build up speed, and a similarly clear area to decelerate.

This speed increase has no effect on your tactical movement rate or speed in melee combat. You are considered fatigued for 1d4 hours after traveling at superspeed.

Prerequisite: DEX-keyed ability Push, Increased Speed Fast Hero talent

Superspeed II: Your superspeed becomes more efficient, and you gain the ability to use super speed tactically. A number of times per day equal to 3 + your Powered Hero class level, you can cover a distance of up to 5,000 ft as a free action. You may use this tactical superspeed as often as once per round.

You may move normally over obstructed or difficult terrain while traveling at superspeed, and can even run on water or over ice without loss of speed. However, you must leap chasms or move around barriers normally, costing you some of your maximum potential movement.

Prerequisite: Superspeed I

Combat Superspeed: Not many enemies can stand up to ten thousand punches delivered in less than 0.14 seconds. Humans are usually reduced to bloody red smears, and even tank armor tends to bend after the thousandth punch.

By spending an action point after a successful melee attack, you can initiate a flurry of superspeed punches. Roll damage for the first attack normally, and then add that same amount of damage for each point by which your attack roll beats the target's Defense score. For example, if your attack roll is 20 and your target's Defense is 17, you would apply the damage from your attack two additional times, for a total of three effective attacks, representing hundred or thousands of glancing blows and punches. You are considered *fatigued* for the remainder of the encounter after using this tactic.

Prerequisite: Superspeed I

Combat Phasing: When using your Combat Superspeed attack you can vibrate your molecules at such great speed that your blows seem to pass through the rough matter of your enemy's armor. Once you activate your Combat Superspeed talent,

your number of bonus attacks are calculated as a melee touch attack, allowing you to inflict several more blows on a suddenly vulnerable adversary.

Prerequisite: Combat Superspeed, Superspeed I

Reflexive Superspeed: Any time you fail a Reflex save for any reason, you can activate your Superspeed II talent and must travel at least 1,000 feet rather than suffering the effects of the failed save. You are treated as if you had succeeded on the saving throw.

Prerequisite: Superspeed II, Superspeed I, Evasion

Speed Theft: You can control kinetic energy and velocity, leaving your opponents mired in quantum mud, moving like old men as you dance between raindrops. A number of times per day equal to 3 + your Powered Hero class level, you can steal up to 100 ft of movement in a single round. You may afflict any number of targets within 100 ft who are clearly visible to you and do not have total cover.

Affected targets do not receive a saving throw unless they have at least one talent from this tree. In that case, they may attempt a WILL Save (DC 10 + the Powered Hero's class level) to ignore the effect. If a target successfully saves the daily use of this ability is still wholly or partially expended.

If you reduce a creature's base movement rate to 0 ft, it is paralyzed until the next round. Creatures frozen in this manner remain in their current state- even if paralyzed while airborne they do not fall or change position.

Prerequisite: Superspeed II, Superspeed I, at least one other Superspeed talent

More than members of any other talent tree, Time Manipulators benefit from cross-selecting talents from other Powered Hero trees. By selecting talents from the Transmuter or Superspeed trees, Time Manipulators can steal speed, nullify kinetic energy, rust weapons away to ferrous flakes with a glance, or speed or slow chemical reactions.

In the comics that inspired *Psi-Watch*, and to a lesser extent, *Otherverse America*, most time manipulators can fire blasts of strange energy, summon weapons and allies from across the multiverse. Shooter-Type and Summoner abilities are a good fit, as are any Psionic feats that allow a variant view of space time, precognition or other abilities.



Time Manipulator Talent Tree

Your advanced systems allow you to manipulate time on a tactical level. Onboard quantum computers allow time manipulators to accelerate their personal timeline, slow others, or create areas of null time more than a mile wide.

Time Manip I: You have the ability to greatly accelerate your personal time field. You can act as hasted for a number of rounds per day equal to 10 plus your Powered Hero class level. You may activate this ability as a free action on your turn, and maintain the hasted state in one round increments. These rounds need not be consecutive.

