

ALTERNITY

FX

ACTION CHECK

ONLINE + MAGAZINE

Proudly Presents

**SUPER
HERO
FX!**

**The grandest collection of
Superhero FX Powers for the
Alternity Game System!**

By Scotti Mullen

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FOREWORD

This work was originally offered to folks on the Altermity Mailing Lists. Still, the author Scotti asked if it could have a home on someone's site, and if Action Check would be interested in publishing it. Without hesitation I let out a resounding YES! Scotti did a fantastic job formatting and editing his own creative work, and we present that here, unaltered, for fans of Action Check magazine and Altermity fans everywhere in the handy PDF format. While it was originally planned to be a 3 or 4-part series, it was my firm belief that the book stood best on its own where folks could use it at the table in game play. Besides, what better an attachment to the GENCON issue but a big, meaty surprise? Look in the August 2000 issue of Action Check for these FX powers at work!

It's a foregone conclusion that you will need access to the *Beyond Science: A Guide to FX* book from Wizards of the Coast, Inc. from which the power templates in this tome are based off of. From there, individual GM's can decide what type of Superhero campaign they'd like to set up.

If you have further questions, Scotti Mullen, the author, would be happy to speak with you. Ringo@valint.net

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SPECIAL SUPER POWERS FX ISSUE BY SCOTTI MULLEN



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BODY ALTERATION

BIOWEAPON

Permanent or 1 FX point (CON)

When using this power, a character generates a field of biokinetic energy emanating from a hand. This energy manifests into one of two ways, to be chosen by the player at the time the character makes a successful skill check: a staff or a sword. The character uses one of two skills to wield the bioweapon: Melee Weapons-*bludgeon* for staff or Melee Weapons-*blade* for the sword. The result of the bioweapon skill check may add a bonus to the appropriate Melee Weapons skill check as follows: Ordinary, no bonus; Good, -1 step bonus; Amazing, -2 step bonus. This lasts until the character chooses not to maintain the bioweapon, which costs 1 FX point per round. The form of the bioweapon may not be changed once the character creates it.

Staff d8s/d8+ 2s/d12+ 2s L/O
Sword d6w/d6+ 2w/d6m L/O

If the hero chooses the permanent version of this power, the hero's arm is forever stuck in one of the three forms.

▣ **Ranged Attack:** At rank 9, the hero can make the bioweapon into a ranged weapon that fires bolts of biokinetic energy. The character would use the skill Modern Ranged Weapons-*pistol* for the purposes of firing this weapon. The range is 4/10/40 meters

Pistol d6+ 1w/d6+ 3w/d6+ 1m HI/O

▣ **Increased Damage:** At rank 3, the damage of the bioweapon increases by +1. At rank 6, it increases again. At rank 9, it increases yet again (to a total of +3). At rank 12, all attacks made with the bioweapon, except those made with the ranged attack are considered to deliver Good damage. At rank 12, the damage made by the ranged attack increases by +1.

▣ **Increased Duration:** At rank 4, the duration of the bioweapon increases to 5 rounds (1 minute). At rank 8, it increases to 10 minutes. At rank 12, the duration increases to 1 hour.

CHAMELEON FLESH

1 FX point (WIL)

This ability allows a hero to alter his skin color and texture to blend into the background. One full round of concentration is required (any other actions during this round suffer a +2 step penalty). Once complete, opponents suffer a +1, +2, or +3 step penalty (depending on the degree of success of the skill roll) to attempts to spot or target the hero. If the hero moves or is more than half covered by clothing (which

doesn't blend), reduce the penalty by 1 step. This power lasts for 5 rounds (1 minute) and can be extended.

▣ **Reduced Time:** At ranks 4, 8, and 12, the amount of time required to make the transition is reduced by one phase.

▣ **Better Camouflage:** At rank 6, the penalty for opponents to discover the hero is increased by 1 step (+2, +3, or +4 steps depending on the degree of success of the skill roll). At rank 12, the penalty increases by 1 step again (+3, +4, or +5).

CLONE

2 FX point (CON)

This power allows the hero to split into two bodies. The *clone* is identical to the original body in every way. When the *clone* merges with the original the hero retains all knowledge and experiences the *clone* learned while split. The *clone* may be apart from the original for 10 minutes, after which it loses 1 wound per minute separated until merged. When the *clone's* wound is gone it falls unconscious and loses 1 mortal per minute separated until merged.

The hero can only split his person, any clothing or gear will have to be removed before the split or merger is allowed. Also when a hero *clones* himself his strength is reduced by one quarter until the *clone* can re-merge with the original.

When a hero merges with a *clone*, any damage the clone suffered is halved and applied to the hero. A hero can merge with a dead *clone*, but in the process he loses all stun and falls unconscious. Also, merging with a dead *clone* results in loss of information. Every 5 minutes a *clone* is dead before re-merging into the original translates into a +1 step penalty to recall the information it held (to a maximum of +6 steps at one half hour). The ability to recall information held by a dead *clone* is determined by a Resolve-*mental resolve* skill check (with the appropriate penalty for the length of time the *clone* was dead). On a result of Ordinary, the hero remembers only sketchy details and vague memories. On a result of Good, the hero remembers most of what happened to the *clone*, but conversations and minute details are lost. On a result of Amazing, the hero remembers every detail.

▣ **Extended Duration:** At rank 6, the amount of time the *clone* can be separated from the original is increased to 1 hour. After that time, the *clone* loses 1 wound every 5 minutes until it is either merged or goes unconscious. If it goes unconscious, it then loses 1 mortal every 5 minutes until it is either merged or dies. At rank 12, the *clone* can remain separated from the original for 1 day. It then loses 1 wound every hour it remains separated. If it fails to merge before all wound are gone, it falls unconscious and

looses 1 mortal per hour until merged or dead.

▣ **Improved Clone:** At ranks 4, 8, and 12 a hero is able to split off another *clone* (2 at rank 4, 3 at rank 8, and 4 at rank 12). NOTE: the heroes Strength is dropped by one quarter every time he splits. All related skills suffer the penalty of the new Strength score until the *clones* are merged again.

▣ **Fortitude:** At rank 9, the hero no longer suffers from the strength loss when *clones* split.

DUAL BRAIN

Permanent (WIL)

The hero has a secondary brain located in the head or torso at the player's choice. Should the hero's primary brain be affected or damaged, the secondary brain automatically takes over all bodily functions. It can then try to activate one or more of the hero's super powers. When the secondary brain attempts to gain control of any super power, the character must make a skill check. For the next super power the secondary brain tries to activate, the character must make an untrained skill check. The hero must make an untrained skill check with a cumulative +1 step penalty for each super power after the second.

The secondary brain (which otherwise remains dormant) has the same intelligence, will, and personality scores, as well as all skill ranks possessed by the primary brain.

▣ **Better Control:** At rank 6 the hero's secondary brain can attempt to activate or control a second super power without the penalty of rolling the skill check untrained. However, each super power after that sill has a cumulative +1 step Penalty.

E.M.P. ORGAN

Permanent, 1 FX point (WIL)

The Ability indicates that a hero has an organ inside his body (the location of which is the player's choice) that produces electromagnetic energy. When the hero wishes, the organ can release this energy in an electromagnetic shock wave. The EMP shock wave is spherical with the hero being at the center. The distance the wave travels is 1/5/10 meters. Equipment at short range takes Amazing damage. Equipment at medium range takes Good damage. Equipment at long range takes Ordinary damage.

- Ordinary damage: Only the most sensitive equipment is affected, and it is only affected for five minutes.

- Good damage: Most non-shielded equipment is affected for five minutes; sensitive equipment is shorted out.

- Amazing damage: All but the most heavily shielded equipment is knocked out for 10 minutes; non-shielded equipment is shorted out.

Because of the time it takes the organ to produce the electromagnetic energy, it can only be used once per day. The hero expends 1 FX point per use.

▣ **Improved Distance:** At rank 4, the range of the shock wave increases to 2/8/15. At rank 8, the range increases to 3/15/30. At rank 12, the range of the shock wave increases to 4/25/50

▣ **Improved Production:** As the organ gains in strength, it can produce electromagnetic energy more quickly. This translates into a +1 use per day at ranks 6 and 12 (To a total use of 3 times per day at rank 12).

EXTRA LIMBS OR BODY PARTS

Permanent or 1 FX Point (CON)

The hero has double the normal number of a specified body part or has one or more body parts not normally found on his species (tentacles, trunk, prehensile tail, pouch, gills, or antennae, for example). The part in question can either be determined by the player or can be rolled randomly. To randomly choose the extra body part roll d6. 1= arms, 2= legs, 3= eyes, 4= ears, 5= mouth, 6= other. In most cases, these body parts at useful locations (arms attached to the torso, eyes in the head, and so forth)

An extra pair of arms allows the hero to take an additional action at no penalty to either action, but only if both actions are essentially identical (firing similar guns or swinging similar weapons at the same target). An extra pair of legs increases the hero's spring, run, walk, easy swim, and swim movement rates by 25%. A second pair of eyes or ears grants the hero a -2 step bonus to Awareness-*perception* and similar skill checks relying on that sense. An extra mouth allows a hero to talk and eat at the same time, or perform tow bite attacks on the same target (assuming the hero's bite inflicts any damage). Gills would allow a character to breathe underwater.

Any unusual body parts should result in an added ability, a -1 step bonus to a broad skill, a -2 step bonus to a specialty skill, or an improvement to an existing ability. For instance, a prehensile tail might let the hero take an additional action while still having a free hand. NOTE: This ability could be used to form wings but as the hero's body is not built to fly, the wings would be for show only.

If the hero chooses the non-permanent selection, one full round of concentration is required (any other actions during this round suffer a +2 step penalty). The new part body part will last for 5 minutes per degree of success. It will then dissolve back into the character's body. If the player wishes, he may spend another FX point to continue the affect.

▣ **Reduced Formulation:** At rank 4 the time it takes the hero to form his extra body part is reduced to 3

phases. At rank 8, the time is reduced to 2 phases.

At rank 12, the time is reduced to a single phase

▫ **Location:** At rank 8, the hero can choose where to form the new body part.

▫ **Extended Duration:** At rank 3, the duration of the extra part increases to 10 minutes per degree of success. At rank 6, the duration increases to 20 minutes per degree of success. At rank 9, the duration increases to 40 minutes per degree of success. At rank 12, the duration increases to 1 hour per degree of success.

GAS, ACID, POISON, OR ANTI-TOXIN ORGAN

Permanent (STR)

The hero has an extra organ (in a location of the player's choice) which emits a cone or spray of noxious gas (like tear gas), a mild acid (like pepper spray), or a liquid or gaseous poison or antitoxin. The player must choose one ability only, and whether or not it is in gas or liquid form.

- The poison is considered a paralytic contact or ingestive poison depending on whether it is in gas or liquid form. The results of a CON feat check determine how long the target is paralyzed. Critical Failure = d4 days; Failure = 6d4 hours; Ordinary = d4 hours; Good = +1 step to all actions for d4 hours; Amazing = no effect.

- The cloud of noxious gas is considered an ingestive irritant. The results of a CON feat check determine how the target is affected. Critical Failure = +3 steps to all actions; Failure = +2 steps to all actions; Ordinary = +1 step to all actions; Good = no effect; Amazing = no effect. The target is effected as long as he stays in the area of the cloud and for d4 rounds after he leaves. The effects are then reduced by 1 step every d4 rounds until the victim no longer feels the effects.

- The acid is considered a caustic agent. The results of a CON feat check determine the amount of damage caused by the acid. Critical Failure = d4+1m; Failure = 3d4w; Ordinary = 2d4w; Good = d4w; Amazing = none. Note: the hero's body is considered immune to his own acid, but any of his equipment is not.

- The antitoxin is considered a curative for all three of the other types of attack. It is an antitoxin for the poison, a neutralizer for the acid and the effects of the gas as well.

The success of a skill check determines the penalty of the victim's CON feat check. Critical Failure = -2 step bonus, hero must roll a CON feat check; Failure = -1 step bonus; Ordinary = no bonus; Good = +1 step penalty; Amazing = +2 step penalty.

There is enough gas to fill a 60 cubic meter space. The range of the liquid spray is 2/5/10. The organ can produce enough gas or liquid for 3 "charges". It then

takes 2 hours to refill.

▫ **Production:** At rank 4, the organ can produce 4 "charges" of gas or liquid every two hours. At rank 8, the production increases to 5 "charges". At rank 12, the organ can produce 5 "charges" every hour.

GROWING

Active or 1 FX point (CON)

This power allows the hero and all gear he wears or carries to grow in height and mass. The hero's Ability Scores remain unchanged, but *Growing* causes the hero's height to increase by up to 50%. This has the following game effects:

- Multiply the hero's non-flying movement rates by the change in size.

- Multiply the amount of weight a hero can lift by the change in size.

- The hero suffers -1 to his Strength and Dexterity resistance modifiers (A larger target is easier to hit)

- The hero suffers a +2 step penalty to Stealth related skill checks.

- All melee damage inflicted by the hero increases by 2 points.

Remember also that mass increases by the cube of the increase in height: A hero who is twice as tall weighs eight times as much as normal.

Growing lasts for 10 minutes. During that time, the hero can alter his size as often as desired within the allowable range without spending additional FX points.

▫ **Increased Growing:** At rank 6, a hero can grow 200% of normal height (twice normal height). Such taller heroes now suffer -2 to resistance modifiers, have a +3 step penalty to Stealth skill checks, and gain +4 to damage. At rank 12, the hero can grow to 250% of normal size (2 and a half times normal). These heroes have -3 to resistance modifiers, +4 steps to Stealth skill checks, and +6 to damage.

INFRA/ULTRA VISION

Active or 1 FX point (WIL)

These powers allow a hero to see into spectrums of light that normal people cannot. Infra-vision allows a hero to see into the infrared spectrum. The hero sees the heat output of an object. Hot objects appear as bright, cold objects appear dark, everything else is seen with reddish overtones.

Ultra-vision allows a hero to see in the ultraviolet spectrum. A hero with ultra-vision sees as normal at night but without color. Everything is seen in shades of gray.

The effective range of these powers is 20 meters per degree of success of a skill check; everything beyond that range is dark. However, some distant objects may put off enough heat or light to be seen, though not with any clarity.

▣ **Improved Vision:** At rank 4, the affective range of these powers increases to 30 meters per degree of success. At rank 8, the affective range is 40 meters per degree of success. At rank 12, the affective range increases to 50 meters per degree of success.

INVISIBILITY

1 FX point (WIL)

This power allows the hero to become invisible to all sorts of visual detection including infrared, radar, sonar, and other sorts of electromagnetic-based scanning. An invisible hero can see himself and any other objects he makes invisible normally. The hero can move normally while invisible. Objects picked up or dropped by an invisible hero become visible, though the hero can make such objects invisible by another application of his power. Awareness-*perception* or Investigate-*search* checks made to locate an invisible target suffer a +4 step penalty, as do any attacks made against such a target once its approximate location is known.

In addition to himself, a hero can make other objects invisible. This power can affect a volume equal to half the hero's skill rank in cubic meters. (A person is about one-half cubic meter.) Targets must remain within 30 meters of the hero to remain invisible. A person made invisible by another has a ghostlike perception of himself and suffers a +1 step penalty on all actions that require a close awareness of oneself, such as lockpicking or surgery.

Invisibility lasts 10 minutes per degree of success of the skill roll. The hero can selectively end this power's effects on specific targets at any time during this duration. Thus, he could turn visible while allowing other invisible targets to remain unseen.

▣ **Increased Duration:** At rank 4, the power's duration becomes 20 minutes per degree of success. At rank 8, it becomes 30 minutes per degree of success. At rank 12, it becomes 40 minutes per degree of success.

LIVING METAL

2 FX point (CON)

This power enables the hero to change his body into organic metal. When the hero's body becomes bio-metal it changes the following statistics according to the success of the skill roll: Failure = No change, nothing happens; Ordinary = STR +2 / DEX -1 / PER -2; Good = STR +3 / DEX -2 / PER -2; Amazing = STR +4 / DEX -3 / PER -3. When a hero changes his body into living metal, the degree of success determines how dense the metal becomes. With higher degrees of success comes more mass, with more mass comes more weight. With more weight, the hero has a more difficult time starting that weight moving. Also, when the hero's body undergoes the

change he takes on the outward appearance of metal. The higher the success the less he looks human. All skills related to STR, DEX, and PER are adjusted according to their new scores as long as the hero remains in this form. The time limit for this form is 10 minutes.

The properties of the metal include... The bio-metal is not a liquid, nor is it malleable. The hero retains the necessity for breathing and all that it implies. The hero is not a robot and so is not subject to shorting out, E.M.P.'s, telemechanics, or electronic interference. The bio-metal does not rust. The hero is subject to magnetism. The hero returns to his normal form should he fall asleep, become unconscious, or die. The bio-metal provides protection in the form of:

Ordinary = LI d6-1 / HI d6 / EN d6-1

Good = LI d6+1 / HI d6+2 / EN d6+1

Amazing = LI d6+1 / HI d6+2 / EN d6+1 Good toughness

▣ **Improved Handling:** At ranks 4, 8, and 12, the hero reduces the penalties to his DEX score by 1. NOTE: This can only be used to reduce penalties. It can never be used to gain a bonus.

▣ **Improved Armor:** At rank 9, the armor protection increases to:

Ordinary = LI d6+1 / HI d6+2 / EN d6+1

Good = LI d6+1 / HI d6+2 / EN d6+1 Good toughness

Amazing = LI d6+1 / HI d6+2 / EN d6+1 Amazing toughness

MIMIC

Permanent [special] (WIL)

This power allows a hero to mimic the powers of those around him. This power itself costs nothing to use but the hero must spend 1 FX point over the owning player's point cost to activate any powers gained through using this one.

When the hero is in range of another super hero, he gains the ability to mimic 1 of the other hero's powers. The range for this power is 5 meters per degree of success of a skill roll. As long as the hero stays in range, he may use the newly granted power as he wishes. If for any reason the hero leaves the range of his ability to mimic, the new power disappears immediately. If more than one super hero is within range, the hero may choose which power he is going to mimic.

The hero gains the new power at the same rank as the mimic skill (even if the other hero has not advanced yet to that rank). The hero also gets all rank benefits associated with that power at this level. It takes one round to gain the new power.

▣ **Improved Mimic:** At rank 4, the hero is able to mimic a second power. At rank 8, the hero is able to

mimic a third power. At rank 12, the hero is able to mimic a fourth power. NOTE: though the hero may have the ability to mimic more than 1 power, he can only use 1 power at a time. He must completely stop using one power before he can start using the next.

▣ **Improved Range:** At rank 9, the range of the hero's ability to mimic increases to 10 meters per degree of success. At rank 12, the range increases to 20 meters per degree of success.