Prerequisite: INT-keyed or DEX-keyed ability push only

Time Manip II: Just like you can greatly accelerate your own time flow, you gain the ability

to slow the subjective time frames of your adversaries. You may cast *Slow* as a Mage of your total character level a number of times per day equal to 3 + your Powered Hero class level.

Prerequisite: Time Manip I

Time Manip III: Your ability to slow time becomes the ability to completely pause the timestream in a localized area. By spending an action point, you create a localized area, up to one mile in diameter, where the ordinary flow of time seems to abruptly stop.

You are free to act normally for 1d4+1 rounds of subjective time. Fires, cold, gas and the like can still harm you while time is paused. While the time stop is in effect, other creatures are invulnerable to direct attacks and Psionic abilities. You cannot target a creature with any attack or power.

If you begin an effect that has a longer duration during the time stop, it remains active once time resumes normally. Most time manipulators can use the additional time granted by this power to improve their tactics or defenses, summon allies or flee from battle. You cannot move or harm items held, carried or worn by a creature stuck by the time stop, but can affect unattended items. You are undetectable while time is stopped, and cannot be recorded or detected through technological means while time is stopped.

Prerequisite: Time Manip II, Time Manip I

Time Manip IV: When you pause time, you can designate a number of allies within 100 ft equal to your INT Modifier. These allies can act as freely as you can during the time stop.

Prerequisite: Time Manip III, Time Manip II, Time Manip I

Entropic Assault: A thought from you can accelerate an enemy's personal time-flow to the point where years –decades- pass in picoseconds. By spending an action point, you can make a ranged touch attack against any target within 30 ft.

If the ranged touch attack is successful, your opponent ages by 1d4+1 age categories. Your target immediately suffers the physical effects of aging, but does not receive the mental ability score bonuses for age and wisdom. If your target is moved past venerable, he dies immediately, rapidly rotting away to rotten bones.

Prerequisites: Time Manip II, Time Manip I

Spacefold: Your mastery of space time allows you to create wormholes capable of traversing galactic distances. By spending an action point, you can create a wormhole capable of passing any Gargantuan or smaller vehicle or object. Your wormhole can traverse several hundred light years of distance, allowing for rapid galactic travel, equivalent to a top of the line starship. Your wormhole cannot be used for direct travel within the same solar system. However, the time manipulator can make an indirect jaunt, by teleporting to a point outside the solar system and then spend a second action point to return to another point on the planet of origin. Your wormhole remains open for as long as you maintain concentration on it, and for one minute thereafter.

Prerequisite: Time Manip II, Time Manip I

Temporal Annihilation: By rewriting a victim's personal time line, you erase him from history. Such an assault is one of the riskiest forms of temporal warfare, as removing a target from the time line may have profound and unintended consequences.

By spending an action point you improve your Entropic Assault ability. A target who is aged to dust by your Entropic Assault effect is effectively erased from history. This erasure is haphazard at best. All Research, Gather Information and Knowledge checks made about the erased character have their DC increased by +1d20, and most NPCs simply forget the character's existence. Even parents, lovers, friends and other intimate associates of the character remember nothing of the erased character consciously, but may attempt a WILL Save (DC 25 + your Powered Hero class level) to recall individual incidents involving the erased character.

Non-magical, unattended physical artifacts associated with the erased character fade out of reality. Cars, homes and weapons owned by the character simply disappear, though items significant to the erased character (such as a favorite weapon or the like) might remain, lost somewhere on the planet where the erased character operated most frequently.

Any significant known actions of the erased target made within an hour of the temporal annihilation, including the slaying of the Time Manipulator's allies or major destruction caused by the erased character are wiped from history, similar to the Time Manipulator's Temporal Rescue ability but on a much greater scale. The Time Manipulator and allies within 100 ft remember the existence of the erased character and his or her actions, even if the rest of the world has forgotten.

Prerequisites: Entropic Assault, Time Manip II, Time Manip I

Timeline Duplicates: You can reach into the infinity of parallel timelines and pull duplicates of yourself to fight at your side. By spending an action point, you can summon 1d4+1 temporal duplicates as a move equivalent action. These parallel versions of yourself are identical to your current state in game play terms, with two exceptions exception. These temporal duplicates only have a single hit point, and vanish back into the multiverse when they take any amount of damage. In addition, these temporal duplicates cannot use action points.

These temporal duplicates have the same gear and abilities you do. They can freely use limited use abilities, expend their ammunition and perform other tasks without affecting your equipment or powers. Your duplicates may be exact duplicates of you or as radically different in appearance and style- after all, the multiverse is a big, confusing place filled with an infinity of possibilities.

Temporal duplicates remain in existence for a number of rounds equal to 3 + your Powered Hero class level once summoned, unless killed sooner or dismissed. Temporal duplicates serve you loyally and share the same basic knowledge you do, but you don't have any special link or awareness of a duplicate's actions.

Prerequisites: Time Manip III, Time Manip II, Time Manip I

Temporal Rescue: By creating a pocket of quantum uncertainty, you can save those beyond normal help. By establishing a temporal anomaly something like a video game save point, you can bring fallen allies – or even yourself – back from death or critical injury.

By spending an action point, you can establish a temporal rescue point as a free action. Make a record of your current condition and a number of allies within 100 ft equal to your INT modifier. No matter what occurs during a 24 hour period after the temporal rescue point is constructed, you can choose to revert yourself and your allies to the state they were in when the temporal rescue point was established.

No matter what condition you are in, even if you or your allies are destroyed on a molecular level, you can revert to the rescue point's status. If you are slain, you and your allies automatically revert to the rescue point's status. You and your allies retain awareness and memories of all experiences during the time between when the rescue point is made and the time is it used, including memories of their death if it occurred.

If the temporal rescue point is not activated within 24 hours of it's creation, it fades without any effect.

Prerequisite: Time Manip III, Time Manip II, Time Manip I

Transmuter Talent Tree

Your entire body is laced with rapid fabrication nano-colonies that allow you to alter molecular structure with a touch. You can turn lead into gold, the dream of ancient alchemists, but can do so much more.

Catalyzer: Your onboard nano-colonies can speed or inhibit chemical reactions, providing you with a variety of useful talents. You may use any Catalyzer talent a number of times per day equal to 3 + your Powered Hero class level.

By catalyzing or inhibiting chemical reactions you can produce any of the following effects.

- Permanently raise or lower the radioactivity of an object or 10 ft square area by one degree per round.
- Increase or decrease the size category of a fire by one category per round.
- Rust unattended, non-living metallic objects, permanently reducing its Hardness by 5 points per round. You may affect one non-living, non-organic object of Size Large or smaller, or a 5 ft section of a larger ferrous object per round.
- Permanently reduce the Armor Bonus to Defense of any non-living armor or shield by -2 per round.
- Increase or decrease the FORT Save associated with a specific chemical or drug dose by +2 per use of the power.
- Receive a +10 circumstance bonus on any Craft skill or INT-keyed check (such as Repair or Disable Device) where the game master rules that exact control over chemical reactions would prove useful, such as Craft: chemical, Craft: pharmaceutical or the like.

Prerequisites: INT-keyed Ability Push

Transmuter: You use your onboard nano-colonies to transmute objects by touch. A number of times per day equal to 3 + your Powered Hero class level, you can transmute any unattended, non-living, non-organic object of size Large or smaller into virtually any other object of size Large or smaller. You could transmute a computer system into a laser pistol, turn a desk lamp into a ruby the size of a baby's fist, or mold pollution and dust into a fine crystal goblet.

To craft complex or artistic objects, you must succeed at a Craft check, the DC of which is determined by the complexity of the object. For most commercial electronics and mechanical devices, a good rule of thumb for a creation DC is the item's Purchase DC + 1d6. The transmuter must be familiar with a device to create it. Creating objects from a higher progress level is especially difficult: add +5 to the DC for each progress level

above your native progress level the device comes from. Transmuting an object is a full round action.

By expending an action point, you can create objects of great natural value, such as deposits of diamond, platinum or ruby. The resulting item has a Purchase DC equal to the Craft check used to create it plus 7.