NATURAL ATTACK

Permanent (STR)

The power allows a hero to gain a natural attack form, such as claws, fangs, horns, or other (depending on what the player can come up with and the Gamemaster's approval). Replace hero's unarmed damage with $d6 + 2s/d4w/d4 + 2w$. If the hero chooses to make the natural weapon retractable, reduce the damage figures by 2 (to a minimum of 1 point).

NOTE: Natural attack may be combined with GAS, ACID, POISON, OR ANTI-TOXIN ORGAN as a means of administering the toxin. If such is the case, the toxins are no longer contact toxins but become instead, insinuating toxins. Add 2 rounds to the onset time as the toxins now need time to circulate through the blood stream.

▣ **Improved Natural Attack:** At rank 3, the damage of the natural attack increases by 1. At rank 6, the damage increases to $d4 - 1w/d4 + 1w/d4 - 1m$. At rank 9, increase the damage by 1. At rank 12, increase the damage by 1.

PHASING

1 FX point (WIL)

This FX allows the hero to shift his body's molecules out of phase with those of his environment, allowing him to pass through solid objects. While phasing, a hero is intangible, though visible (if a bit hazy). He cannot be harmed by physical attacks, nor can he make any. Mental attacks and barriers designed to keep out spirits still affect him. While phased the hero can't speak, though he may spend a single action to phase in, speak, and phase back out. This costs no FX energy points and doesn't end the power's duration, though the phasing hero is vulnerable during this action. He can travel in any direction at his walk movement rate.

The phased state lasts for 5 rounds (1 minute), during which time the hero can move through objects of Ordinary toughness with no effort. Good and Amazing toughness objects require a phasing skill check with a +2 or +4 penalty, respectively, but with no additional FX point cost. Each round of movement through a solid object requires another skill check. Failure indicates that the hero wither cannot pass

through the object, or if fully within the object, that person is trapped until he can make and succeed at another phasing skill check to resume movement. Passing through a living creature is painful and traumatic due to overlapping bioelectrical fields. It causes $d4s/d4 + 1s/d4 + 2s$ to both the phased person and the targeted creature. Armor cannot protect against this damage. However, Good or Amazing full body armor or natural toughness would keep the phasing individual from affecting the target unless he first passes a phasing skill check.

▣ **Improved Phasing:** At rank 6, the hero can move through objects of Good toughness with no skill check, and objects of Amazing toughness inflict only a +2 step penalty. At rank 12, the hero can move through any object of up to Amazing toughness with no skill check.

▣ **Increased Duration:** At rank 3, the power's duration increases to 5 minutes. At rank 9, this increases to 30 minutes.

▣ **Increased Movement:** At rank 6, the hero can move in any direction at his run movement rate while phased. At rank 12, the hero can sprint in any direction while phased.

PHEROMONES

1 FX point (WIL)

The hero can release pheromones that sap the willpower of 1 person within 3 meters per degree of success. The target that is affected must make a *Resolve-mental resolve* skill check to determine the effect. Critical Failure = reduce Intelligence and Will resistance modifiers by 5; Failure = reduce by 3; Ordinary = reduce by 2; Good = reduce by 1; Amazing = no effect. The pheromones remain active for 1 full round after the hero activates this power. If the hero wishes to maintain the effects of the pheromones he must stay within range and continue to spend FX points.

NOTE: While this power is active anyone or anything tracking the hero by scent gains a -2 step bonus to *Investigate-track* skill checks.

▣ **Improved Range:** At rank 3, the range of the power increases to 4 meters per degree of success. At rank 6, the range increases to 6 meters per degree of success. At rank 9, the range increases to 8 meters per degree of success. At rank 12, the range increases to 10 meters per degree of success.

▣ **Improved Pheromones:** At rank 6, the hero can target any or all individuals within range.

▣ **Increased Activation Time:** At rank 4, the pheromones remain active for 1 minute. At rank 8, the pheromones remain active for 5 minutes. At rank 12, the pheromones remain active for 10 minutes.

PHOTOGENERATION

1 FX point (WIL)

The hero can generate light from his body. When ever desired, the hero can cause his body to glow, providing light equivalent to daylight in a 5-meter radius. Alternatively, he can generate a tremendously bright light. This flash forces everyone within 10 meters who is facing the hero to make a Constitution feat check, the results of which indicate the duration of blindness: Critical Failure = d4 hours; Failure = d6 minutes; Ordinary = d6 rounds; Good = d4 round; Amazing = no blindness. After this flash the hero cannot generate light (normal or bright) for 4 hours.

▣ **Improved Ability:** At ranks 4, 8, and 12, the amount of time required before the hero can use this ability again is reduced by 1 hour.

REDUNDANT VITAL ORGANS

Permanent (CON)

This ability protects a character's vital life systems - cardiovascular, respiratory, nervous, and digestive - by providing backup organs that can function and maintain life if the primary systems are damaged. All mortal damage inflicted on the hero is reduced by half (though the hero suffers secondary damage based on the full amount), and the hero gains a -3 step bonus to Stamina-*endurance* skill checks related to mortal damage.

SHAPECHANGE

Active or 1 FX point (WIL)

This Power allows the hero to alter his size and physical features to mimic any non-living object. The hero can change his weight by 25%. If the hero tries to duplicate intricate detail, his degree of success depends upon the degree of success of the skill check. The results of the skill check convey a +1, +2, or +3 step penalty to any Awareness-*perception* checks to see through the disguise. Extreme details such as the brush strokes on a painting are not duplicated.

The hero can change form as often as desired and make up one change per phase until the 10 minute duration expires.

▣ **Improved Disguised:** At rank 3, apply an additional +1 step penalty to *Perception* checks made to see through the disguise. At rank 9, this becomes a +2 step penalty.

▣ **Improved Shapechanging:** At rank 6, the hero can change his weight up to 50% from his original form. At rank 12, the hero can change his weight up to 75% from his original form.

SHAPESHIFTING

Active or 1 FX point (WIL)

This Power allows the hero to alter his size and physical features. The hero can change his height by

up to 10% and weight by 25% to appear as another creature of his own species or another humanoid species with that size range. If the hero tries to duplicate a specific person, his degree of success depends upon the degree of success of the skill check. The results of the skill check convey a +1, +2, or +3 step penalty to any Awareness-*perception* checks to see through the disguise. Extreme details such as fingerprints and retinal patterns are not duplicated.

The hero can change form as often as desired and make up one change per phase until the 10 minute duration expires. No special abilities of the assumed form are gained with the change.

▣ **Improved Disguised:** At rank 3, apply an additional +1 step penalty to *Perception* checks made to see through the disguise. At rank 9, this becomes a +2 step penalty.

▣ **Improved Shapeshifting:** At rank 6, the hero can change his height up to 20% and weight up to 50% from his original form. At rank 12, the hero can assume the form of any creature (human or other) with his size range.

SHRINKING

Active or 1 FX point (CON)

This power allows the hero and all gear he wears or carries to shrink. The hero's Ability Scores remain unchanged, but *Shrinking* causes the hero's height to increase by up to 25%. This has the following game effects:

- Multiply the hero's non-flying movement rates by the change in size.
- Multiply the amount of weight a hero can lift by the change in size.
- The hero suffers +2 to his Strength and Dexterity resistance modifiers (A smaller target is harder to hit)
- The hero suffers a -3 step bonus to Stealth related skill checks.
- All melee damage inflicted by the hero reduced by 4 points.

Remember also, that mass decreases by the cube of the decrease in height: A hero who is one-fourth as tall weighs one-sixty-fourth as much as normal.

Shrinking lasts for 10 minutes. During that time, the hero can alter his size as often as desired within the allowable range without spending additional FX points.

▣ **Increased Size Alteration:** At rank 6, a hero can shrink to 10% of normal height. Such smaller hero's now suffer +3 to resistance modifiers, have a -4 step penalty to Stealth skill checks, and gain -6 to damage. At rank 12, the hero can shrink to 5% of normal size. These heroes have +4 to resistance modifiers, -5 steps to Stealth skill checks, and -8 to damage.

SPINES*Active or 1 FX point (CON)*

The power allows a hero to extrude spines from his body, or perhaps his body is naturally edged (bony protrusions or ridges). The hero naturally does 1 extra point of damage during unarmed attacks. When making an Overpower attack, the hero causes 1, 2, or 3 points extra points of stun damage depending on the success of his attack skill check. Someone who actually attacks the hero hand-to-hand combat causes himself one half the damage he inflicted on the hero.

▣ **Improved Efficiency:** At ranks 2, 4, 6, 8, and 12, the hero's unarmed attack damage increases by one point.

STRETCHING*Active or 1 FX point (CON)*

This power gives the hero an extremely malleable body, enabling him to stretch his limbs, body or neck. The hero can elongate any or all of his limbs by up to one-half meter. These changes allow the hero additional reach, enable him to more easily peer around corners, and so on. These capabilities in turn may grant bonus steps to actions at the Gamemaster's discretion. A hero with elongated legs gains +1/3/4 to his walk/run/sprint movement rates. Stretching arms and legs adds .5 meters to a hero's climb rate. In melee combat, the hero gains +1 to his strength resistance modifier if he attacks with elongated arms because he can attack from out of reach. These and other modifiers apply to every half-meter of the hero's elongation. The hero maintains full leveraged and muscle power at full extension.

The number of parts a hero can elongate in a phase is not limited, nor is there a limit on the total number of parts that can be stretched at one time.

Changing shape in this manner does not alter the hero's clothing or equipment. Each activation allows 10 minutes of stretching.

▣ **Improved Stretching:** At ranks 4, 8, and 12, the character can elongate each limb an additional half-meter to a total of 2 meters at rank 12. Each additional half-meter of extension adds an equal amount to the various modifiers listed above.

WINGS*Permanent or 1 FX point (DEX)*

The Mutant has large wings (feather, gossamer, bat, or whatever the player desires). This allows the hero to use the fly and glide movement rates. This Power takes the place of the Acrobatics-*fly* skill.

The hero's body is also light framed, with hollow bones and efficient musculature; the hero permanently loses 1 point from strength and 2 points from constitution, while adding 1 point to dexterity. The

wingspan is about 6 meters so unless the wings are formed they are impossible to hide.

If the wings are the non-permanent variety, it takes one full round for the wings to form after the FX point is spent. The wings will last for 10 minutes per degree of success before dissolving back into the hero's body. If the player wishes, he may spend another FX point at this time to keep the wings.

▣ **Reduced Formulation:** At rank 6, the time it takes the hero to form the wings is reduced to 3 phases.

▣ **Extended Duration:** At rank 3, the duration of the extra part increases to 10 minutes per degree of success. At rank 6, the duration increases to 20 minutes per degree of success. At rank 9, the duration increases to 40 minutes per degree of success. At rank 12, the duration increases to 1 hour per degree of success.

X-RAY VISION*Active or 1 FX point (WIL)*

The power of x-ray vision allows a hero to see through solid objects. However, the hero loses the use of colors. Everything is seen in black and white, with objects that are more solid, seen as white. Objects that are less solid are seen as a hazy gray or not at all. With concentration the hero can focus on the object of his search and make it more solid than the surrounding area. Lead negates the ability to use this power, as it is too dense to allow x-rays to penetrate it.

The effective range of these powers is 20 meters per degree of success of a skill check; everything beyond that range is hazy and indistinct. Objects of Ordinary toughness do not hamper this ability in any way. Objects of Good denseness (dense wood, earth) reduce the affective range of this power by 5 meters per meter of material. Amazing denseness objects (Rock, metal) reduce the affective range by 10 meters per meter of material.

▣ **Improved Vision:** At rank 4, the affective range of these powers increases to 30 meters per degree of success. At rank 8, the affective range is 40 meters per degree of success. At rank 12, the affective range increases to 50 meters per degree of success.

BRICK

APPORTATION

2 FX points (WIL)

This power allows the character to cause an object to either appear out of nowhere, or disappear to nowhere. In actuality, the character is “reaching” into the past to retrieve the item, in the case of materializing the object, or “moving” it into the future, in the case of dematerializing the object. An object to be dematerialized must be within the character’s line of sight, and no more than 4 meters away (range 1/2/4). Apply a +1 step penalty at medium range (2 meters) and a +3 step penalty at long range (4 meters). Objects the hero sends into the future will appear at the same location, relative to known local coordinates; only the point in time varies. “Relative to known local coordinates” means that an item sent forward in time at the corner of 12th and Elm streets will arrive at the corner of 12th and Elm streets some time later, even though the point in space will actually be different when using an astronomical coordinate system.

This ability is limited by the mass of the target item, and living material is not affected by this skill. For each point of Will the hero has, he can move 5 kilogram or 11 pounds of material through time. How quickly this occurs is based on the result of a skill check. With an Ordinary success, the effect takes place two additional actions beyond the action taken to activate the power. With a Good success, the effect requires one additional action. With an Amazing success, the effect occurs as soon as the skill check is made.

When attempting to materialize items, the hero may target specific items (for example, “a gold coin from the Spanish galleon that sank in 1505”). Though doing so imposes a +3 step penalty to the action. Targeting an item of a general description (such as “a gold coin from a Spanish galleon”) imposes a +2 step penalty. Items that the character has never seen create a penalty of +1 step, which may be cumulative with other penalties.

Clever characters will want to use dematerialization to disarm opponents or to remove vital portions of their equipment (such as the helmet of a person in space). Since *apportation* relies on the target being more or less stationary, the target receives a Dexterity resistance modifier if he is conscious or mobile.

▣ **Increased Effect:** At rank 4, the hero can affect up to 10 kilograms or 22 pounds per point of Will. At rank 8, this increases to 20 kilograms or 44 pounds per point of Will. At rank 12, this increases again to 40 kilograms or 88 pounds per point of Will.

▣ **Timed Return:** At rank 6, the hero can cause a dematerialized object to reappear at a location at a particular time. The hero need not be within 4 meters

to affect the dematerialization. At rank 6, the object must be set to dematerialize within a number of minutes equal to the hero’s Will score. At rank 9, the unit of time extends to hours, and at rank 12, it extends again to days.

BODY ARMOR

Active or 1 FX point (CON)

This power makes the character more resistant to all sorts of damage. The body armor provides Ordinary toughness protection equal to d6+1 (LI), d6 (HI), d4 (EN). Body armor is usually selected as always active, though some heroes prefer to remain incognito, in which case each activation lasts 10 minutes. If selected as always active, the player can reduce the permanent FX cost from 3 to 2 by stating that the armor represents a significant change in the hero’s basic form, such as rocky skin, rigid plates, and so forth.

▣ **Improved Armor:** At rank 4, the armor improves to d6+2 (LI), d6+1 (HI), d4+1 (EN). At rank 8, the armor protection becomes d8+2 (LI), d8+1 (HI), d6+1 (EN). At rank 12, it becomes Good toughness.

DATALINK

2 FX points (WIL)

This power is the ability to link one’s mind with a computer without using a physical connection of any kind.

The *datalink* power can be used to operate computers with mental commands, to project one’s mind into the datastream, or to examine computer data by mentally scanning the storage unit.

In game terms, the character is able to use the same functions provided by a computer operating system: *copy, delete, error recognition, file management, protection, protocol, and save.*

Once inside the datastream, a cyberlinked mind can travel throughout a networked computer system. To initiate the link however, the user must be only a short distance away from the computer, interface port, or other piece of machinery that serves as a point of entry. If this location is more than 2 meters away, the user’s skill check is made with a +1 step penalty. The penalty increases to +2 steps if the location is more than 4 meters away. This power cannot be used if no point of entry is within 6 meters.

A computer’s normal defenses protect it against a *datalink*, providing a penalty to the hero’s skill check. Computers with a completely alien interface confer a +2 step penalty to the *datalink* skill check, but alien computers with a familiar interface actually confer a –1 step bonus, due to the hero’s ability to interact directly with the operating system. Otherwise, *datalink* can accomplish any task that can be performed with the use of any computer.

The base time for using this ability is 5 rounds (1

minute).

▣ **Increases Duration:** At rank 4, the base unit of duration increases to 5 minutes. At rank 8, this unit of duration increases to 30 minutes. At rank 12, it increases to 1 hour.

▣ **Increased Distance:** At rank 3, the number of meters at which the hero can use the *datalink* skill increases to 4/8/12 (no penalty/+ 1 step/+ 2 steps). At rank 6, the range increases to 8/16/25. At rank 9, the range increases to 15/30/50. At rank 12, it increases to 30/60/100 meters.

▣ **Memory Slots:** With enough experience, the character eventually learns how to set aside part of his brain to act as a sort of memory slot. These slots can be used to store data or programs like a computer. The hero must use *datalink*, downloading the appropriate files to fill the slots. At rank 3, the hero effectively has 1 slot of active memory. At rank 6, the active memory increases to 2. At rank 9, data storage increases to 4 slots. At rank 12, the number of slots increases to 8. If a character is rendered unconscious while carrying data, he will lose that data and will need to download it again.

▣ **Edit:** At rank 4, the character can edit information stored on computers, deleting, resequencing, or otherwise changing the appearance of the data. New data cannot be created, however, though it can be “spliced in” from another source. The success of a skill check determines the modifiers for attempts to spot the editing: Ordinary, +1; Good, +2; Amazing, +3. At rank 8, the modifiers increase to +2/+3+4. At rank 12, the hero can actually create data. The result of a skill check determines the quality of the data.

▣ **Robolink:** At rank 6, the hero can temporarily seize control of robots. On a successful skill check, the character can implant commands in a single robot, which then behaves as though it had been affected by *Telepathy-suggest*. Unlike that skill, however, the character must maintain the link to the robot in order to extend the effect of the suggestion. The suggestion will last for the applicable time period.

HEIGHTENED PRECISION

Active or 1FX point (WIL)

With heightened precision a hero can aim or strike more accurately. The hero must choose a specific form of attack in which he will be more precise (Modern Ranged Weapons – *pistol*, Unarmed attack – *brawling*, or Melee Weapons – *blade*). This attack will always receive a –1 step bonus on any skill check. Any penalty for range is reduced by 1 step.

▣ **Improved Precision:** At ranks 4, 8, and 12, the bonus on skill checks increase –1 step.

▣ **Multiple Skills:** For every new rank achieved in this skill, choose another form of attack in which to be more precise. At rank 12, the hero is more precise in

all forms of attack.

INVULNERABILITY

Active or 1 FX point (CON)

This power gives the hero invulnerability to one unusual attack form. The player should select the attack form at the time this skill is purchased. Examples include cold, corrosion, electricity, fire and other heat based attacks, poisons, radiation, specific psionic attacks, or a specific Super Power. The hero ignores all stun and wound damage dealt by such attacks and treats mortal damage as stun. If the Super Power or psionic attack the hero is invulnerable to is one that does no damage, the hero ignores any Ordinary and Good success roll from that skill. He also takes only Ordinary results from an Amazing success.

▣ **Additional Invulnerability:** At ranks 5 and 9, the character can select an additional invulnerability.