Prerequisite: Catalyzer

Lethal Transmutation: You can use your Transmutation ability to kill- turning an opponents' blood to phosphorus, or turning his heart to vapor. By spending an action point, you can directly attack any living creature of Size Huge or smaller who does not have total cover within 60 ft.

Your opponent must succeed at a FORT Save (DC 10 + your INT modifier + your Powered Hero class level) or fall to -11 HP and die. If the target succeeds on the save, he merely suffers 2d6 points of temporary CON damage as vital organs are briefly transmuted within their body.

Prerequisite: Catalyzer, Transmuter, Transmutational Imprionment

Spell Level	Available Spells
1st	Create Water, Jump, Power Device, Ray of Fatigue
2nd	Delay Poison, Enhance Ability, Resist Energy, Web
3rd	Fireball, Remove Disease, Waterbreathing
4th	Restoration, Stoneskin
5th	Cloudkill, Wall of Iron, Wall of Stone

Science as Magic: Your transmutational talents are so finely honed you can perform super-scientific feats so amazing a previous age would regard them as magic.

Each day, you can cast a number of spell levels, in any combination, equal to your Powered Hero class level plus your INT modifier. If this total is ten, for example you can cast 10 first level spells, two fifth level spells or any other combination that totals 10 spell levels.

Each time you select the Transmuter Plus talent, you can cast an additional +5 spell levels. Spells cast by you are not considered inherently arcane or divine, rather they are considered Psionic abilities. Your mage level is considered equal to your Powered Hero class level for determining spell effects.

Prerequisites: Catalyzer, Transmuter, any other Transmuter talent

Transmuter Plus: You can use any Transmuter talent an additional 3 times per day, and all saves associated with your Transmuter talents have their associated DCs increased by +2.

Prerequisite: Catalyzer

Spacefold: You gain the Spacefold talent from the Time Manip talent tree, and may select abilities that have Spacefold as their prerequisite.

Prerequisite: Catalyzer, Transmuter, Science as Magic

Transmutational Imprisonment: You can transmute pollution into manacles, turn an opponent's clothes into steel sheeting, or otherwise capture your foes thanks to your molecular control talents.

As an attack action, you can use your Transmuter ability to imprison any opponent who you can clearly see within 60 ft. You create some kind of bonds, which have Hardness 10 and 50 Hit Points and render the opponent helpless. These bonds have an Escape Artist DC of 25 and a Break DC of 30. The opponent can attempt a REF Save to leap clear of the molecular bonds as they form, evading the effect. The REF Save DC is equal to 10 + the Transmuter's INT Modifier + his Powered Hero class level.



By spending an action point when using this power, you can make the bonds air tight and extremely durable. These bindings have Hardness 25 and 100 Hit Points, and until they are reduced to half HP or fewer, remain air tight, potentially suffocating the creature trapped inside.

Prerequisite: Transmuter

Transmutation Immortality: Your body automatically transmutes itself to survive any hardship, and instantly restores itself, rendering you immune to the ravages of age. You become effectively immortal, and have no maximum age, nor do you suffer penalties for aging any longer, though mental bonuses for age and wisdom still accrue. You become immune to suffocation, starvation, disease, hard vacuum and radiation.

Prerequisite: Catalyze

Valuable and Valueless

Twenty-second century Americans still exchange rings as part of the marriage ceremony, but the forms those rings take have changed dramatically. Gold, silver, diamonds and other precious stones and metals can easily and cheaply be synthesized in the lab, or be grown instantly by the post-human elite. Some Powerededs can alter molecular structure with a thought, and can create a flawless diamond the size of a basketball, a fact that has fundamentally altered the world economy.

Raw commodities, unless they have an obvious use in and of themselves (such as oil or grain) have little value to a 22nd Century consumer. Finished materials, particularly hand-crafted items and art objects have value, as does information, skilled service and labor. Commodities trading is a thing of the past.