IMPACT CONVERSION

Active or 2 FX points (CON)

This unusual power gives the character the ability to absorb kinetic energy and transform it into enhanced physical power. Whenever the hero is struck by an attack that delivers LI- or HI- type damage, roll d4 and subtract the result from the base damage inflicted regardless of the firepower of the attack. If the attack inflicts mortal damage, subtract 2 from this die roll for the purpose of damage reduction (to a minimum of 1 point), but retain the full value for the power’s secondary effect (listed below). Apply the reduced damage total as normal, including calculating armor protection and any secondary damage inflicted.

This energy is immediately converted into physical might. The hero can add the number rolled to the damage inflicted by his next melee attack. Multiple absorptions are cumulative; however, any points remaining at the end of the 5-round duration are lost. If the power is selected as always active, no absorbed energy remains for longer than 5 rounds.

▣ **Increased Absorption:** At ranks 4, 8, the hero absorbs and converts 1 additional point of LI or HI damage. At rank 12, the hero absorbs and converts 2d4 points of LI or HI.

KINETIC SHIELD

2 FX points (WILL)

This power enables the hero to deflect kinetic energy damage (LI or HI attacks). When the power is activated, a shield emanates from the body at a distance of 3 inches above the skin. It acts to protect the hero much in the same way as armor. However, the shield can block an amount of damage before the consideration of armor. Whenever the hero is struck

by an attack that delivers LI- or HI- type damage, roll d4 and subtract the result from the base damage inflicted regardless of the firepower of the attack. If the attack inflicts mortal damage, subtract 2 from this die roll for the purpose of damage reduction (to a minimum of 1 point). Apply the reduced damage total as normal, including calculating armor protection and any secondary damage inflicted.

The time duration of this shield is 1 round. The shield has no maximum amount of damage it can deflect and will remain at full strength for the entire round. Each attack made on the shield must be rolled separately.

▣ **Increased Absorption:** At ranks 4, 8, and 12, the hero can deflect 1 additional point of LI or HI damage.

▣ **Expanded Shield:** At higher ranks, the hero can expand the circle of his shield to include others. At rank 3, the hero can expand his shield up to 1 meter per degree of success. At rank 6, the range increases to 2 meters per degree of success. At rank 9, the range increases to 3 meters per degree of success. At rank 12, the range increases to 4 meters per degree of success.

LIFE LOCK

Active or 1 FX point (WIL)

This ability allows a character to enter a state of total suspended animation. When in this state, the hero's body shuts down and he becomes impervious to all harm (the environment the hero is in though, will determine his fate once he awakens). Those examining character the must roll a Medical Science-*treatment* skill check with a +4 step penalty to determine whether the character is alive or dead. The period of time this power lasts is 8 hours per degree of success on a life lock skill check. After using this power, the character must let it rest for an equal amount of time before it can be used again.

If the player chooses the active form of this power, it will automatically activate when half or more of the characters' mortal points have been checked off. The Game master then rolls a skill check for the player to secretly determine the amount of time the character will remain in suspended animation.

The other form of this power leaves its activation to the player. The character can choose when and if he will enter suspended animation. He will also control the skill check.

▣ **Increased Duration:** At rank 4, the duration of life lock increases to 1 day per degree of success. At rank 8, it increases to 3 days per degree of success. At rank 12, it increases to 9 days per degree of success

▣ **Improved Life Lock:** At rank 9, the hero gains the ability to put 1 other individual in suspended anima-

tion. After using the power, the character must let it rest for an equal amount of time before it can be used again, so he must choose to use it on another **or** on himself. At rank 12, The hero gains two applications of this power: one application for others, one for himself. Each application has a separate resting period.

LIFE SUPPORT

Active or 1 FX point (WIL)

This power allows the character to survive without food, water, sleep, or even air without difficulty. Of course, certain abilities may not function in cases of extreme deprivation. For example, a character who can function without air can survive in space, but he cannot speak in that airless environment. The power sustains the character for up to 8 hours per degree of success of a skill check. After using this power, the character must let it rest for an equal amount of time before it can be used again. If the character should use this power again before the allotted time is up, the power lasts only 1 hour per FX point. The hero also loses 1 Fatigue point per hour of use if the power is used before it has "rested".

▣ **Increased Duration:** At rank 4, the duration of life support increases to 1 day per degree of success. At rank 8, it increases to 3 days per degree of success. At rank 12, it increases to 9 days per degree of success.

MOLECULAR MELDING

1 FX point (WIL)

This ability allows a hero, either by touch or by sight, to temporarily mix the molecules of inanimate substances together, making two pieces one (such as a sword hilt melded to the floor, a doorway melded shut, etc.). The process of molecular melding takes d6 x5 seconds, plus 5 seconds for every 25 centimeters of material to be melded. The duration the two objects remain joined is 30 minutes per degree of success on a skill check.

Because the hero is actually mixing the two substances at the molecular level, the two objects do not have to be of similar make. For example, the hero, when melding a door closed, melds the wooden door to the metal frame.

▣ **Improved Duration:** At rank 3, the amount of time to two objects remain as one, increases to 1 hour per degree of success. At rank 6, the duration increases to 3 hours per degree of success. At rank 9, the duration increases to 8 hours per degree of success. At rank 12, the effect becomes permanent.

POWER DRAIN

2 FX points (WIL)

This power gives the hero the ability to drain one of two things, life energy or FX points. The hero rolls a

skill check. The results of the roll will give him 2, 4, or 6 drainage points (for Ordinary, Good, or Amazing). On a result of a critical failure the hero loses 1 fatigue and is dazed for 1 action.

The points acquired can be spent to drain the life levels or FX points in the following manner:

- 1 drainage point = 1 Stun
- 2 drainage points = 1 FX point
- 4 drainage points = 1 wound
- 6 drainage points = 1 mortal

The hero must be in physical contact with the intended victim in order for the power to work. This ability may only be used once per round. Any victim of a power drain loses 1 action. If a victim is drained of all mortal points, he dies. If the victim survives, the drain is only temporary. He will heal this damage at double the normal rate.

▣ **Transference:** At rank 6, the hero gains the ability to use the power he drains from others. The hero can either use the power to heal himself or to restore lost FX points using the reverse of the conversion above.

▣ **Improved Power Drain:** At rank 9, the hero can get 4, 8, or 12 drainage points (on Ordinary, Good, or Amazing)

PSI CHAINS

1 FX point (WIL)

The power forms kinetic chains directly around the intended victim. These chains can restrain only and are usable against one target at a time. These chains derive their name from the fact that once they are around a victim they absorb kinetic energy from that victim. The more he struggles, the tighter the chains hold him. To be able to break the chains and escape, a victim must roll an untrained feat check on Strength.

▣ **Improved Chains:** At ranks 6 and 12, at a +1 step penalty to the victims untrained Strength feat check.

▣ **Multiple Targets:** At ranks 4, 8, and 12, the hero can add 1 more target to his total number of targets (2 targets at rank 4, 3 at rank 8, and 4 at rank 12)

RADAR / SONAR

Active or 1 FX point (WIL)

Radar allows the character to locate objects as if the hero was a radar device. The hero may receive the exact distance, size, shape, thickness, and hollowness descriptions of everything within range. Lead will negate this power and normal sight is impossible during radar's use. If the active form or this power is chosen, the hero has no normal sight.

Sonar allows the hero to see by emitting high-pitched squeaks and listening to them reflect off surfaces (like a bat or porpoise). Extremely noisy areas may effect the hero's ability to hear his reflected sounds. With this ability, the hero can make out the

exact distance, size, and shape of everything within range.

These abilities negate all but 1 step of penalties due to darkness or poor visibility, though fine or two-dimensional details (such as writing) cannot be determined. The range of these abilities is 100 meters.

▣ **Improved Radar / Sonar:** At rank 4, the hero receives no penalties for darkness or poor vision. At rank 8, these abilities become better than actual sight. The hero receives a -1 step bonus to skills that are impacted by these abilities. At rank 12, the bonus increases to -2 steps.

RADIO RECEPTION

Active or 1 FX point (WIL)

With this power, a portion of the hero's brain acts as a receiver and broad band scanner. The hero can mentally "dial" up or down the band to tune in on any wavelength. The range of this power is 1 mile per degree of success inside city limits, 3 miles per degree of success in rural areas.

The hero is the only one able to hear the information on any given band.

▣ **Increased Range:** At rank 4, the range of this power increases to 3 miles per degree of success city, 6 miles rural. At rank 8, the range increases to 6 miles per degree of success city, 12 miles rural. At rank 12, the range increases to 12 miles per degree of success city, 24 miles rural.

REGENERATION

1 FX point (CON)

This power allows a hero to consciously restore lost stun or fatigue points. Once per hour, the hero may make a skill check, the results of which provides 2, 4, or 6 regeneration points (for Ordinary, Good, or Amazing success). It costs 2 regeneration points to restore a lost fatigue point. It costs 1 regeneration point to restore a lost stun point. The hero can mix and match to restore both fatigue and stun points if desired. Excess regeneration points are held over to the next hour. NOTE: This healing is in addition to any normally afforded the hero by the passage of time. If the hero is rendered unconscious, the power activates automatically.

▣ **Improved Regeneration:** At rank 6, the hero gains the ability to regenerate wound. It costs 4 regeneration points to recover a lost wound. At rank 12, the hero gains the ability to regenerate mortal damage. It costs 6 regeneration points to recover a lost mortal point.

▣ **Time Reduction:** At rank 4, the hero can roll on this skill every 30 minutes. At rank 8, the hero can roll on this skill every 15 minutes. At rank 12, the hero can roll on this skill every 5 minutes.

SHACKLE

1 FX point (WIL)

This ability “shoots” a web of hundreds of metallic threads from the hero’s hands. These threads wrap around the target and snap tight, restricting movement. The target’s strength resistance modifier applies to the shackle skill check. On an Ordinary success, the target is only partially bound. He moves at half normal rate and suffers a +2 step penalty on all strength and Dexterity related skills and feat checks for the next 5 rounds. On a Good success, the target is immobilized for 5 rounds (1 minute). On an Amazing success, the target is held motionless for 10 rounds. Whatever the roll, the victim may still use abilities that do not require movement, such as FX powers.

The strands from Shackle can be broken by Strength alone or they can be cut away. The Target may attempt to break the strands. To do so requires a Str feat check with a penalty of +1, +2, or +3 depending on the results of the shackle skill check. The strands have a durability of 3 and an Ordinary toughness.

On a Critical Failure result, the hero is shackled for 5 rounds.

The range of this power is 6/12/30 meters.

▣ **Increased effect:** At ranks 4, 8, and 12, the hero creates more and thicker strands, cumulatively increasing the duration of the power by 1 round and the durability of the strands by 1 point at each of these ranks. This effect also decreases the chance that the target will break free of the constraint. Also at these ranks, increase the step penalty by 1 for any target trying to break free (+2, +3, and +4 at rank 4 and so on).

SUPER BALANCE

Active or 1 FX point (DEX)

This power increases the hero’s equilibrium. It grants him a -2 step bonus to all Acrobatic skill checks.

▣ **Improved Balance:** at ranks 6 and 12, this power grants the hero and additional 1 step bonus to all Acrobatics skill checks.

SUPER CONSTITUTION

Active or 1 FX point (WIL)

This power increases the character’s physical fitness and overall toughness. The character’s Constitution is increases by 1 point even if this takes the character above a racial maximum. Durability and all abilities and statistics based on Constitution should be altered to reflect the new value. The character also gains 1 additional stun point. This change lasts 10 minutes.

▣ **Improved Constitution:** At ranks 4, 8, and 12, the

character’s Constitution and stun points increase by 1. The Constitution increase affects all skill and abilities based on Constitution.

SUPER DURABILITY

Active or 1 FX point (CON)

This power increases the hero’s stun rating by 3 points.

▣ **Improved Durability:** At rank 3, the character can either improve his stun or his wound rating by 3. At rank 6, the hero can improve both his stun and his wound rating. At rank 9, the hero can raise his mortal or he can raise his stun and wound rating. At rank 12, the hero can raise his mortal, wound, and stun ratings.

▣ **Active Form:** If the hero chooses to have the active form of this power, at rank 6, he raises his wound by 3 points. At rank 12, he raises his mortal rating by 3.

SUPER STRENGTH

Active or 1 FX point (WIL)

This power increases the character’s power and muscle. The character’s Strength is increases by 1 point even if this takes him above a racial maximum. Movement rates and all abilities and statistics based upon Strength should be altered to reflect this new value. The hero can also lift twice as much weight as his Strength would normally allow. This power lasts 10 minutes for each use.

▣ **Improved Strength:** At ranks 4, 8, and 12, the character’s Strength increases by 1 and the hero’s Strength for the purpose of lifting or moving heavy objects increases to x3, x4, and x5 respectively.

TRANSMUTATION

1 FX points (WIL)

This power allows a hero to change objects of basic composition into objects of another basic composition (metal into water, gas, rock, wood, etc.). The hero must be able to touch the object he is going to change. The amount of material the hero can change is 2 kilograms per level of success.

▣ **Improved Transmutation:** Add 2 kilograms per degree of success per skill rank (4 kilograms per degree of success at rank 2, 6 kilograms per degree of success at rank 3, and 24 kilograms per degree of success at rank 12).

CHI**ANIMATION***1 FX point (WIL)*

With this power, the hero can mobilize and control inanimate objects. The object the hero wants to animate must be in line of sight and within range. The range is determined by the degree of success of a skill roll. On an Ordinary success, the hero can animate objects up 2 meters away. On a Good success, the hero can animate objects up to 5 meters away. On an Amazing success, the hero can animate objects up to 10 meters away. Once an object is animated, it must stay within 10 meters of the hero for him to retain control. The duration of this power lasts 5 rounds (1 minute).

The amount of mass the hero can animate is limited to his Will score in kilograms.

▣ **Improved Duration:** At rank 4, the duration of this power lasts 5 minutes. At rank 8, the duration lasts 10 minutes. At rank 12, the duration lasts 30 minutes.

▣ **Improved Range:** At rank 6, The range of the ability to animate objects increases. On an Ordinary success, the hero can animate objects up to 4 meters away. On a Good success, the hero can animate objects up to 10 meters away. On an Amazing success, the hero can animate objects up to 20 meters away. Once animated, all objects must stay within 20 meters for the hero to retain control. At rank 12, the range increases again. On an Ordinary success, the hero can animate objects up to 8 meters away. On a Good success, the hero can animate objects up to 20 meters away. On an Amazing success, the hero can animate objects up to 40 meters away. Once animated, all objects must stay within 40 meters of the hero for him to retain control.

▣ **Increased Mass:** at ranks 3, the hero can animate objects up to 2 times his Will score in kilograms. At rank 6, he can animate objects up to 4 times his Will score in kilograms. At rank 9, he can animate objects up to 6 times his Will score. At rank 12, he can animate objects up to 8 times his Will score.

ANTI-POWER*Active or 2 FX point (WIL)*

This is a dangerous and powerful ability. This ability sends out a disruptive field that blocks or negates the effects other abilities.

There are two versions of this power. The active version is a bubble around the hero in which no FX will function. This bubble has a 5 meters radius with the hero at the center. There is no skill check for the target, no save, and no feat checks. For anyone who comes within the range of the bubble, their powers simply do not work. If this is chosen as the active version, this is the only power the hero may have. Since

he is at the center of a “no power” zone, any other powers he had would not work anyway, so what’s the point.

With the non-active version of this power, the hero focuses the power in an invisible beam, directed at another character. The results of a skill check indicate how long the target’s powers are affected. On a Critical Failure, the hero’s own powers are negated for 5 rounds (1 minute). On a Failure, there is no effect. On an Ordinary success, the target’s powers are nullified for 1 round. On a Good success, the target’s abilities are nullified for 5 rounds (1 minute). On an amazing success, the target’s powers are negated for 5 minutes. The range of this ability is 1/2/5 meters.

If the target of this power is someone being effected by another power, that power is disrupted for the appropriate amount of time. NOTE: the power must be in use to be disrupted. Any character that is effected by a power that is no longer in use remains effected.

▣ **Increased Range:** At rank 6, the ranges of both versions of this power increased to 2/5/10 meters. At rank 12, the range increases to 5/10/20 meters.

BLACK WARDING*1 FX point (WIL)*

This power allows a hero to create a faint shimmering purplish black light that protects him from all forms of attack, whether melee, ranged, or FX related. The aura grants a +2 to the hero’s resistance modifier against all attacks. If the hero rolls a Critical Failure during the skill check, he suffers a -1 to all resistance modifiers.

This ability lasts for 5 rounds (1 minute).

▣ **Increased Defense:** At rank 4, the resistance modifier increases to +3. At rank 8, it increases to +4. At rank 12, it increases to +5.

BODY EQUILIBRIUM*Active or 1 FX point (WIL)*

This power allows the hero to adjust and attune his body to the surface it is on so as not to sink. In effect, the hero may walk on water. The amount of time this power is active is 1 round per FX point.

▣ **Increased Duration:** At rank 3, the duration increases to 5 rounds (1 minute). At rank 6, the duration increases to 5 minutes. At rank 9, the duration increases to 10 minutes. At rank 12, the duration increases to 30 minutes.

CONFUSION*1 FX point (WIL)*

The hero can telepathically confuse the mental processes of a single visible target within 30 meters. The target’s Will resistance modifier is added a penalty to the skill roll. If the skill roll succeeds the target

suffers a +1 step penalty to all actions and may attempt a Resolve-*mental resolve* skill check with a penalty of +1, +2, or +3 determined by the success of the confusion skill check (Ordinary, Good, or Amazing). If the Resolve-*mental resolve* skill check succeeds, the target resists any further effects. If the Resolve-*mental resolve* skill check fails the target acts as indicated by the roll of a d6:

- 1 = stands still
- 2 = wanders away
- 3 = attacks nearest creature
- 4 = attacks nearest inanimate object
- 5 = repeats last action
- 6 = performs nonsensical non-combat action

such as hopping up and down or giggling uncontrollably.

This power can be used once per round and the effects last for 5 rounds (1 minute).

CONTACT

1 FX point (WIL)

With this ability the hero can send and receive messages to and from another character, usually to exchange information. Modifiers may apply, depending on the range, familiarity, and willingness of the target mind to be contacted.

The type of thoughts that can be exchanged depends on the results of a skill check:

- On an Ordinary success, simple concepts (brief questions and one-word answers) can be exchanged.
- On a Good success, moderate discussions (pass notes back and forth, one note per 2 phases) can occur.
- On an Amazing success, the communicating characters can have detailed discussions, as though they were conversing vocally.

If the hero's target isn't willing to communicate, the target's Will resistance modifier is applied as a penalty to the skill check, in addition to any other situational modifiers. If the contact is established anyway, an unwilling mind can expel the user by making a successful Will Feat check or Resolve-*mental resolve* skill check with a penalty (+1, +2, +3 steps) depending on the hero's degree of success.

The duration of this skill is 5 rounds (1 minute).