Precious stones and metals are an order of magnitude cheaper than their 21st Century equivalents, and jewelry has mostly fallen out of fashion. Modern rings and gems, even those that would have sold for thousands of dollars in an earlier century, are attractive but ultimately disposable trinkets. The one exception is heirloom jewelry, which is bought and given more for a sense of history than raw material value. Many young brides are presented with a ring that has been in the groom's family for generations.

Jewels more than a century old have value equal or greater than to their previous raw material cost. Fragile, difficult to care for gems that degrade over the years have much greater rarity, and thus greater value than durable stones like diamond.

Few 22nd Century betrothal rings are diamond; many of the priciest are heirloom opal or jade.

Many metahumans prefer gems and metals created by one of their own kind. Wearing 'organic' gems is a status symbol, and a tangible reminder of the beauty and universe-altering power the Powered race possesses. As a part of many post-human weddings, the participants use their powers to actually create their rings, before the eyes of the assembled crowd.

Naturally, gems that combine both traits-heirloom 'organic' gems -are some of the most valuable art objects on Earth. Many of these items date back to the mid 2030s, when Powerededs first began emerging as a social force, and have names and heritages almost as legendary as the metahuman soldiers who produced them. The Nakamoto Slivery, the Raxwire Opals, the Rhinehart Blue Set, and many others are family heirlooms worth millions. These unique gems are handed down exclusively among the descendants of early post-human legends.

Warform Talent Tree Expansion

Warform Powered Heroes are some of the most visually impressive, intimidating post humans in existence. A special few are something more than just biological tanks- they have mastered aspects of their changed anatomies that lesser Warforms have never imagined.

Ambient Matter: Your elemental body constantly renews itself from matter collected nearby, with your composition altering slowly over time. If you are injured, you can restore yourself from unattended matter, absorbing anything from parked cars to graffiti strewn rubble.

As a move equivalent action, you can touch a non-living, unattended item of size Large or smaller and absorb it into your body, replacing mass lost to damage. Doing so restores 1d8 Hit Points per 10 points of the object's Hardness. Your appearance changes cosmetically, reflecting the ambient matter you absorb, but these visual

changes have no effect on your game-play statistics.

Prerequisite: Warform I, Elemental

Malleable Bodyform: Your elemental body is composed of trillions of inorganic particles contained and controlled by the Psionic energy network of your consciousness. Your malleable form allows you to slide through any non-airtight or non-watertight opening, and return to humanoid form on the other side. While traveling in such a manner, your base speed is reduced to 5 ft per round, while you can travel through pipes, or slide under doors, it is not a quick process.

As a free action you can shape your hands and forearms into any Large or smaller, unpowered melee weapon you desire, such as blades, hammers, or flails. You cannot use a transformed limb to hold objects or perform skills until it returns to its normal state.

Prerequisites: Warform I, Elemental

Molecular Absorption: With a touch, you can absorb the property of non-living matter, gaining its strength and durability. By spending an action point while touching any non-living object, you gain Hardness equal to the object's and a number of bonus Hit Points equal to the object's (or of the 5 ft section you are touching, in the case of large objects such as walls or skyscrapers).

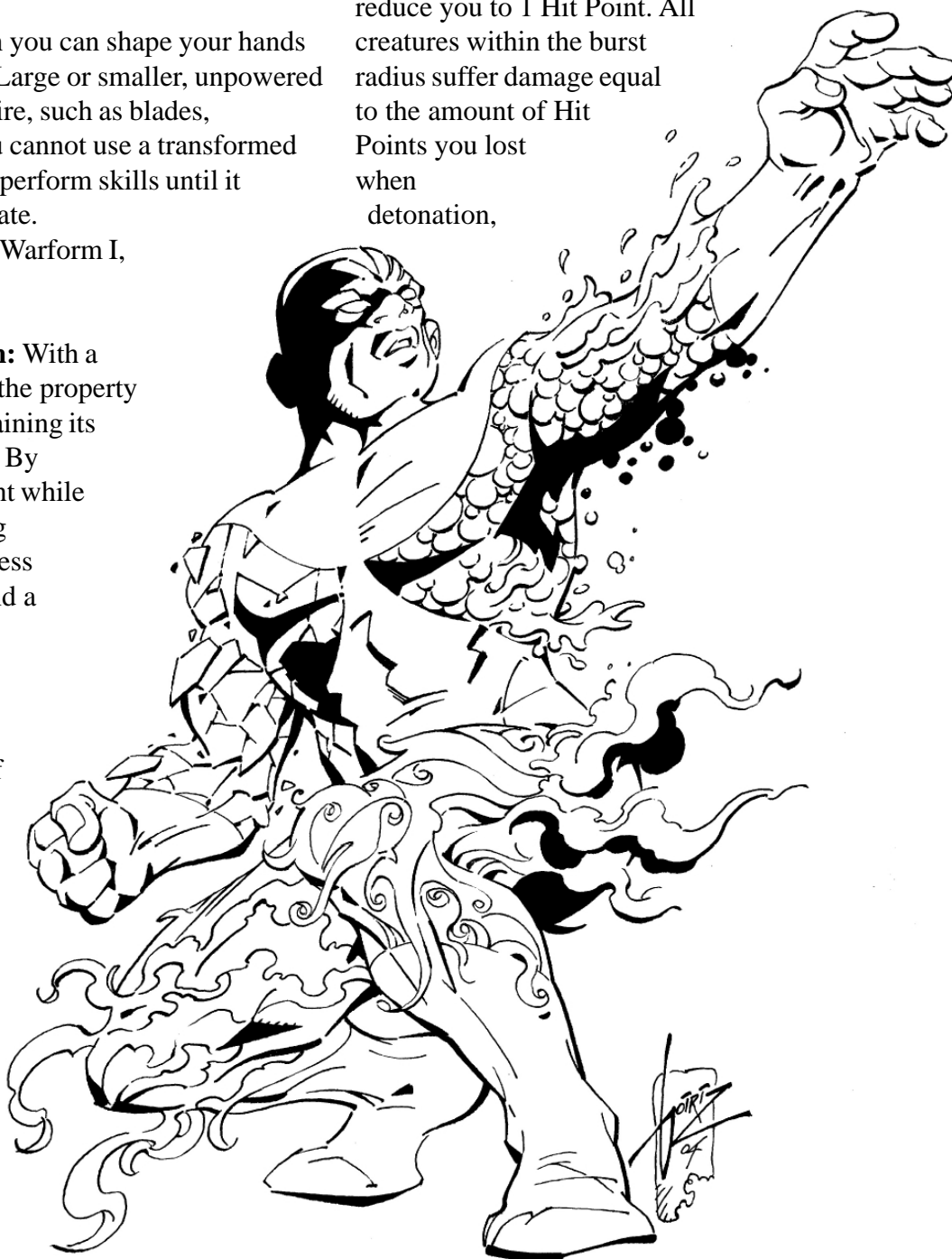
You also gain a number of temporary Hit Points equal to the object's. The temporary Hit Points and increased Hardness

remain in place until the end of the current encounter. Your elemental body changes appearance, becoming similar to the object imitated.

Prerequisites: Warform I, Elemental

Self Detonation: You can explode the strange matter that makes up your body, turning your artificial bio-mass into killing shrapnel. As an attack action, you can detonate yourself, inflicting damage on all creatures within a 30 ft radius.

Your detonation damages you badly. You suffer enough damage to reduce you to 1 Hit Point. All creatures within the burst radius suffer damage equal to the amount of Hit Points you lost when detonation,



and can attempt a DC 15 REF Save for half damage.

Prerequisite: Warform I, Elemental, any other Warform talent

Feats

A selection of new feats allow Powered Heroes to refine their control, to focus on lesser known but still valuable aspects of their abilities.

Alter Bio-Chemistry (Psionic)

Your transmutational control is fine enough that you can synthesize drugs or toxins from a target's blood. Depending on the transmutter's desires, this power can be lifesaving or it can be a death sentence, based upon the chemicals chosen.

Prerequisite: Catalyzer, Craft (pharmaceutical) 5 ranks

Benefit: By spending an action point, you can create virtually any drug or chemical you desire within the blood stream of a target within 30 ft. This target must be clearly visible and have less than total cover from you. You must succeed at a Craft (pharmaceutical) check whose DC is equal to 5 plus the chemical's Purchase DC.