The range and situational modifiers for this skill are:

Familiar mine	-1
Unfamiliar mind	none
Combative mind	+2
Hostile mind	+1
1-10 meters	-1
11-100 meters	none
101m-1 kilometer	+1
2-10 kilometer	+2
11-100 kilometers	+3
101-1000 kilometers (low orbit)	+4

1,001-10,000 kilometers (high orbit) +5

▣ **Improved Duration:** At rank 4, the duration increases to 10 minutes. At rank 8, the duration increases to 30 minutes. At rank 12, the duration increases to 1 hour.

▣ **Language:** At rank 6, the hero learns to comprehend the meaning underlying ideas expressed even in languages he doesn't understand. The character may attempt an Intelligence feat check to understand the gist of the concept being communicated, or to make his own thoughts clearer to the target. At the Gamemaster's discretion, a +2 step penalty applies to attempting to communicate with alien minds. At rank 12, the hero has learned to greater understand the thought flows, and can more easily understand concepts in foreign languages. The hero receives a -2 step bonus to the Intelligence feat check. This bonus does not apply to alien minds.

▣ **Switch:** A hero using this power who reaches rank 12, can attempt to switch his consciousness with that of the target - effectively trading bodies. While in another's body, a character retains his memories and skill ranks, but uses the Ability scores for the occupied body.

For example, a character with a 12 Intelligence and 3 ranks in Computer Science-*programming* switches minds with a person who has an 8 Intelligence. The character's score in Computer Science-*programming* is now 11, rather than 15.

If the Target is willing, the transfer is automatic with a successful skill check. If the target resists, the target's Will resistance modifier is applied as a penalty, in addition to any other situational modifiers. To switch back, regardless of the willingness of both parties, a skill check is required. The length of time the minds have been switched determines the difficulty required in switching back. If the minds have been switched less than 1 hour, an Ordinary success is required to switch back. If the minds have been switched for more than 1 hour but less than 24 hours, a Good success is required. An Amazing success is required to switch back for any length of time more than 24 hours.

NOTE: A character who dies while in another person body is still dead. If, while a character is in another body, his own body dies, he's stuck with the new body.

DANGER SENSE

Active or 1 FX point (WIL)

A character with this ability is in tune with his surroundings, to a greater extent, than someone with the Danger Sense perk is. The power is not cumulative with the perk. The character receives a -2 step bonus on all Awareness-*intuition* checks, +1 to his Strength and Dexterity resistance modifiers, A -1 step

bonus to action checks, and any penalty for fighting blind is reduced by 1 step.

This power lasts for 10 minutes per activation.

▣ **Improved Sensing:** At ranks 6 and 12, the character gains an additional -1 step bonus to Awareness-*intuition* checks, a -1 step bonus to action checks, and an additional +1 to Strength and Dexterity resistance modifiers. Any penalty for fighting blind is reduced by an additional step, but this cannot grant a bonus, only reduce penalties.

DENSITY CONTROL

1 FX point (WIL)

This power will enable the hero to increase his mass. The character can increase his mass by twice his normal weight. At this weight, the hero adds 1 to all melee damage, adds 1 to his Strength resistance modifiers, and subtracts 1 from his Dexterity resistance modifiers. Though the player is a little slower at dodging, this power confers the knowledge and ability to control the body as if it were always this weight. For that reason, movement rates are not affected.

▣ **Improved Control:** At rank 4, the hero can increase his mass by 4 times. Increase melee damage by 1, add 1 to Strength resistance modifiers, and subtract 1 from Dexterity resistance modifiers. At rank 8, the hero can increase his mass by 8 times. Increase melee damage by 1, add 1 to Strength resistance modifiers, and subtract 1 from Dexterity resistance modifiers. Decrease all movement rates by half. At rank 12, the hero can increase his mass by 16 times. All melee damage is considered Good-quality damage, add 1 to Strength resistance modifiers, and subtract 1 from Dexterity resistance modifiers. Quarter all movement rates.

DUALITY

Active or 1 FX point (WIL)

With this power, the hero can perform two related actions (such as attacking with a weapon in each hand) at no penalty. He can also perform two unrelated actions (such as firing a weapon while picking a lock) with no penalty to the first action and a +2 penalty to the second. The hero is considered ambidextrous and can use a weapon in either hand normally.

▣ **Improved Duality:** At rank 6, the penalty for the second of two unrelated actions drops to +1. At rank 12, there is no penalty for performing two unrelated actions.

EMPATHY

1 or 2 FX points (PER)

These abilities cover a variety of powers the hero is able to perform.

Rank 1:

Empathic Scan (1 FX point): The hero can “read” the surface emotions of another character within sight. In addition to the obvious advantages this grants, the hero also gains a -1 step bonus when using encounter skills against that target. The hero can scan 1 target per round.

Empathic Shield (1 FX point): The hero gains a +1 to his intelligence and Will resistance modifiers and a -1 step bonus to Resolve skill checks. The hero is also immune to empathic scans.

Rank 3:

Empathic Reflection (1 FX point): The hero gains the ability to automatically reflect empathic attacks made against him. The user of the empathic power is affected as if the hero had used the power on him. Empathic scans made against the hero read the scanning character’s emotions instead.

Rank 6:

Empathic Blast (1 FX point): The hero gains the power to implant strong emotions in the mind of a single visible target within 30 meters. Typical emotions (and their effects) are as follows:

- Courage -2 step bonus to Resolve skill checks
- Fear +2 step penalty to Resolve skill checks
- Love -2 to targets Intelligence and Will resistance modifiers
- Hatred +2 to targets Intelligence and Will resistance modifiers
- Anger +1 step penalty to all actions
- Happiness -1 step bonus to all actions

An unwilling target is allowed a *Resolve-mental resolve* skill check to resist the effects of the blast. The hero cannot affect himself with this power. The effects last for 5 rounds (1 minute), and the power can be used once per round.

Empathic Healing (1 FX point): With this power, the hero can heal damage to another character by taking on that damage himself. The hero must declare the amount of healing to be done before the skill check is made. All damage declared must be transferred before the hero can begin his own healing. Once the transfer has begun, it cannot be stopped or both parties will retain the full damage and go into shock.

The degree of success determines the amount of time it takes the hero to transfer the damage. It also determines how quickly the hero can rid himself of the damage once it has been transferred. On a Critical failure, the hero does not heal any points and suffers

the total amount of damage of the target. On a Failure, no damage is healed. On an Ordinary success, the hero can transfer 1 wound per 5 rounds (1 minute). He can also heal 1 wound every 5 rounds. On a Good success, the hero can transfer and heal 1 wound every round. On an Amazing success, the hero can transfer and heal 1 wound every phase.

Rank 9:

Empathic Burst (2 FX points): This ability duplicates the effects of *Empathic Blast* except that it affects d6+ 1 targets within a 30 meter radius of the hero. The player must select which targets are affected by this power before the skill check is made. All targets are allowed a *Resolve-mental resolve* skill check to resist. The hero cannot affect himself with this power. The power may be used every 5 rounds (1 minute).

Rank 12:

Empathic Symbiosis (2 FX points): This ability allows the hero to form a long lasting empathic link with another character. This symbiosis permanently connects the emotional states of the two individuals. What one feels, the other also feels (though at a lesser intensity). The sharing of emotions is automatic and instantaneous; thus, each individual always knows the emotional state of the other, but is never overwhelmed by it. Consciously withholding feelings from a linked individual requires a Will feat check every round.

In addition, the Intelligence and Will resistance modifiers of each individual in the symbiosis become equal to the sum of all linked individuals. Thus, if 3 individuals with an Intelligence of 11 (+ 1 Int resistance modifier) were empathically linked, they would each have a new Intelligence resistance modifier of + 3 (the sum of the Intelligence resistance modifiers of all individuals).

To create this empathic link, the hero must make a skill check. If used on an unwilling target, apply the target's Will resistance modifier to the skill check. However, if used on a willing target, apply the Will resistance modifier as a bonus to the skill check. In addition, apply a + 1 step penalty for each individual already linked to the hero. If the skill check fails, the hero can never again attempt to use this power on that target.

An empathic symbiosis shouldn't be entered into lightly, but only with individuals who are trusted by the hero. The Gamemaster should reinforce the loss of privacy created by this power, as well as the incredibly strong

emotional bond it forges.

FEARCAST

2 FX point (WIL)

The hero can induce a severe phobia in a visible target within 30 meters. This can be anything the hero desires, from birds to people to guns to open spaces. Assuming the object of the phobia is present, the target must immediately make a Will feat check with a modifier of + 1, + 2, of + 3 (Ordinary, Good, of Amazing) depending on the success of hero's skill check. Failure of the Will feat check indicates that the target freezes or flees the scene, as appropriate. Even if the target succeeds, he suffers a + 1 step penalty to all actions while the object of the phobia is present. The effects last for 10 minutes.

▣ **Improved Fearcast:** At rank 6, the hero can affect a number of people equal to half of his Will score at a range of 30 meters. Targets must make a Will feat check with a modifier of + 2, + 3, of + 4 depending on the degree of success of the *fearcast* skill check. NOTE: Though there are multiple targets, they must all be subjected to the same phobia. Those who succeed at the feat check still have a + 2 to all actions while the object of the phobia is present. At rank 12, such is the fear of the targets feel that a Will feat check must be made at a + 3 penalty. Any that fail the Will feat check will act as indicated by the roll of a d6:

- 1 = Frozen with fear, can make no actions until the object or the phobia is removed. The target is unresponsive and continues to stare at the object of his fear. Sometimes these individuals will empty their bladders at this point as well.
- 2 = Runs screaming like a little school girl in a random direction
- 3 = Attacks the object of his phobia with abandon. Will not stop until object is destroyed or he is
- 4 = Begins to plead for his life, cry, or throw friends, enemies, or inanimate objects (or all of the above) at the object of his fear to make good his escape. Will run until exhausted, then run some more.
- 5 = Repeats last action
- 6 = Goes insane and performs nonsensical non-combat action such as hopping up and down or giggling uncontrollably. At the Gamemaster discretion, some people who suffer this particular disaster may be prone to heart attack, seizures and so on.

Those who succeed in the Will feat check still suffer from a + 3 step penalty to all actions while in the area.

FOCUS*1 FX point (WIL)*

Much like the *stamina-resist pain* skill, the *focus* power allows the user to push beyond physical and mental pain and trauma to act as if those things simply didn't exist for a time. When this power is activated, all penalties from a dazed state, torture, mortal damage, fatigue damage, poison, and disease are ignored for the purpose of determining what step penalties the hero must take when performing an action. Total loss of stun, wound mortal, or fatigue points has the normal effect on the hero.

A hero could be suffering from 3 points of mortal damage, 2 points of fatigue, a terminal illness, and a paralytic poison, and he could still perform all normal actions without penalty. Situational penalties not related to the character's physical state or mental state, such as performing surgery on an alien or hacking into a bank computer, still apply.

This power last 4 phases. At the end of that time, it can be automatically extended for 1 FX point.

▣ **Increased Duration:** At rank 4, the focus lasts 5 rounds. At rank 8, it lasts 5 minutes. At rank 12, it lasts 30 minutes.

HEALING*1 FX point (WIL)*

This power allows the user to heal damage to himself. A successful skill check heals 2, 3, or 4, wounds. The healing power can only be used once per hour. It costs 1 fatigue point with each use.

▣ **Improved Healing:** At rank 4, the amount healed improves to 3, 4, or 5 wounds. At rank 8, it improves to 4, 5, or 6.

▣ **Healing Trance:** At rank 12, the hero can, with a successful healing skill check, enter a sleeplike trance during which mortal damage is healed at a rate of 1 mortal point per 4 hours. This does not cause fatigue damage.

LONGEVITY*Active (CON)*

This power gives the hero total immunity from all poisons, diseases, and the symptoms of old age. The natural life span of the hero increases to a base of 150 year + 25 years for every Constitution point.

LORELEI EFFECT*1 FX point (PER)*

This Power only works on the opposite sex, or those who are inclined to the same sex. With this power, the hero creates a "song" that acts much as the siren's song in myths. This song charms the individual who hears it. This power, though, can effect only one person at a time. The target's Will resistance modifier applies as a penalty to the skill check,

in addition to any other situational modifiers.

If the skill check succeeds, the target is charmed for a length of time determined by the skill check. On an Ordinary success, the target is charmed for a number of minutes equal to the hero's Personality score. On a Good success, the target is charmed for a number of hours equal to the hero's Personality score. On an Amazing success, the target is charmed for a number of days equal to the hero's Personality score.

Charmed individuals are adamant about their affections toward the hero. They are absolutely loyal. While they remain who they were before they were charmed (keeping their own personality and skills), their only goal in life while charmed is to please the hero. They don't realize they are charmed. They think their eyes have been opened to a truth they were blind to before. As an example, the charmed person would gladly give up information, locations of henchmen, help in defeating them, and gladly go to jail, if it would please the hero. But, a charmed individual may have their own ideas on what would best help and can act on their own. They are not mindless zombies.

If a hero asks a charmed individual to do something bizarre for an inexplicable reason, (such as "In order to save us, you must jump out this 30-story window to your death.") the charmed individual would get a *Resolve-mental resolve* skill check to break the charm before its natural conclusion.

The range of this power is 30 meters. All those around here the "song" however, only the intended target is Charmed. All others within 30 meters, who here the song, have their attitudes shifted 1 column to the right to a maximum of Friendly, on TABLE P25: ENCOUNTER SKILL EFFECTS in the *Player's Handbook*.

▣ **Improve Effect:** At rank 9, the hero can affect up to a number of people equal to half of his Personality score.

MASSMIND*Special (WIL)*

To use this ability the hero must be in physical contact with others. This ability is similar to *willforce* except it is used on others. This ability allows the hero to increase components of another hero's ability (such as range, duration, or damage).

To use *massmind* the hero must make a Will feat check. If successful, he has successfully melded with the other character. The hero can then make a skill check, the results of which determine the amount of FX points used for this power. On an Ordinary success, the hero spends 1 FX point for the use of this power and double the cost of the other hero's ability. On a Good success, the hero spends 1 FX point for the use of this power and the normal cost of the other

hero's ability. On an Amazing Success, the hero spends 1 FX point. Once the hero's are connected and the points are spent, this power doubles 1 facet of any 1 power.

The number of people that can be involved in *massmind* is unlimited, but they must all be physically touching to pass the power on. A second person connected to the *massmind* would double 2 facets of any 1 power, or triple any 1 facet. A third hero would double any 3 facets of 1 power, or quadruple any 1 facet. A fourth person could double 4 facets, triple 2 facets, or quintuple 1 facet. The results of very large *massmind* are staggering.

The amount of time needed for this power to work is 1 phase per person connected to the *massmind*. After that time, the person being helped may unleash his increased ability.

The use of this power is very draining. After every use of this power, the hero takes 1 fatigue point of damage.

▣ **Improved Stamina:** At rank 5, the hero can roll an untrained Will feat check to avoid taking a fatigue point of damage. At rank 10, the hero can make a Will feat check to avoid taking the 1 fatigue point of damage.

MENTAL SHIELD

Active or 1 FX point (WIL)

This ability protects the hero by creating a mental shield through which mental attacks or probes cannot penetrate. For game purposes it increases the hero's Will resistance modifier by 1 step. The hero must concentrate to use this ability. All other actions receive a +2 step penalty while concentrating on the *mental shield*. This power lasts for 5 rounds (1 minute).

▣ **Mental Wall:** At rank 6, increase the hero's Will resistance modifier by another step.

▣ **Mental Fortress:** At rank 12, increase the hero's Will resistance modifier by another step.

MESMERISM

1 FX point (PER)

This power is similar to the *Lorelei effect* except there is no song. The force of the hero's personality alone mesmerizes a single target. Eye contact must be made with the intended target. The target's Will resistance modifier applies as a penalty to the skill check, in addition to any other situational modifiers. If the skill check succeeds, the target is mesmerized for a length of time determined by the degree of success. On an Ordinary success, the target is mesmerized for a number of minutes equal to the hero's Personality score. On a Good success, the target is mesmerized for a number of hours equal to the hero's Personality score. On an Amazing success, the tar-

get is mesmerized for a number of days equal to the Hero's Personality score.

Mesmerized individuals will not do anything against their basic nature, but will otherwise follow and obey the hero. If the target is asked to do anything against his basic nature, he gets another Will feat check with a step penalty of +1, +2, or +3 (Ordinary, Good, or Amazing) depending on the success of the hero's original skill check.

▣ **Improved Mesmerism:** At rank 6, hero can delay the activation of the mesmerism. The hero can "program" a target to complete a set of instructions. The target will not remember being mesmerized, or even that he saw the hero. The target will act normally until the conditions of the programming take effect. At that point, the target is mesmerized for the proper length of time according to the success of the hero's skill check and will complete the programmed task to the best of his ability. After the programmed task is complete, if there is still available time, the target may return to the hero for more instructions.

▣ **Domination:** At rank 12, the hero is so proficient at this skill he can overcome the basic nature of the target. Targets dominated will do anything that is ordered, including suicide. Also, the duration is increased. On an Ordinary success, the target is dominated for a number of days equal to the hero's Personality Score. On a Good success, the target is dominated for a number of months equal to the hero's Personality score. On an Amazing success, the target is dominated until released by the hero, the hero dies, or leaves this universe or tangent.

MIGHTY LEAP

Active or 1 FX point (STR)

With this power, the hero can make tremendous leaps. By spending 1 FX point, the character can leap twice as far as the values listed under the *Athletics-jump* skill. The hero also suffers minimum damage (1 stun) from an Ordinary success and only d4 stun from a Critical Failure.

▣ **Increased Distance:** At ranks 4, 8, and 12, the multiplier for the hero's jumping distance increases to 3, 4, and 5 times normal.

POWER CLIMB

Active or 1 FX point (STR)

This power allows the user to climb up seemingly impossible surfaces or to move rapidly up surfaces that would normally require time to climb. If the surface is climbable, by someone with the *Athletics-climb* skill without a penalty, then the character can simply run up the surface. He can reach a maximum height of twice his walk movement rate in meters before he must find a more horizontal surface upon which to rest or he falls.

The character can also scale surfaces that have a step penalty to climb by climbing in a more normal manner. When doing this, he climbs at twice the rate listed under the *climb* skill. Each use of this power lasts 1 round.

▣ **Increased Distance:** At ranks 4, 8, and 12, the hero's multiplier for both running up walls and climbing increases to 3, 4, and 5 times the listed values.

POWER STRIKE

1 FX point (WIL)

With this power, the hero can focus his will into one unarmed attack and greatly increases its power and accuracy. The hero gains a -1 step bonus on his next unarmed melee attack and inflicts 2 additional points of damage. The enhanced attack must be made within 5 rounds (1 minute) of the *power strike* skill check, or the effect fades.

▣ **Increased Duration:** At rank 4, the effect lasts up to 10 rounds or until used before fading.

▣ **Increased Damage:** At rank 8, the hero gains an additional -1 step bonus on his next melee attack, and a successful attack inflicts Good-quality damage. At rank 12, the hero gets another -1 step bonus to the attack roll and inflicts Amazing-quality damage if it succeeds.

PSI PULSE

1 FX point (WIL)

With this power, the hero can focus his will into one ranged attack of pure force. The amount of damage is equal to the hero's unarmed attack damage. The range of this power is 1/2/4 meters.

▣ **Increased Range:** At rank 6, the range of this attack increases to 2/4/8 meters. At rank 12, the range increases to 4/8/16 meters.

▣ **Increased Damage:** At rank 3, the hero gains a -1 step bonus to his skill roll. At rank 6, the hero does 1 additional point of damage. At rank 9, the hero gains another -1 step bonus to his skill roll and a successful attack inflicts Good-quality damage. At rank 12, the hero does 1 additional point of damage and all damage inflicted is considered Amazing-quality damage.

REPAIR ENGRAM

1 FX point (WIL)

This ability allows the hero to repair insanity, amnesia, brain damage, or the mental effects of mental attacks. The hero must be in physical contact with the subject. The target's Will resistance modifier applies as a penalty to the skill check, in addition to any situational modifiers. The degree of success determines the effects of this skill check. On a Critical Failure, the target is unaffected and the hero must roll a Con feat check to avoid contracting the effect himself.

On a Failure, the subject is unaffected. On an Ordinary success the target is cured for a number of minutes equal to the hero's Will score. On a Good success the target is cured for a number of hours equal to the hero's Will score. On an Amazing success, the target is permanently cured. On any result of a Failure, the target cannot be cured by this method.

▣ **Improved Repair:** At rank 6, an Ordinary success means the target is cured for a number of hours equal to the hero's Will score. On a Good or Amazing success, the target is permanently cured. At rank 12, any success means the target is healed permanently.

SENSORY SHIELD

Active or 1 FX point (WIL)

Sensory Shield provides the hero with protection against attacks or phenomena that might interfere with their senses (like tear gas or the photogeneration power).

When the character makes a *sensory shield* skill check he must roll a better degree of success than his attacker. If he succeeds the attack has no effect on his senses. If the hero rolls the same degree of success as his attacker, the effect takes place but at half its normal intensity. If the hero Fails to get a higher degree of success than his attacker, the effect takes place at full strength.

Against irritants such as tear gas, loud noises, or such, each degree of success cancels a +1 step penalty. An Ordinary success cancels a +1 step penalty. A Good success cancels a +2 step penalty. An Amazing success cancels a +3 step penalty.

When a character shields a particular sense, what he is in fact doing is shutting that sense completely off so it won't be effected by what ever triggered the shield. For example, when a hero uses Sensory shield to protect his eyesight, he actually goes blind for the duration of the power or until he decides to terminate the power. Under conditions of total darkness, a character has a +3 step penalty to Awareness checks. The Gamemaster determines the penalties due to loss of other senses, but it's usually a +1 to +3 step penalty.

SIGHT

1 FX point (WIL)

This power allows the hero to see things that are concealed by FX or technological means. Any sort of device or FX power that hides something from sight (such as chameleon flesh, invisibility, or astral projection) is useless against this power, which reveals all such objects within 30 meters of the hero. The items or characters that are revealed are surrounded by a sickly green glowing aura.

This power lasts 10 minutes per degree of success.

SUB-CONTACT

1 FX point (WIL)

This ability is much like the telepathy skill except it allows the hero converse with animal and creatures of limited intelligence. The hero can somehow understand the thoughts and images of these creatures. Modifiers may apply, depending on the range, familiarity, and willingness of the target mind to be contacted.

The type of thoughts that can be exchanged depends on the results of a skill check:

- On an Ordinary success, simple concepts (brief images and ideas) can be exchanged.
- On a Good success, moderate concepts, images, and ideas can occur.
- On an Amazing success, the character can have detailed discussions, as though the creature could speak and understand vocally.

If the creature has a Will resistance modifier, it is added as a penalty to the skill check, in addition to any other situational modifiers. If the contact is established anyway, the creature can no longer fight or try to expel the user.

The duration of this skill is 5 rounds (1 minute).

The range and situational modifiers for this skill are:

Familiar mind	-1
Unfamiliar mind	none
Combative mind	+2
Hostile mind	+1
1-10 meters	-1
11-100 meters	none
101m-1 kilometer	+1
2-10 kilometer	+2
11-100 kilometers	+3
101-1000 kilometers (low orbit)	+4
1,001-10,000 kilometers (high orbit)	+5

▣ **Improved Duration:** At rank 4, the duration increases to 10 minutes. At rank 8, the duration increases to 30 minutes. At rank 12, the duration increases to 1 hour.

▣ **Switch:** A hero using this power who reaches rank 12, can attempt to switch his consciousness with that of the target – effectively trading bodies. While in another's body, a character retains his memories and skill ranks, but uses the Ability scores for the occupied body.

For example, a character with a 12 Intelligence and 3 ranks in *Computer Science-programming* switches minds with a pig that has a 2 Intelligence. The character's score in *Computer Science-programming* is now 5, rather than 15. The hero knows his stuff, but a pig brain just isn't conducive to computer programming.

The creature's Will resistance modifier is applied as a penalty, in addition to any other situational modifiers. To switch back a skill check is required. The

length of time the minds have been switched determines the difficulty required in switching back. If the minds have been switched less than 1 hour, an Ordinary success is required to switch back. If the minds have been switched for more than 1 hour but less than 24 hours, a Good success is required. An Amazing success is required to switch back for any length of time more than 24 hours.

NOTE: A character who dies while in another creature's body is still dead. If, while a character is in another body, his own body dies, he's stuck with the new body.

SUPER METABOLISM

Active or 1 FX point (WIL)

Heroes with this power can boost their metabolic rate to grant bursts of strength and speed. When boosted, the hero receives a -1 step bonus to the following skill checks: Athletics, Melee Weapons, Unarmed attack, Acrobatics, and Movement. He also gains a 1 point increase to any damage inflicted by a successful Unarmed Attack or Melee Weapons skill check.

Each boost lasts for d4+1 rounds. At the end of this time, the hero suffers 1 point fatigue damage.

▣ **Improved Metabolism:** At rank 4, the hero gains an additional -1 step bonus to the above skill checks. He also gains another point of damage to Unarmed Attack, and Melee Weapons. The duration of the boost increases to d6+1 rounds. At rank 8, the hero is granted another -1 step bonus to the above skill checks and 1 more point of damage to Unarmed Attack and Melee Weapons. The duration of the boost is increased to d8+1 rounds. At rank 12, the hero no longer suffers from the loss of fatigue.

SUPER PERCEPTION

Active or 1 FX point (WIL)

This ability allows the character to sense his surroundings in a 360-degree circle. This power confers the ability to sense the surrounding environment without looking. This power negates the rear/flank bonuses of attackers. It does not negate any lighting modifiers, however. The range of this ability extends 5 meters from the hero.

▣ **Increased Perception:** At ranks 4, and 8, the range of this power increases by 5 meters. This also confers a +1 bonus to Strength and Dexterity resistance modifiers at rank 5 and a +2 bonus to those resistance modifiers at rank 9. At these ranks, the *Awareness-perception* skill check receives a -1 step bonus.

▣ **Focused Perception:** At rank 12, the hero can focus his perception into one of the 5 senses (sight, sound, smell, taste, touch). This gives the hero a -4 step bonus to his *Awareness-perception* skill check.

The drawback to this is the fact that while the hero is focusing on the one sense, the others are dimmed. They receive a +4 step penalty to any *perception* skill check while the hero is focusing.

TELEMECHANICS

1 FX point (WIL)

With this power, a hero can manipulate mechanical devices at a distance (such as traps, weapons, or gadgets). If the device has more than one function, the hero must pick which one to be manipulated. The duration is the single operation of one of the device's functions. The range is 5 meters per degree of success on a skill check.

▣ **Increases Range:** At rank 3, the range increases to 10 meters per degree of success. At rank 6, the range increases to 20 meters per degree of success, and rank 9, the range increases to 40 meters per degree of success. At rank 12, the range increases to 60 meters per degree of success.

▣ **Improved Telemechanics:** At rank 6, the hero can manipulate multiple functions of a single device (if the device has more than one function).

TRANSFUSION

1 FX point (CON)

This power allows the hero to transfer his life force to another character. The results of a skill check indicate the maximum amount of wound or mortal points the hero transfers to the target. On a Critical Failure, the hero suffers 1 wound but heals no damage in the target. On a Failure, there is no effect. On an Ordinary success, the hero transfers 1 wound to the target. On a Good success, 2 wound are transferred. On an Amazing success, the hero transfers 3 wound or 1 mortal. This power may be used once per round.

All life energy drained from the hero heals normally.

WILLFORCE

2 FX points (WIL)

This ability allows the hero to increase components of another ability or skill (such as range, duration, or damage). It can also increase his chance to hit a target. To use *willforce* the hero must make a Will feat check. This feat check is to determine if the hero can successfully gather his will. If successful, the player can then make a skill check, the results of which determine the effects of this power. On an Ordinary success, the hero can increase 1 facet of any 1 ability. He may also increase his chance to hit a target by -1 step. On a Good success, the hero can enhance 2 facets of any 1 power. He also can increase his chance to hit by -2 steps. On an Amazing Success, the hero can increase 3 facets of any 1 power or

can increase his chance to hit by -3 steps. This power is not self-reciprocating; it can only increase the output of other powers.

The activation of this power requires 2 phases of uninterrupted concentration after which the hero must use the gained abilities within 2 rounds or the power is lost. On the second attempt to use *willforce*, the hero must make an untrained Will feat check. If successful, he may use *willforce*. If, either on the first or second attempt, the hero rolls a critical failure, he loses 1 fatigue point and loses the attempt. *Willforce* can only be used twice before the hero must rest the power. The amount of time the power is required to rest is 20 - Will, in hours. For example, if the hero had a Will score of 14, subtract 14 from 20. The remainder, 6, is the number of hours the power must rest before it can be activated again. If the hero uses the power again before it has had a chance to rest, he suffers a loss of 2 fatigue if the untrained Will feat check fails, 2 fatigue if he rolls a Critical failure, and 1 fatigue loss even if he can successfully use the power.

▣ **Improved Willforce:** At rank 3, reduce the amount of time by half. At rank 6, reduce the amount of time by half again. At rank 9, the amount of time is 20 - Will, in minutes. At rank 12, reduce rank 9's time by half. (From our example above, at rank 3 the time limit would be reduced to 3 hours. At rank 6, it becomes 1.5 hours. At rank 9, it becomes 6 minutes. At rank 12, it becomes 3 minutes.)

ENERGY

When a hero chooses these skills, he must select the appropriate energy form at the time of hero creation. Included in this section are some abilities that are not strictly energy powers, but were related in such a way that they fit better here than elsewhere.

The energy and other forms available in this section are Cold, Electricity, Heat (or Fire), Radiation, Gravity, Light, Sound, and Water. Water, though not an actual form of energy, fits in with this section because it can be used on its own in any of these skills, or it can be combined with two of the others to form new skills. Water can combine with cold to produce ice skills. Water can also be combined with heat to produce steam skills.

ENERGY BLAST

Active or 1 FX point (WIL)

This power allows the character to shoot blasts of energy from his hands, eyes, or mouth. The energy blast has a range of 10/20/60 meters. The hero can fire no more than one blast per phase. Each blast costs 1 FX point. The result of the energy blast skill check (including the targets Dexterity resistance modifier) indicates the damage inflicted [d4+ 1w/d6+ 1w/d4m (EN/O)].

A character who selects this power as always active constantly emits beams of energy and can not shut them off. Special equipment – such as an energy containment suit, a high-tech visor, or protective gloves – is necessary to keep the character from destroying everything around him. Even with this option, the hero must make a normal energy blast skill check attack, and Failure indicates a miss.

This power used with water (*water blast*) has 2 abilities. The first is a tight stream of high-pressure water that does normal damage for this power. The second is a less lethal, large blast of water that does d4+ 1s/d6+ 1s/d4w.

▣ **Increased Damage:** At rank 4, the damage increases to d6+ 1w/d6+ 3w/d4+ 1m. At rank 8, the damage increases to d6+ 2w/d8+ 2w/d4+ 2m. At rank 12, the damage improves to Good intensity.

At rank 6, the less lethal *water blast* does d6+ 1s/d6+ 3s/d4+ 1w. At rank 12, it improves to d6+ 2s/d8+ 2s/d4+ 2w.

ENERGY CONTROL

Active or 1 FX point (WIL)

This power allows the hero to increase or decrease the strength of a particular sort of energy. At higher skill, levels it allows a hero to redirect the flow of that energy.

Energy control can affect an energy source of up to 125 cubic meters at a range of 30 meters. Each additional FX point spent when the skill check is made

doubles the volume affected. The effects of this power lasts 5 rounds (1 minute). It can be extended for 1 minute per additional FX point spent. Using energy control to control a damaging attack form (a laser blast, an energy blast from the *energy blast* skill, and so on) costs an additional 1FX point per attempt. In the hands of a skilled player, *energy control* has an almost limitless variety of effects. The gamemaster should use discretion and common sense in adjudicating the effects of this power. In general, the result of an *energy control* skill check (Ordinary, Good, or Amazing) indicates the relative amount of increase or decrease in the energy source. In most cases, the hero cannot use the power multiple times on the same energy source. For instance, a hero could increase a fire's intensity only once. For examples, see *Beyond Science* pp. 64.

▣ **Increases Range:** At rank 4, the range of this power increases to 60 meters. At rank 12, the range increases to 100 meters.

▣ **Redirective Attack:** At rank 8, the hero can cause the energy to move outside its current area up to 10 meters from the energy source to strike at a single target. Any target struck by this power must make a resistance roll as if he were exposed to the appropriate hazard. This roll is usually a Con feat check. Any bonus or penalty in effect due to previous use of the *energy control* power remains in effect for this attack.

If the attack is used against an energy weapon of the appropriate type, the character can redirect the attack to anyone within range of the attack. The *energy control* skill roll determines whether the redirected attack hits and to what degree the result is effective.

ENERGY CREATION

1 FX point (WIL)

This ability allows the hero to create a volume of selected energy. With successful *energy creation* skill check, the hero can create up to 2 cubic meters of energy per degree of success. The hero can continue to create this amount energy by spending 1 FX point per round.

▣ **Increased Production:** At ranks 4, 8, and 12, the hero increases the amount of energy he can create by 2 cubic meters per degree of success.

ENERGY FIELD

Active or 2 FX points (WIL)

This power allows the hero to create a protective barrier that causes attacks to deflect away from anything sheltered by it. The *energy field* can fully protect either the hero or another single person within 30 meters. This protection has the effect of reducing the firepower of any weapon or attack that strikes the field by one grade. Thus, weapons of Amazing fire-

power are reduced to Good, Good is reduced to Ordinary, and weapons of Ordinary firepower inflict no damage to a target protected by an *energy field*.

The hero can selectively weaken or open the *energy field* to allow the protected individual to attack those outside the field, though this makes the protected individual vulnerable to attacks made in the same phase from the same general direction.

Each activation of this power lasts 5 rounds (1 minute). Maintaining the field requires no actions, even when the hero adjusts it to allow attacks outside the field. Switching it to another target requires an action.

▣ **Increased Protection:** At rank 12, the hero's *energy field* reduces damage by two intensities. Amazing damage is reduced to Ordinary and damage of Good or Ordinary intensity is ignored. However, this field may only be created around the hero himself and may not include any others.

ENERGY METAMORPHOSIS

Active or 1 FX point (CON)

The hero uses incoming energy damage to heal. This power negate d4+1 points of primary damage from a specific type of energy attack (choose from the types above). It immediately restores an equal number of lost stun, wound, or mortal points (the type of damage restored is the same as the type of primary damage coming in). Extra points of healing are converted from mortal to wound to stun (4:2:1). Any excess damage not negated is then applied (roll armor effects normally).

▣ **Increased Metamorphosis:** At rank 4, the hero can negate and heal d4+2 points of primary damage. At rank 8, the amount is increased to d6. At rank 12, it increases to d6+1.

ENERGY RESISTANCE

Active or 1 FX point (WIL)

This power allows the character to resist one type of energy without harm. The hero is considered to have ordinary toughness armor of that sort of energy (d4+1). This protection is checked first, and then any excess damage spills over to his other types of armor. Damage resisted with this power does not cause secondary damage.

Each use of this power lasts 5 rounds (1 minute) per degree of success.

▣ **Increased Protection:** At ranks 4 and 8, the hero's protection increases to d6+1 and d8+1 against the selected form of energy. At rank 12, the toughness of the energy resistance power increases to Good quality.

ENERGY SHEATH / FORM

Active, or 1 or 3 FX points (WIL)

This power has two forms: Either the hero can surround himself with a particular type of energy, or he can transform himself and all equipment carried into a mostly solid form of that energy determined at character creation.

Creating an *energy sheath* costs 1 FX point, while changing into an *energy form* costs 3 FX points. In either case, the power lasts for 5 rounds (1 minute) per degree of success, and can be extended for a like amount of time by spending 1 FX point per extension.

The *energy sheath* grants Ordinary toughness armor to the character that provides d4 (LI), d4 (HI), and d4 (EN) protection, and anyone who touches or hits the hero while the power is active suffers d4 (EN/O) points of stun damage. Likewise, any melee attacks made by the hero, while the power is active, inflict this energy damage in addition to normal damage from his attack. (Roll separately for armor protection against this energy damage.)

The *energy form* provides armor, damages to attackers, and increases hand-to-hand damage similar to an *energy sheath*, but it does so to a greater degree. It provides d6 (LI), d6 (HI), and d6 (EN) protection and inflicts d6 points of stun damage for contact. A hero in *energy form* cannot use any equipment and is vulnerable to events that affect the chosen sort of energy, such as fire extinguishers for fire energy or another character with *energy control* of the same type of energy as the hero's *energy form*.

When the same form of energy, used in his *energy sheath* or *energy form*, is applied to attack the hero while the power is active, increase the (EN) armor rating by 1 point.

▣ **Increased Effect:** At rank 4, the armor increases to d4+1 (LI, HI, and EN) for *energy sheath*. For *energy form*, it increases to d6+1 (LI, HI, and EN). At rank 8, the damage increases to d4 wound for *energy sheath* or d6 wound for *energy form*. At rank 12, the armor toughness and damage category increases to Good quality.

MAGNETO

2 FX points (WIL)

The ability is one of the most versatile powers and so is one of the most powerful. The hero is tuned into and can control lines magnetic of force. At rank, one this power is similar to telekinesis, although the hero can move only iron, steel, or other ferrous objects within 30 meters of himself. The hero can move objects up to 500 pounds at a rate of 4 meters per phase in any direction. For every additional 100 pounds of mass, the movement rate decreases by one-half meter.

This power can also damage electronic equipment. When used in such a manner, a success skill

check by the hero disables the device until it can be repaired.

The hero is also able to detect magnetic forces lines and any disturbances along those lines.