If the check fails, the action point is lost without effect, and the desired reaction does not occur. If the check succeeds, the drug or chemical immediately takes effect, without allowing a saving throw.

Bio-Metric Imitation (Psionic)

Your control over your form is so fine you can imitate fingerprints, retina patterns, alter your bone structure and even fool most gene scanners.

Prerequisites: at least one talent from the Shapechanger talent tree, Disguise 4 ranks

Benefit: You receive a +20 racial bonus on Disguise or Bluff checks made to fool advanced biometric sensors or imitate the biometric signatures of other characters.

Forced Evolution (General)

Let lesser breeds of post-human learn the skills *homo sapiens* need to survive. You much prefer to explore your unique post-human evolutionary path.

Prerequisite: Powered Hero level one

Benefit: Instead of gaining a class based bonus feat every even numbered Powered Hero class level, you instead gain an additional Powered Hero talent. Each additional Powered Hero talent gained from this feat provides you with a cumulative +1 increase to the Saving Throw DC for all Powered Hero talents.

Special: You cannot choose both this feat and Undirected Evolution.

Lethal Uplift (Psionic)

Your touch can re-write genetic codes, bestowing more power than an unmodified human body is able to handle. You can transform your allies into powerful post-humans but at a cost: their minds and bodies quickly burn out under the strain of their bestowed abilities.

Prerequisites: At least one talent each from either the Transmutter or Healer and Booster talent trees

Benefit: By spending an action point and touching a willing, living creature of size Huge or smaller you transform that creature into a superhuman. The new superhuman can use any Powered Hero talent, Psionic Feat or Psionic Precursor you possess, including racial abilities, at will, for the duration of the effect.

However, the transformed superhuman's body begins breaking down cataclysmically. Each minute, the transformed character suffers 1d2 points of permanent CON drain. Only a DC 40 Treat Injury check, requiring access to a fully equipped genetics laboratory, will stop further CON drain and remove the bestowed, lethal powers. However, any CON lost prior to this point remains lost.

Post-Human Versatility (General)

The same modifications that make you more than human give you the ability to learn faster, to absorb the elite military training it takes pure human soldiers a lifetime to learn.

Prerequisite: at least one Powered Hero class level

Benefit: Any time you are eligible to select a Powered Hero talent, you can instead select any feat for which you meet the prerequisites. For every two feats you gain in this manner, you receive a permanent +1 bonus to your Base Attack

Bonus, as a result of the elite combat skills literally bred into you.

Skin Shifter (General)

You've learned manipulate the color, texture and composition of your dermal layer, transforming your metamorphic tissue to the softest silk or the densest, most durable Kevlar II.

Prerequisite: at least one talent from the Shapechanger talent tree

Benefit: You can mimic ordinary clothing and even body armor using your Shapeshifter I talent. Mimicked clothing is a dead, bloodless part of your body, and can be damaged without causing pain or harm to you. You receive a +20 racial bonus on disguise checks made to pass your altered flesh off as ordinary clothing.

You may also mimic any form of body armor you are proficient with. At the beginning of any encounter, you may choose what (if any) body armor you are mimicking. You gain the benefits of the penalties of the associated armor, including its equipment bonus to Defense, max DEX bonus and armor check penalty. Once this decision is made, you cannot mimic any other type of body armor for the duration of the encounter.

Mimicked clothing or armor cannot have electronic or mechanical components, nor can it have gadgets. You cannot mimic powered armor of any kind.

Undirected Evolution (General)

Instead of the neat and predictable evolution of most military-grade superhumans,

your powers evolve in unpredictable and dangerous ways.

Prerequisite: Powered Hero level one

Benefit: Instead of gaining Powered Hero talent every odd level, you instead gain any Psionic Feat or Psionic Precursor of your choice that you meet the prerequisites for. Each Psionic Feat or Psionic Precursor you gain in this manner provides you with a +1 bonus on one saving throw of choice; this can be cumulative or applied to different saving throws.



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