The hero can use this power for up to 5 rounds (1 minute).

Any other actions or taken while the hero is using this power or any multiple uses of this power suffer a +2 step penalty.

▣ **Rank 3:** The hero gains these abilities at this rank:

Magnetic Shield: This shield is in all ways the same as *kinetic shield*, except the shield can only be for personal use.

▣ **Rank 6:** The hero gains these abilities:

Increases Duration: The hero can use this power for up to 5 minutes.

Magnetic Shield: The magnetic shield can now deflect electrical damage as well.

Magnetic Levitation: The hero gains the ability to focus on the electromagnetic energy in the human (or Creature) body and can levitate and move himself and others. Because there is not as much for the Hero to grab on to magnetically, he can only lift weights equal to one-half the weight of other normal magnetic material.

▣ **Rank 9:** The hero gains this ability:

Magnetic Force Bolt: This force bolt has a range of 10/20/60. The result of a skill check determines the amount of damage done by the force bolt. D6+ 1w/d6+ 2w/d4+ 1m (EN/O)

▣ **Rank 12:** the hero gains this ability:

Increased Duration: The hero can use this Power for 10 minutes.

Magnetic Force Bolt: The damage of the bolt increases to d6+ 2w/d8+ 2w/d4+ 2m

Magna-Flight: The hero can use the magnetic lines of force to fly. This ability is in all ways the same as *Flying*. The hero is limited to himself for this ability.

SHADOW FORM

3 FX points (WIL)

This ability is similar in to *energy form*. When a hero activates *shadow form*, he becomes 2 dimensional and slightly translucent, looking like nothing more than the shadow of a man. Objects can be seen through him, in much the same what objects can be seen through ordinary shadows. This affect is similar to the *phasing* ability, in that attacks pass through the hero. Therefore, the hero is granted d6 (LI, HI, and EN) protection while in this form. Though the effects are similar to the *phasing* ability for the purposes of being attacked, the hero cannot pass through objects himself.

Opponents trying to locate the hero while he is hid-

ing among other shadows have a +2 step penalty to any Awareness or Investigate skill checks.

The power lasts for 5 rounds (1 minute) per degree of success, and can be extended for a like amount of time by spending 1 FX point per extension.

▣ **Increases Effect:** At rank 4, the hero is better able to make himself insubstantial. The armor rating increases to d6+ 1 (LI, HI, and EN). At rank 8, Opponents trying to spot the hero, increase their penalty to Awareness and Investigate skill checks to +4. At rank 12, the armor rating increases to Good quality toughness.

META-CONSCIOUS

CLAIRSENSES

2 FX point (WIL)

This power allows the character to project his mind to a distant location. The hero can see and hear what is happening as though he was present at that location. This power does not screen out ambient noise so the hero may have trouble discerning particular sounds unless he is in a quiet location. This power also does not block normal vision so the hero will see double images unless he closes his eyes. This ability provides no help in interpreting languages, or seeing through solid objects or in darkness. Also, the projected mind cannot move from its intended spot. The location itself can be moving (a vehicle, for example), but such a target necessitates additional skill checks if the range to the target increases.

During the use of this power, the hero remains conscious within his own body and is aware of what's happening around it.

The better the skill check, the longer the ability lasts: Ordinary, 1 round; Good, 2 rounds; Amazing, 3 rounds. Spending 1 FX point for each additional round can extend the duration. Situational modifiers for the familiarity of the location and the distance at which this power operates are as follows:

Familiar location	-1
Unfamiliar location	none
1-10 meters	-1
11-100 meters	none
101m-1 kilometer	+1
2-10 kilometers	+2
11-100 kilometers	+3
101-1,000 kilometers (low orbit)	+4
1,001-10,000 kilometers (high orbit)	+5

▣ **Increased Duration:** At rank 4, the time increment for a successful use of the skill increases to minutes (Ordinary, 1 minute; Good, 2 minutes; Amazing, 3 minutes). Each additional FX point adds 1 minute to the duration. At rank 8, the increment becomes 5 minutes (Ordinary, 5 minute; Good, 10 minutes; Amazing, 15 minutes). Each additional FX point extends the duration 5 minutes. At rank 12, the increment becomes 30 minutes (Ordinary, 30 minute; Good, 60 minutes; Amazing, 90 minutes). Each additional FX point extends the duration 30 minutes.

▣ **Change of Perspective:** At rank 6, the hero can attempt another skill check to shift the location of his projected mind. The distance from the current location of the projected mind rather than the physical distance the hero is from the new target area modify the new check.

DEATH FIELD GENERATION

2 FX points (WIL)

When the hero uses this power, he creates a life-draining burst of energy. Any creature hit by the death field must make a Resolve-*physical resolve* skill check with a penalty based on the degree of success by the *death field generation* skill check (Ordinary, no penalty; Good, +1 step; Amazing, +2 steps). If the Resolve-*physical resolve* skill check succeeds, the character suffers d4s. If the check fails, the character suffers 2d4w (no secondary damage is inflicted). Armor does not protect against this damage, as it represents a pure loss of life force. The range of this power is 10 meters.

▣ **Increased Range:** At rank 4, the range of this power increases to 20 meters. At rank 8, the range increases to 30 meters. At rank 12, the range increases to 40 meters.

▣ **Increased Damage:** At rank 12, any character hit by the death field receives d4w if the Resolve-*physical resolve* skill check succeeds. If the check fails, the character suffers d4+2 mortal.

DETECT POWER

Active or 1 FX point (WIL)

This power allows a hero to detect the use of any other FX skill active within his range. This skill is similar to the psionic *sensitivity* skill except that it detects all FX skills.

On an Ordinary success of a *detect power* skill check, the hero becomes aware that 1 or more FX skills are being used within 20 meters. The hero can tell which characters are using FX skills if they are within line of sight.

A Good success grants the hero the abilities of an Ordinary success plus it enables the character to identify which broad skills are being employed.

An Amazing success gives the hero the information of the Good and Ordinary success and also tell the character the exact specialty skill being used.

The use of this skill can itself detect the use of the *detect power* skill by another character.

▣ **Automatic Trigger:** At rank 3, any use of an FX skill within range is automatically detected by the hero. The Gamemaster should have the character roll a skill check (or roll it for him secretly) and tell he has detected the use of an FX power. If the character has this skill as always active, he is then given the details he learns according the roll of the skill check. If the hero has the non-active version of this power he can pay the FX point cost and learn the results of the skill check, or he can ignore it and chance is lost.

▣ **Increased Range:** At rank 6, the range of this skill improves to 50 meters. At rank 12, it improves to 150 meters.

▣ **Triangulation:** At rank 9, the character using this skill can locate who is using FX skills, even if that person is not within line of sight. A second skill check is

made with a bonus of -1 step for an Ordinary success on the previous skill check, -2 steps for a Good success, or -3 steps for an Amazing success. If the skill check is successful, the hero knows exactly where the FX skill was employed.

FEEDBACK

1 FX point (WIL)

This power allows a hero to cause his target's FX points to oscillate out of control. It creates a feedback loop that causes the target to lose an indicated number of FX points (depending on the degree of success of the *feedback* skill check) until he can make a *Resolve-mental resolve* skill check to stop the process. On an Ordinary success, the target loses 1 FX point per round. On a Good success, the target loses 2 FX points per round. On an Amazing success, the target loses 1 FX point per phase. These lost FX points are turned into stun damage. The damage is calculated at the end of every round.

Starting at the beginning of the first round after the effects of the *feedback* commences, the target can roll a *Resolve-mental resolve* skill check to try to shut his power down and stop the loss. However, the longer the effect stays in place, the harder it is to shut it down. After the first round, for every round the effect is in place, there is a +1 step penalty to the *Resolve* skill check. If the target makes the skill check the *feedback* is stopped. For every round the character suffered from the feedback, that is the number of rounds before he has the mental faculties and control to use his powers again.

If the character fails enough *Resolve* skill checks to lose all his stun, he goes unconscious and the feedback continues. His body seizes while his powers drain away causing more damage.

FX SHIELD

2 FX energy points (WIL)

This ability grants the hero the power to block the effects of all FX powers. This power creates a kind of shimmering field around the body of the hero. This shield can only be used for personal protection.

The degree of success of the attacking character's skill check determines the penalties applied to the *FX shield* skill check (no penalty for Ordinary, +2 steps for Good, and +4 steps for Amazing).

The amount of protection is determined by the success of a skill check. On an Ordinary success of the *FX Shield* skill check, the hero is granted protection from all mind altering and non-damaging FX skills. All damaging FX skills do full damage. On a Good success, the hero is granted a d4 damage point reduction (stun, wound, or mortal) to all damage causing FX skills (this in addition to the protective effects of an Ordinary success). An Amazing success grants

d6 in damage point reduction (in addition to the protective effects of an Ordinary success).

All damage is reduced before taking into account any armor the character is wearing. Damage reduced does not inflict secondary damage. The *FX shield* can protect from LI, HI and EN damage. This shield is considered Ordinary protection. The effects of this shield last for 5 rounds (1 minute).

▣ **Increased Protection:** At rank 4, the amount of damage this shield can protect against increase to d4+1 for a Good success, and d6+1 for an Amazing success. At rank 8, in addition to the blocking of all non-damaging FX skills, the amount of protection increases to d4 for damaging FX skill on an Ordinary success, d4+2 for a Good success and d6+2 for an Amazing success. At rank 12, the protection of this shield increases to Good quality toughness.

▣ **Reduced Penalties:** At rank 6, the Penalties are reduced to +1 For Good and +2 for Amazing depending on the attacker's skill check. At rank 9, the Penalties are reduced to no penalty for Ordinary or Good success and +1 step penalty for an Amazing success.

GENIUS

Active or 1 FX point (INT)

This power greatly enhances a hero's powers of deduction, reasoning, analysis, and memory. When active, this power grants the hero a -2 step bonus to *Knowledge-deduce* skill checks as well as any *Knowledge* skill checks made to determine specific campaign information. This power lasts for 1 hour.

▣ **Expertise:** At rank 4, the hero can select an Intelligence-based broad skill. While *genius* is active, the hero receives a -1 step bonus to all skill checks made using that broad skill or its specialty skills. At rank 8, the hero can select another broad skill and gain a similar bonus. At rank 12, the hero can select a third broad skill and receive the same bonus.

▣ **Analysis:** At rank 6, a hero who studies a situation (such as a battle, a puzzle, a secured building, and so forth) for at least 5 rounds (1 minute) gains a -1 step bonus on action checks made in relation to that situation. This benefit lasts throughout the current situation. For instance, if a battle were studied, the effect would last until the battle ended. At rank 10, this step bonus increases to -2.

HYPHER LEARNING

1 FX point (INT)

This power allows the hero to assimilate new knowledge rapidly and use it as if her were skilled in the appropriate field. To use this power, the hero must witness or otherwise learn about the skill that he is attempting to "learn" for a minimum of 5 rounds (1 minute). If the hero studies for 3 minutes, he gains a -

1 step bonus to the *hyper learning* skill check. This increases to a -2 step or a -3 step bonus with 10 minutes or 30 minutes of study. Examples of study would include watching a baseball game to learn *Acrobatics-throw*, viewing a stock car race to learn *Vehicle Operation-land*, perusing a programming manual to learn *Computer Science-programming*, or attending a play to learn *Entertainment-act*.

If the *hyper learning* skill check succeeds, the hero gains 1 free broad skill or 2 ranks in a single specialty skill (no skill rank may be increased beyond 12). Any skills, skill ranks, or rank benefits gained last for 1 hour per degree of success. No game effect allows the hero to remember bonus skills beyond this duration, including the Photo Memory perk or similar abilities. Only mundane skills can be learned or improved with this power. The hero cannot use it to learn or improve any FX skill.

This power is not cumulative with itself. In other words, a hero cannot increase the same skill a second time until the duration of the first increase has ended.

▣ **Increases Learning:** At ranks 3, 6, 9, and 12, the hero gains two additional ranks in the chosen specialty skill. This rank benefit would allow a hero to learn both a broad skill, using the power's base ability and 2, 4, 6, or 8 ranks in a single specialty skill under that broad skill.

ILLUSION GENERATION

1 FX point (WIL)

With this power, the hero can implant an illusion in the mind of a visible target within 30 meters. The illusion has no substance, so it can fool only the eyes and ears. A successful *Awareness-intuition* skill check with a +0, +1, or +2 step penalty (based on an Ordinary, Good, or Amazing success) will allow the target to "see through" the illusion. Maintaining the illusion requires some concentration on the part of the hero; he suffers a +1 step penalty to all other actions while keeping the illusion active. This power lasts for 5 rounds (1 minute).

▣ **Advanced Illusion:** at rank 4, the hero can add smell as well as sight and sound. In game terms, it equates to a +1, +2, or +3 penalty for the targets *Awareness-intuition* skill check. At rank 8, the hero can generate an illusion at any number of targets as long as they are within 30 meters. All Targets affected see the same illusion. At rank 12, the range increases to 60 meters. The hero also adds the power of touch to his illusion; it implies a +2, +3, or +4 step penalty to the targets *Awareness-intuition* skill check. Any target that fails the skill check believes the illusion to be real. Any "damage" done by the illusion seems real to the target. If a target takes enough imaginary damage to kill him, he must immediately

roll a *Resolve-mental resolve* skill check. On any failure, the character dies. On an Ordinary success, the character is in a coma. On a Good or Amazing success, the character is unconscious and will recover normally. Characters that fall into a coma from this may be permanently effected in some way (Gamemaster's discretion).

NOTE: Only the victims and the hero can "see" the illusion. If the hero's companions want to see the illusion as well, the hero has to use the power on them as well. Any individual that voluntarily has this power used on him is granted -2 steps off any penalties. This affects penalties only and cannot confer any bonuses.

LIFE DETECTION

1 FX point (WIL)

When this power is activated, the hero can detect all living creatures in a 30-meter radius. The degree of success of a skill check determines the outcome of the detection. On a Critical Failure, the power fails to function and the hero loses the ability to try again for 1 hour. On a Failure, the power detects all living creatures within its range but the hero cannot tell what type of creatures they are. He senses only the total number of creature. On an Ordinary success, the hero can tell the difference between genus of creatures (mammals, reptiles, and other creature types). On a Good success, the hero can distinguish between individual species (humans, other sentient beings, rats, turtles, and other species types). On an Amazing success, the hero can determine the overall health of each creature type. This power lasts for 1 round. The hero can extend the duration of this power by spending 1 FX point for each additional round of extension.

▣ **Increased Duration:** At rank 3, The duration of this power increases to 5 rounds (1 minute). At rank 6, the duration increases to 5 minutes. At rank 9, the power increases to 10 minutes. At rank 12, the duration increases to 30 minutes. In all cases, the power may be extended for an equal duration, according to skill rank, by spending 1FX point.

PARTICLE PSI

3 FX points (WIL)

This ability allows a character to excite the particles around him to the point of combustion. In essence, this hero can make stuff blow up out of thin air. The range of this power is 6/12/30 meters. The radius of the blast is 2/6/10 meters. The results of a skill check determine the damage inflicted. An Ordinary success creates a small explosion that does d6s/d6s/d8+ 2s EN/O. A Good success creates a larger explosion that does d4w+ 2/d6+ 2w/d4m EN/O. An

Amazing success creates an explosion that does $d6+1w/d6+3w/d6+1m$ EN/O.

POWER PROXY

2 FX points (WIL)

With this power, the hero can "lend" his power to another empowered person or a normal, non-FX using, being. This ability can transfer only one power per use, and the proxy must make the skill checks, at a +1 step penalty.

When a hero decides to loan another his abilities, he spends the 2 FX points necessary to activate this power and then transfers control of one of his powers to the other character. NOTE: While the hero is loaning out his power, he no longer has the use of that power. If the other character has FX points of their own, they can activate the power. However, the use of the power costs that person double the amount of FX points needed normally. If the person has no FX points of their own, the hero can transfer his own FX points to that character, again at double the normal cost for activating the power.

In order to transfer the power and any FX points, the hero and the target must be in physical contact. It takes 1 phase to transfer the power. It takes 1 phase for every 2 FX points transferred.

The duration of this ability is 1 round per degree of success, not including any rounds where transfer is incomplete. At the end of the duration, the proxy must make a *Resolve-physical* skill check. On a Critical Failure, the proxy suffers two wound points of damage. On a Failure, the proxy suffers one wound. On an Ordinary success, the proxy suffers 2 stun. On a Good success, he suffers 1 stun. On an Amazing success, the proxy suffers no damage.

▣ **Surrogate Power Pool:** At rank 6, the proxy may access the hero's FX pool directly, as long as the two remain touching. The transfer rate for supplying FX points is negated.

▣ **Increased Efficiency:** At rank 9, the hero is more efficient in the transfer of the power and any subsequent FX points. This translates into the proxy spending the normal amount of FX points to activate the power that was transferred.

PSI BATTERY

Active (CON)

With this power, the hero can absorb damage caused by mental attacks. The result of a skill check determines how quickly he can bleed that extra energy off. When a hero is bleeding off excess energy a glowing nimbus of cascading energy surrounds his body. The hero cannot use the excess energy nor can he halt the bleed off process.

A hero can absorb an amount of excess mental attack damage equal to half his Constitution score

(called hereafter, the battery damage track). This is the **total** number of damage points the hero can absorb (whether it's stun, wound or mortal). Each time the hero takes damage from a mental attack he fills in the battery damage track. When the track is full, the hero can no longer absorb damage. If the hero receives any damage from mental attacks while his battery track is full, he physically takes what damage he couldn't absorb. He must also roll a *Resolve-physical* skill check to remain conscious (even if it is only 1 point over the maximum his battery damage track can absorb). If a hero is rendered unconscious, he remains so until all damage is bled from his battery damage track.

The rate at which the hero bleeds off this excess mental energy is indicated by a *psi-battery* skill check. On an Ordinary success, the hero can bleed off 1 energy point per round. On a Good success, the hero bleeds off 2 points per round. On an Amazing success, the hero bleeds off 1 energy point every phase.

Attacks that are included as mental attacks are: Death field generation, Telepathy, Empathy, Telekinesis, Power Drain, Feedback, any PSI ability, and so on.

▣ **Improved Storage:** At rank 3, The amount of mental damage a hero can absorb is equal to his Constitution. At rank 6, the amount of damage absorbed increases to 1.5 times his Constitution. At rank 9, the amount of damage absorbed increases to 2 times his Constitution. At rank 12, the amount of damage absorbed is 2.5 times his Constitution.

PSI INVISIBILITY

1 FX point (WIL)

With this power, the hero can implant a limited form of telepathic illusion that prevents a single visible target within 30 meters from perceiving his presence. The hero simply doesn't register to the target's senses, though an *Awareness-intuition* skill check (with a +1 step penalty) may note that something is amiss. This power lasts for 5 rounds (1 minute) and may be extended.

▣ **Improved PSI Invisibility:** At rank 6, the power allows the hero to affect up to 6 targets, or mask up to 6 individual from a single target. All targets to be affected, or all individuals to be masked, must be within 10 meters of all other targets or individuals. At rank 12, the power allows the hero to affect up to 6 target and to mask up to 6 individuals. Alternately, the hero can affect up to 12 targets or mask 12 individual from a single target.

▣ **Improved Duration:** At rank 4, the duration of the power increases to 5 minutes. At rank 8, the duration increases to 10 minutes. At rank 12, the duration increases to 30 minutes.

PSYCHIC VOID

Permanent or 1 FX point (WIL)

This ability makes the hero's mind completely undetectable by *empathic* or *telepathic scans*, registering as only a blank slate, as if nothing was there. He is immune to empathic and telepathic attacks. FX powers that contact the character's mind, such as *contact*, or *Translation*, fail to function on him. The duration of this power is 5 rounds (1 minute) per degree of success. The power can be extended at a rate of 5 rounds per FX point spent.

Heroes with the active form of this power can not even willingly submit to FX powers that contact his mind.

▣ **Improved Duration:** At rank 3, the duration of this power increases to 5 minutes per degree of success. The power can be extended at a rate of 5 minutes per FX point spent. At rank 6, the duration increases to 10 minutes per degree of success. The power can be extended at a rate of 10 minutes per FX point spent. At rank 9, the duration increases to 30 minutes per degree of success. The power can be extended at a rate of 30 minutes per FX point spent. At rank 12, the duration increases to 1 hour per degree of success. The power can be extended at a rate of 1 hour per FX point spent.

▣ **Expanded Void:** At rank 4, the hero can extend the envelope of the *psychic void* in a bubble with a diameter of 5 meters. This bubble protects all those inside exactly as it would protect the hero (to scans, they just aren't there). At rank 8, the range of this bubble extends 10 meters. At rank 12, it extends 15 meters.

SUPER INTELLIGENCE

Active or 1 FX point (WIL)

This power increases the hero's mental quickness and learning ability. The hero's Intelligence increases by 1 point even if this takes the character above a racial maximum. All abilities and statistics based on Intelligence should be altered to reflect this new value. The hero also gains a -1 step bonus to any Intelligence-based complex skill checks except for those based on any FX skill.

No additional skill points are gained by the heightened Intelligence granted by this power unless it is selected at the time of hero creation **and** as an always active power.

▣ **Improved Intelligence:** At ranks 4, 8, and 12, the character's Intelligence increases by 1. The Intelligence increase affects all skills and abilities based on Intelligence. However, the hero gains no additional skill points from any of these increases.

▣ **Simpler Complex Skill Checks:** At ranks 4, 8, and 12, the number of success for any Intelligence-based complex skill check (except for those based on FX

skills) is reduced by 1 to a minimum of 2.

SUPER PERSONALITY

Active or 1 FX point (INT)

This power increases the hero's social abilities and charisma. The hero's Personality increases by 1 point even if this takes the character above a racial maximum. All abilities and statistics based on Personality should be altered to reflect this new value. The hero also gains a -1 step bonus to any Personality-based feat checks made to determine a target's starting attitude. This power lasts for 10 minutes.

▣ **Improved Personality:** At ranks 4, 8, and 12, the character's Personality increases by 1. The Personality increase affects all skills and abilities based on Personality.

▣ **Aura:** At rank 4, the hero's presence causes starting attitudes of supporting cast members to be shifted 1 column to the right, to a maximum of Charmed, on TABLE P25: ENCOUNTER SKILL EFFECTS in the *Player's Handbook*. Thus, targets who would normally be Hostile to the hero begin a neutral instead. At rank 8, the Gamemaster should shift initial reactions 2 columns to the right. At rank 12, all initial reactions are Charmed. Remember that the hero's actions can cause a target's attitude to drop below this level - only the initial reaction is affected.

SUPER WILL

Active or 1 FX point (WIL)

This power increases the hero's mental fortitude and intuitive capacity. The hero's Will increases by 1 point even if this takes the character above a racial maximum. All abilities and statistics based on Will should be altered to reflect this new value. The hero also gains a +1 to his Will resistance modifier against FX skills that affect the mind. This power lasts for 10 minutes.

▣ **Improved Will:** At ranks 4, 8, and 12, the character's Will increases by 1. The Will increase affects all skills and abilities based on Will. The hero also gains an additional +1 to his resistance modifier in regard to FX skills that affect the mind.

SUPERIOR SENSES

Active or 1 FX point (WIL)

When this power is active, the hero senses (sight, hearing, smell, touch, and taste) are all enhanced to a superhuman level. In general, a hero with *superior senses* gains a -1 step bonus to any skill check or a reduction of 1 step to any penalties where improved senses could be of help (Gamemaster's discretion). For example, skill checks include Manipulation, Awareness-*perception*, of Investigate-*search* or *track*. Penalties include those for poor visibility, for poor illumination, and so forth. This power last for 1 hour per

degree of success of the *superior senses* skill check.

Unfortunately, the power has a minor drawback: any attacks specifically targeting 1 or more of the hero's senses, such as bright light or loud noises, gain a bonus equal to the hero's sensory bonus.

At the time of hero creation or the power's acquisition, the player can choose to have only a single enhanced sense. This reduces the versatility of the power but grants an additional -1 step bonus to the appropriate situations. For instance, a hero with just *superior sight* would have a -2 step bonus to sight related skill checks, such as perception.

▣ **Improved Sensitivity:** At ranks 4, 8, and 12, the bonus for all senses affected by this power improves by 1 step.

TELEKINESIS

1 or 2 FX point (WIL)

This ability covers a variety of powers the hero is able to perform.

Rank 1:

▣ **Telekinesis:** The hero can move objects using only his mind. He can lift up to 100 kg at a rate of 1 meter per phase or push up to 200 kg at 2 meters per phase. Normal impact damage rules apply to an object dropped from a height or a target struck by a moving object. The hero cannot use this power on himself. This power lasts 1 round and can be extended. The power's range is 60 meters.

The hero can also levitate himself into the air at a rate of 2 meters per phase. The hero can move horizontally only by "pushing" or "pulling" immovable objects with his mind (or by physically pushing off objects). The rate of this movement is 1 meter per phase. All actions receive a +1 step penalty unless the hero is stationary.

Rank 4:

▣ **Telekinesis:** The weight limit the hero can manipulate with his mind increases to 200 kg 1 meter per phase, lifting. 400 kg at 2 meters per phase, pushing.

Rank 6:

▣ **Telekinetic Blast:** The hero can direct a powerful blast of telekinetic energy at a visible target within 15/30/60 meters. The blast inflicts $d4+1s/d4+3s/d4+1w$ (LI).

▣ **Telekinetic Reflection:** The hero gains the ability to automatically reflect telekinetic attacks made against him (such as *telekinesis*, or *telekinetic blast*).

Rank 8:

▣ **Telekinesis:** The weight limit the hero can manipulate with his mind increases to 400 kg 1 meter per phase, lifting. 800 kg at 2 meters

per phase, pushing.

Rank 9:

▣ **Telekinetic Blast (2 FX points):** The damage of the telekinetic blast increases to $d4+1s/d4+1w/d6+2w$ (LI).

Rank 12:

▣ **Telekinesis:** The weight limit the hero can manipulate with his mind increases to 800 kg 1 meter per phase, lifting. 1600 kg at 2 meters per phase, pushing.

▣ **The Vise (2 FX points):** The hero can psychokinetically squeeze a target's heart. The range of this ability is 10/20/40 and does $d4+1w/d6w/d4m$ to the target. After being hit with this attack, even with the most minor or effects, the target must make a *Resolve-physical resolve* skill check. If the target critically fails the skill check, he falls unconscious. On a Failure, the target loses all actions for 1 complete round. Any success indicates the target may continue normally. This power is taxing on the hero who takes 1 fatigue point of damage. This power may be used a maximum of every 5 rounds (1 minute).

TELEPATHY

1 or 2 FX points (WIL)

This ability covers a variety of powers the hero is able to perform.

Rank 1:

▣ **Telepathic Scan (1 FX point):** The hero can "read" the surface thoughts of another character within sight. In addition to the obvious advantages this grants, the hero also gains a -1 step bonus on action checks against that target. The hero can scan 1 target per round.

▣ **Telepathic Shield (1 FX point):** The hero gains a +1 to his intelligence and Will resistance modifiers and a -1 step bonus to *Resolve-mental resolve* skill checks. The hero is also immune to telepathic scans.

Rank 3:

▣ **Telepathic Reflection (1 FX point):** The hero gains the ability to automatically reflect telepathic attacks made against him. The user of the telepathic power is affected as if the hero had used the power on him. Telepathic scans made against the hero read the scanning character's thought instead.

Rank 6:

▣ **Telepathic Blast (1 FX point):** The hero can direct a powerful blast of mental energy into the mind of a visible target within 30 meters. The blast inflicts $d4+1$ stun, and armor provides no protection. The target is allowed a

Resolve-*mental resolve* skill check to resist the effects of the blast.

▣**Telepathic Scan:** The hero can “read” deeper into the mind of another character within sight. At this point, the scanned character knows the hero is there. He can attempt to expel the hero by making a successful Resolve-*mental resolve* skill check with a penalty (+1, +2, +3 steps) depending on the hero’s degree of success. If successful, the hero is expelled.

▣**Telepathic Shield:** The hero gains another +1 to his intelligence and Will resistance modifiers and another -1 step bonus to Resolve-*mental resolve* skill checks. The hero is also immune to the deeper telepathic scans

Rank 9:

Telepathic Burst (1 FX point): This ability duplicates the effects of *telepathic blast* except that it affects d6+1 targets within a 30 meter radius of the hero. The player must select which targets are affected by this power before the skill check is made. All targets are allowed a Resolve-*mental resolve* skill check to resist.

Mind Stun: This ability affects only 1 target. The hero directs a burst of mental energy so powerful that unless a character succeeds in a Resolve-*mental resolve* skill check, all stun are removed and the character falls unconscious.

Rank 12:

Brain Bomb (2 FX points): This is a more powerful form of *telepathic blast*. The target of this blast must immediately make a Resolve-*mental resolve* skill check with a modifier of +1, +2, or +3 steps depending of the hero’s degree of success. If the check fails, the target takes d6+2 wound. If the check succeeds, the character is affected as if he were the target of a *mind stun*. He must make another Resolve-*mental resolve* skill check with the same modifiers. If that check fails, he loses all stun and goes unconscious. If he succeeds, there is no effect. The presence of a *telepathic shield* reduces the penalty by 1 or 2 steps (depending on the skill rank) for both skill checks. This reduction can provide a bonus.

For example, Sable has *telepathy* at rank 6 and a character using *brain bomb* attacks him. That character makes a skill check and gets an Ordinary success. Sable now has to roll a Resolve-*mental resolve* skill check with a +1 penalty (for the Ordinary success of the other character). However, Sable had his

telepathic shield up at the time he was attacked. At rank 6, *telepathic shield* provides Sable with a -2 step bonus to Resolve-*mental resolve* skill checks. The net result is a -1 bonus to his skill check. Sable succeeds and so avoids the wound damage he would have taken. Sable now must roll another Resolve-*mental resolve* skill check with the same -1 step bonus to see if he can avoid losing all his stun and going unconscious.

TRANSLATION

Active or 1 FX point (WIL)

This ability allows the hero’s brain to automatically translate the spoken words of any sentient creature. The hero can also choose to have his brain translate words before he speaks them, allowing such creature to understand him.

Note that the hero does not actually know any extra languages – he couldn’t speak an unknown language unless he was actually communicating with a speaker of that language – nor can the hero translate written or audio-recorded documents. The power grants no ability to communicate with non-sentient animal or plants.

Since this power relies on a low-level telepathic ability, *telepathic shield* and *telepathic reflection* block it. The duration of this ability is 5 rounds (1 minute)

▣**Improved Translation:** At rank 4, the hero can begin to understand audio-recorded documents. The results of a skill check determine how well the hero understands what is being said. On an Ordinary Success, the hero can just barely understand the gist of what the recording says. On a Good Success, the hero can get most of what is said but the exact details are lost. On an Amazing success, the hero understands everything. At rank 8, the hero’s brain begins to understand and translate the written word. On an Ordinary Success, the hero can just barely understand the gist of what the document entails. On a Good Success, the hero can get most of what is read but the exact details are lost. On an Amazing success, the hero understands everything. The hero no longer needs to roll a skill check for audio-recordings. At rank 12, the hero understands spoken, written, and recorded messaged without the need of a skill check. The hero still cannot initiate a written or recorded message in any language that he does not actually know.

MOVEMENT

ASTRAL PROJECTION

2 FX point (WIL)

This power allows the hero to leave his body. The body, while uninhabited, lies in a trance like state and is susceptible harm or relocation.

Astral projection is similar to Clair senses in that the hero can see and here what is going on around his astral body. Unlike Clair senses, the hero is free to move about. Since the hero has no mass and is unconstrained by gravity, he can “fly” to and from his destination. He can hover above the ground or can walk or run as he would normally. The hero’s movement rate is 100 times his normal movement rate while outside his body.

While astral projecting, the hero is invisible to all but those on the astral plane. His body is indistinct and is able pass through solid objects (unless they have an astral counterpart). The hero can not manipulate or touch any object not on the astral plane. The hero cannot communicate with anyone not on the astral plane and no FX powers will function except against those in the astral plane with the hero.

The length of time the hero can be away from his body is 10 minutes. This time limit cannot be extended. If the hero has not returned to his body at the end of the allotted time, he suffers a violent return to his body.

Combat fought on the astral plane follows normal rules. The loser suffers violent return. If the winner is quick enough he can trace where his foe’s astral self returned. He must make an Awareness-*track* skill roll with a +3 step penalty. Any success leads him to the location of the other’s body.

Violent Return: The effects of a violent return are nasty and on occasion, fatal. If the hero is the victim of a violent return, he must make a Con feat check. If the check fails, the roll of a d12 determines the effects.

- 1 The hero marks off all but one of his fatigue damage.
- 2 The hero suffers from a high fever for 1-10 days. This equates to +3 steps to all actions during that time.
- 3 The hero suffers from seizures for 1-10 days. The severity and frequency are up to the Gamemaster.
- 4 The hero suffers from debilitating migraines for 1-10 days. This equates to +3 steps to all actions during that time.
- 5 The hero suffers from dizzy spells for 1-10 days. The Gamemaster determines the frequency. When suffering from these spells, the hero has +2 steps to all actions.
- 6 In the Violent return the hero suffers a con-

ussion. The hero is unconscious for 1-10 hours.

7 The hero is in shock and must make a Resolve-*mental resolve* skill check with a +3 Step penalty to “come around”.

8 The hero becomes obsessed with astral travel and must do so at least once a day. Every time this result is rolled on a violent return check the number of times the hero feels he must travel increases by one.

9 The hero goes insane. The effects of this are completely up to the Gamemaster and the player.

10 The hero suffers a major coronary. The hero will die if medical attention is not nearby.

11 The hero enters into a state of suspended animation. Even the most modern medical equipment suffers from a +4 step penalty to determine if the hero still lives. (Watch out, this one could get you prematurely buried.)

12 Death

▣ **Bilocation Dissertation:** At rank 4, the hero can make himself seen to the “real” world. His form appears much like a ghost. The hero can also communicate with others, though his voice has a hollow distant quality to it.

▣ **Astral Inhabitation:** At rank 8, the hero can inhabit the body of another individual. The hero is only experiencing the feelings and sharing the knowledge the targets senses give him. He cannot control the target. Shields that protect from mental attacks block this ability. If a mental shield of some form blocks the hero from entering the target, he must immediately make a Resolve-*mental resolve* skill check. If the skill check fails, the hero suffers a violent return.

▣ **Astral Control:** At rank 12, the hero can suppress the target’s personality and control the victim. The mental battle is fought much in the same way as a victim trying to expel a mind in the skill contact. Shields that protect from mental attacks block this ability. If a mental shield of some form blocks the hero from entering the target, he must immediately make a Resolve-*mental resolve* skill check. If the skill check fails, the hero suffers a violent return.

▣ **Extended Duration:** At rank 3, the time duration for astral projection increases to 30 minutes. At rank 6, it increases to 1 hour. At rank 9, the duration increases to 2 hours. At rank 12, the time increases to 4 hours.

FLYING

Active or 1 point (DEX)

This power allows the character to fly or glide at the appropriate movement rate. This power uses 1 FX point per 10 minutes of use. Normal penalties for

taking actions while gliding or flying apply. Hovering takes no concentration and inflicts no penalty to actions.

If this power is chosen as always active, the hero has the option of having physical wings to provide flight. These wings can resemble those of birds, bats, insects, or something more exotic. A winged character cannot hover.

This ability takes the place of the Acrobatics-*flight* skill for the purposes of the hero's power.

▣ **Increased Speed:** At ranks 4, 8, and 12, the character's fly and glide movement rates increase to 2, 3, and 4 times the base rate.

FUSILLADE

1 FX point (CON)

This power gives the hero the ability to attack more often during combat. During combat, the player rolls an action check as normal. However, the hero can make one extra attack during any phase by spending 1 FX point and making a successful *fusillade* skill check. Activating the power does not take an action. Attempting to use this power in a phase earlier than the hero's action check result applies a +1 step penalty to the *fusillade* skill check.

This power can only be attempted once per round whether it is successful or not. After the combat, the character takes 1 point of fatigue damage for every extra action taken during combat.

▣ **Improved Reactions:** At rank 8, the character can use this power up to 2 times per round, although only one extra action can be taken in any given phase.

LIGHTNING SPEED

Active or 1 FX point (CON)

This power allows the hero to greatly increase his running speed. Purchasing this skill immediately doubles the character's sprint, walk, and run movement rates. This power costs 1 FX point per 10 minutes of use.

▣ **Increased Speed:** At rank 3, 6, and 9, the hero's sprint, run, and walk rates increase to 3, 4, and 5 times the base rates.

▣ **Run Across Liquids:** At rank 12, the hero can run across liquid or other nonsolid surfaces, including snow, quicksand, or water. He moves as far as his adjusted run rate in meters before starting to sink.

POWER SWIMMING

Active or 1 FX point (CON)

With this skill, the hero can move faster in water or another liquid. *Power swimming* allows the hero to swim a 150% of his normal swim or easy swim movement rate at no FX energy cost. The character can also breath water and survive water pressure at depths as great as 500 meters, though this capability

does not translate into protection against attacks. Each activation of the power lasts 10 minutes.

▣ **Improved Speed and Resistance:** These rank benefits require activation of the power to work. At ranks 3, 6, 9, and 12, the hero's maximum depth and swim rate increase to 2, 4, 6, and 8 times the base values.

SUPER AGILITY

Active or 1 FX point (DEX)

This ability allows the character to perform feats of athletic and acrobatic prowess. With this power, the hero gains a -1 step bonus to the Athletics and Acrobatics broad skills and their respective specialty skills. This ability does not confer knowledge of these skills, it just gives a bonus to those that know them.

▣ **Improved Agility:** At ranks 3, 6, 9, and 12, the bonus to these skills increases by -1 step.

SUPER DEXTERITY

Active or 1 FX point (WIL)

This power increases the character's agility and reflexes. The character's Dexterity is increased by 1 point even if this takes the character above a racial maximum. All abilities and statistics based on Dexterity should be altered to reflect this new value. The hero also gains 1 point to his action check score. This power lasts 10 minutes.

▣ **Improved Dexterity:** At ranks 4, 8, and 12, the character's Dexterity increases by 1. The Dexterity increase affects all skills and abilities based on Dexterity. The hero also gains an additional 1 point to his action check score at each of these ranks.

TELEPORTATION

1 FX point (WIL)

This power allows the hero to move from one point in space to another without crossing the distance between them. The character can travel up to 1 kilometer with each use of this power. The power can only transport the character and about 50kg of material that he holds or carries to a target location.

The target location must be familiar to the character. The hero automatically arrives at the target location safely, although if a solid object has been placed at that exact location, the hero is automatically displaced up to 10 meters from that spot and suffers 1 point of fatigue damage from the stress. If no open space exists within 10 meters of the target location that can contain the hero, the teleportation fails, and the hero suffers 1 point of fatigue damage.

▣ **Increased Distance and Carrying Capacity:** At rank 3, the hero's teleportation distance and the cargo he can carry increases to 10 kilometers and 100 kg. These numbers increase to 100 kilometers and 200 kg at rank 6. At rank 9, it increases to 1,000

kilometers and 400 kg. At rank 12, they increase to 10,000 kilometers and 600 kg.

TIMESLIP

2 FX points (WIL)

This ability lets the hero to “jump ahead” in time by a few moment, or even a few hours. The character vanishes from all perception, then reappears later, in the very same location, relative to local coordinates.

A hero who wishes to time slip makes a skill check to determine how far forward he can go. The hero can stop at any point in time before the maximum amount. A character must decide how far forward to go when the power is activated. Timeslipping does not allow the hero to view events that occur in that location in the intervening time, so he cannot simply wait and return at an opportune time.

The hero may not make any actions while timeslipping. Relative to the character, only a moment passes between exit into the timestream and reentry into reality. For those left behind, time passes normally.

The basic unit of time the hero can travel is 1 round. On a Critical failure, the hero vanishes but returns at the Gamemaster’s discretion (though no longer than twice the maximum length of time the character could choose. On a Failure, the hero’s trip is so brief as to be insignificant. On an Ordinary success, the hero can travel 1 time unit ahead. On a Good success, the hero can travel 2 units ahead. On an Amazing success, the hero can travel 3 units ahead.

Should a solid object of some kind be placed where the hero is due to return in time, the hero will appear near it, rather than in it. However, the character must make a second skill check. On a Critical Failure, the hero loses d6 stun. On a Failure, the character loses d4 stun. Any success results in no stun loss.

▣ **Dodge:** At rank 6, the hero can “dodge attacks” by timeslipping. This is accomplished in the same fashion as a reaction perry.

▣ **Extended Slip:** At rank 4, the basic unit of time the hero can slip ahead increases to 1 minute. At rank 8, it increases to 1 hour. At rank 12, the basic time unit is 1 day.

SLOWTIME

1 FX point (WIL)

This power speeds time up for the hero. The effect is that everything else has slowed. When the power is activated, the hero gets 1 round (4 phases) to everyone else’s 1 phase in normal time. By the time all others have finished 1 round, the hero has finished 4. The hero can drop out of slow time at any time before the fourth round. However, he loses an action in the

phase just after exiting slow time as his body readjusts to normal time.

On the round in which the hero is to activate this power, he rolls his action check normally. The power becomes active during that phase. From that moment on the hero is in slow time. During his stay in slowtime the hero is assumed to always go on Amazing. Here is a breakdown of how actions would go in 1 normal-time round of combat.

This power can be used once every 5 rounds (1 minute).

Although a hero’s movement rates would seem to have quadrupled to the rest of the world, they do not actually change for the hero.

▣ **Example:** Sable has the slow time ability and 3 actions per round. At the beginning of the round, everyone rolls their action checks normally. Sable goes in good and decides to activate slowtime. Anyone who can go in the Amazing does so. At the beginning of Good Sable’s power activates. Everyone who can go in Good declares their actions. Sable makes all of his actions and then everyone else in Good takes their actions (if they haven’t been waylaid by Sable). The same follows for Ordinary and Marginal. At the beginning of the next round Sable still has 1 phase of slowtime left and decides to use it. Following the same procedure as above Sable exits slowtime in the Good phase. Sable’s time in slowtime during the Amazing phase of this round constitutes one action in normal time. Sable cannot act in the Good phase of this round as his body readjust to normal time. He can take his final two actions during the Ordinary and Marginal phases of this round.

WALLCRAWLING

Active or 1 FX point (WIL)

This power allows the hero to move at his normal movement rate without penalty, along horizontal or vertical surfaces. The hero can walk, run, or sprint up a wall or hang upside down from the ceiling without fear of falling or the need for handholds.

The gripping strength of this power is equal to the hero’s own Strength score, so it is still possible to remove him from a surface with enough force. This power can also be used to hold onto smaller solid objects, such as ropes, weapons, or other equipment. This power lasts 10 minutes per use.

▣ **Improved Hold:** At ranks 3, 6, 9, and 12, the character’s Strength score is considered to be 1 point higher for the purpose of holding on with this power.

WARP

2 FX points (WIL)

This power creates a teleportational 'gateway' that anyone can pass through for the duration of the warp. The warp is 2-meter, 2 dimensional disc. The range

of this power is 30 meters.

The distance the character can travel through this warp is up to 1 kilometer with each use of this power. Warp can be used as an attack. Add the target's Dexterity resistance modifier, and any *dodge* penalties active that round, plus penalties according to range: 10m: + 0, 20m: + 1, 30m + 2. If successful, the target falls through the warp.

The destination can be seen from the 'entrance' side of the warp. From the back-side, it is a black area in the shape of the warp. Since the warp is 2 dimensional, it is invisible to either side of it.

▣ **Invisible Warp:** At rank 4, the hero can make the warp, and its destination, invisible to anyone but himself. Those who might know of its existence may try to detect it at a + 3 step penalty to any Awareness checks made to locate it.

▣ **Omnidirectional Warp:** At rank 8, the hero may form the warp as a 3 meters diameter sphere, which can be entered from any direction.

▣ **Vacuum Warp:** At rank 12, the hero can for a warp that forcefully draws items into it. The range of the drawing power of the warp is 10/20/30 meters. Anyone within 10 meters suffers from Amazing draw. Anyone between 11 and 20 meters suffers from Good draw. Anyone between 21 and 30 meters suffers from Ordinary draw. Anyone outside 30 meters is not drawn toward the vortex at all.

The strength with which the warp draws items or characters into it is determined by the degree of success of the warp skill check. On an Ordinary success, the warp pulls items toward it at 4/2/1 meters per phase. On a Good success, the warp pulls items at 6/4/2 meters per phase. On an Amazing success, the warp pulls in items at 12/6/4 meters per phase. In order for someone to resist being pulled into the warp they must make a Strength feat check. The force of the warp determines the penalties for this check. Anyone drawn toward the warp at 1 meter per phase receives no penalty on their Strength feat check. Those drawn to the warp at 2 meters per phase receive a + 1 step penalty to their Strength feat check. At 4 meters per phase, there is a + 2 step penalty. At 6 meters per phase, there is a + 3 step penalty. At 12 meters per phase, there is a + 4 step penalty.

▣ **Increased Warp size:** At ranks 3, 6, 9, and 12, the hero may increase the size of the warp by 1 meter. The hero may alternately decrease the size of the warp by .5 meters at each of these ranks.

SUPER POWER FX FLAWS

The limit to the number of flaws a hero can have is relative to the number of powers the hero has. No Super Power FX skill can have more than three flaws attached to it. However, each of the hero's powers may have up to three flaws. In the case of flaws that target the hero and not a power, there is a limit of three. There is no possibility to buy off Super Power FX flaws.

CONSTRAINT

3 Bonus FX skill points

This flaw puts some constraints on the use of a certain power. Maybe the hero can only use this particular power at night, or during the day. Maybe this power only works in certain locations or at certain times. Maybe it the power won't work at a specific time or place. The exact nature of the flaw is left to the Gamemaster and the player.

CROSSED CIRCUITS

2 Bonus FX skill points

When a hero activates a power with this flaw, he must make a Will feat check. If the check is successful, the power functions normally. If the check fails, the hero crossed his circuits somewhere and activates another power by mistake. The crossed circuit stays in effect for 1 minute per point of Will the character has.

CRUTCH

2 or 4 Bonus FX skill points

Consciously or subconsciously, the hero thinks he needs something in order for his power to work. For 2 bonus skill points, the crutch is something small (hand or arm gestures, a word or two, a small item, etc.). For 4 bonus skill points the crutch is more complex (extensive gesturing, a talisman, complex vocal properties, etc).

The 2 point flaw indicates a +2 step penalty to the power's skill check if the crutch is unavailable. The 4 point flaw, indicates the hero cannot use the power without the crutch.

EXCLUSION

2 Bonus FX skill points

This flaw indicates something the power cannot affect (much like the Green Lantern's ring will not affect objects made of yellow). This power excludes only one item (color, substance, thickness, composition, etc.)

EXTERNAL SIDE EFFECT

2 Bonus FX skill points

An external side effect is one that is visible or palpable to the outside world when the power is acti-

vated. The Gamemaster and the player determine that exact nature of the side effect. Typical external side effects include loud noises, smells, temperature changes, etc.

FEEDBACK

4 Bonus FX skill points

When the hero activates a power with this flaw, he must roll a Resolve-*mental resolve* skill check with all appropriate penalties. On a Failure, the hero is subjected to feedback (see feedback FX power). On an Ordinary success, the hero uses 2 more FX points than the power normally costs. On a Good success, the hero spends 1 extra FX point to activate the power. On an Amazing success, the power activates normally.

HALF A HERO

4 Bonus FX skill points

For some reason the hero only has half the normal amount of FX points with which to activate powers.

HERO WEAKNESS

4, 6, or 8 Bonus FX skill points

This is a major flaw. It proposes that there is something "out there" that weakens the hero and prevents him from using his power (like kryptonite for Superman). The longer the object of the hero's weakness is within range, the weaker the hero becomes. The range of this weakness is a matter of how many skill points the player wants. A 4-point weakness needs to be within 5 meters of the hero to affect him. A 6-point weakness needs to come within 25 meters of the hero for him to be affected. An 8-point weakness needs only to be within 125 meters of the hero to affect him.

When the weakness comes within range of the hero these are the effects:

▣ **Round 1:** The hero has quick, sharp pains in unspecified parts of his body. He suffers +1 to all actions.

▣ **Round 2:** The hero loses the highest rank benefit in all of his FX abilities.

▣ **Round 3-5:** The hero loses the next highest rank benefit in all of his FX abilities. He loses 1 point from his STR, DEX, and CON.

▣ **Round 6:** The hero loses the ability to use any of his FX powers. He can't concentrate. He suffers +3 steps to all actions.

▣ **Round 7+ :** The hero continues to loses 1 point from STR, DEX, and CON until CON reaches 1, at which point the hero fall unconscious.

This weakness will not actually kill the hero unless he is subjected to it for more than 1 week continuously. However, the hero will be too weak to do anything on his own. He slips in and out of conscious-

ness continuously. He must have constant help in eating, going to the bathroom, etc.

When the weakness is removed, the hero immediately begins to regain his power. He regains his abilities and vitality 3 times as quickly as he lost it. Add 1 round for each continuous day the hero was under the influence of his weakness.

INCREASED CONCENTRATION

2, 4, or 6 Bonus FX skill points

In order to keep a power active, the hero must concentrate persistently on the task. This concentration makes it difficult to perform other actions. For 2 bonus skill points the concentration he must achieve, imposes a +1 step penalty to the skill check. For 4 points, the penalty is +2 steps. For 6 points, the penalty increases to +3 steps.

INTERNAL SIDE EFFECT

4 Bonus FX skill points

When a hero activates a power with this flaw, the side effect activates as well. The Gamemaster and the player determine the specific side effect. Typical side effects include loss of fatigue above and beyond any the power provides, wounds, addiction to the power (withdrawals can be nasty), sensory loss, etc.

LIMITED INCREASE

2,3,5 or 6 Bonus FX skill points

This flaw limits the amount of rank benefits a hero can achieve with a specific power. For 2 bonus skill points, a FX skill can achieve all but the highest rank benefit. For 3 bonus points, the power can achieve all but the last two rank benefits available. For 4 bonus skill points, the power can achieve only the first rank benefit available. For 5 bonus skill points, the power cannot achieve any rank benefits.

LINKED POWERS

3 Bonus FX skill points

This flaw indicates that two powers are linked together. The player chooses which two powers are to be linked. He then chooses which power is to be the controlling power. Every time the hero uses the controlling power, both powers are activated (and FX points spent). The hero can use the non-controlling power normally.

MENTAL BLOCK

2, 4, or 6 Bonus FX skill points

The character can't seem to focus correctly on using his powers. For 2 bonus skill points, the hero has a +1 step penalty for that power. For 4 points the hero has a +2 step penalty. For 6 bonus points, the hero has a +3 step penalty.

REDUCED RANGE

3 or 5 Bonus FX skill points

For some reason the hero's power (or powers) don't work as well as others. For 3 bonus skill points, the power's range is halved. For 5 bonus skill points, 1 power's range is reduced to touch, or all of the hero's powers have ranges reduced in half.

REDUCED DAMAGE

4 or 6 Bonus FX skill points

The powers that are associated with this flaw do less damage than they normally should. For 4 bonus skill points, one power always does the minimum amount of damage it can. For 6 bonus points, all of the hero's damage-causing powers do the minimum allowable damage.

When these powers increase in ranks, all rank benefits apply except damage. Damage is always the minimum damage allowable at rank 1, no matter how high the actual skill rank.

REDUCED DURATION

4 or 6 Bonus FX skill points.

The powers that are associated with this flaw stay active for less time than normal. For 4 bonus skill points, one power activates for the minimum amount of time possible for that power. For 6 points, all of the hero's powers activate for the minimum amount of time.

When these powers advance in ranks, all rank benefits apply except for the duration. The duration of these power always remains at the minimum allowable duration at rank 1, no matter how high the actual skill rank.

SECOND RATE HERO

2 or 4 Bonus FX skill points

This flaw dictates that the hero has trouble accessing his powers. For 2 bonus skill points, the hero selects one power to have this flaw. He expends double the amount of FX to normally activate this power. For 4 bonus skill points, all of the hero's FX abilities are double the FX cost.

SLOW RECOVERY

2 or 4 bonus FX skill points

With this flaw, a character recovers used or lost FX points more slowly. For 2 bonus skill points, the character takes twice a long to recover lost FX points. For 4 skill points, the character takes 4 times a long to recover.

THIRD RATE HERO

3 or 6 Bonus FX skill points.

This power, much like second rate hero, mandates that the hero has difficulty accessing his abilities. For



3 bonus skill points, the hero selects one power. That power costs triple the normal amount of FX points to activate. For 6 bonus skill points, all of the hero's powers cost triple to activate.

UNRELIABLE POWER

3 or 6 Bonus skill points

The hero has a difficult time getting his power (or powers) to perform on demand. The character has to take an action to make a *Resolve-mental resolve* skill check before attempting to use the FX power. On an Ordinary success, the hero has a +1 step penalty that particular FX power's skill check. A Good or Amazing success means the character receives no modifier. A Failure result indicates the hero has a +3 step penalty to that power's skill check. A Critical Failure means the hero drains 2 FX points before ever attempting to use the power.

WILD POWER

6 Bonus FX skill points

Much like the Wild Talent psionic flaw, this flaw indicates a hero with limited control over his FX abilities. Every time the hero becomes dazed, fails any *Resolve* or *Stamina-endurance* skill check, he must make a Will feat check. If the check fails, the character's power is unleashed uncontrollably for $d6+2$ phases.

Alphabetical Listing of
 Super Power FX

ANTI-POWER	GROWING	RADIO RECEPTION
APPORTATION	HEALING	REDUNDANT VITAL ORGANS
ASTRAL PROJECTION	HEIGHTENED PRECISION	REGENERATION
BIOWEAPON	HYPER LEARNING	REPAIR ENGRAM
BLACK WARDING	ILLUSION GENERATION	SENSORY SHIELD
BODY ARMOR	IMPACT CONVERSION	SHACKLE
BODY EQUILIBRIUM	INFRA/ULTRA VISION	SHADOW FORM
CHAMELEON FLESH	INVISIBILITY	SHAPECHANGE
CLAIRSENSES	INVULNERABILITY	SHAPESHIFTING
CLONE	KINETIC SHIELD	SHRINKING
CONFUSION	LIFE DETECTION	SIGHT
CONTACT	LIFE LOCK	SLOWTIME
DANGER SENSE	LIFE SUPPORT	SPINES
DATALINK	LIGHTNING SPEED	STRETCHING
DEATH FIELD GENERATION	LIVING METAL	SUB-CONTACT
DENSITY CONTROL	LONGEVITY	SUPER AGILITY
DETECT POWER	LORELEI EFFECT	SUPER BALANCE
DUAL BRAIN	MAGNETO	SUPER CONSTITUTION
DUALITY	MASSMIND	SUPER DEXTERITY
E.M.P. ORGAN	MENTAL SHIELD	SUPER DURABILITY
EMPATHY	MESMERISM	SUPER INTELLIGENCE
ENERGY BLAST	MIGHTY LEAP	SUPER METABOLISM
ENERGY CONTROL	MIMIC	SUPER PERCEPTION
ENERGY CREATION	MOLECULAR MELDING	SUPER PERSONALITY
ENERGY FIELD	NATURAL ATTACK	SUPER STRENGTH
ENERGY METAMORPHOSIS	NIMATION	SUPER WILL
ENERGY RESISTANCE	PARTICLE PSI	SUPERIOR SENSES
ENERGY SHEATH / FORM	PHASING	TELEKINESIS
EXTRA LIMBS OR BODY	PHEROMONES	TELEMECHANICS
PARTS	PHOTOGENERATION	TELEPATHY
FEARCAST	POWER CLIMB	TELEPORTATION
FEEDBACK	POWER DRAIN	TIMESLIP
FLYING	POWER PROXY	TRANSFUSION
FUSILLADE	POWER STRIKE	TRANSLATION
FX SHIELD	POWER SWIMMING	TRANSMUTATION
GAS, ACID, POISON, OR	PSI BATTERY	WALLCRAWLING
ANTI-TOXIN ORGAN	PSI CHAINS	WARP
GENIUS	PSI INVISIBILITY	WILLFORCE
	PSI PULSE	WINGS
	PSYCHIC VOID	X-RAY VISION
	RADAR / SONAR	