Modifications for Blood of Heroes: Special Edition (2nd printing)

Character Creation

Attributes: The standard cost of Attributes is FC 5, +1 FC for Physical Attributes, +1 FC for Acting Attributes. (DEX, therefore, being the Physical Acting Attribute is FC 7.)

Character Growth

Power Tricks: The Hero Point cost of purchasing a new Power is reduced by 1 Hero Point for every 4 Hero Points spent (cumulatively) to mimic that Power via Power Tricks. The cost of purchasing a new Power cannot be reduced to below 1 Hero Point in this manner.

Combat

Anathema Defenses: Any attack made against a defense that is particularly vulnerable to that attack form (such as attacking cold-based defenses with a fire/heat-based attack) may receive up to a –2 CS modification to RV; any defense that specifically protects against a particular attack form (such as insulation vs. an electrical attack) may receive up to a +2 CS modification to RV. These modifications do not stack (q.v., Flame Being), although they can cancel out.

Block: A Character may substitute the appropriate Weaponry Subskill for DEX when determining the AV/EV of a Block attempt using an object specifically designed for blocking (e.g., shields or some parrying weapons).

Dodge: A Character may perform a Dice Action in a Phase in which he Dodges, but he suffers –1 CS to the OV and RV of the Action in addition to any other modifiers. Also, any Attacks directed at the Character have their OVs reduced by –1 CS (thus, this option is useful only if the Character has the Acrobatics (Dodging) Subskill).

Parry: Parrying is a Dice Action. It represents using one of one's own attacks to deflect or weaken an attack made by another Character. A parry can represent using a sword to deflect incoming gunfire or another sword strike, or it can represent the classic "My energy blast hits your energy blast" maneuver. The GM has final arbitration over which attacks may be used to parry which other attacks.
    To use a Parry, the Parrying Character makes an Action Check using the normal AV/EV of the Attack that he is using to Parry against an OV/RV equal to the AV/EV of the Attack being Parried. The original Attack is then resolved normally, but with its AV/EV reduced by the RAPs/RAPs of the Parry Check.

Situational Modifiers

Underwater
- **Holding breath**: Characters are Attacked once per minute (4 APs) starting with the second minute. AV/EV = Time/Time; OV/RV = STR/BODY; Positive RAPs = 1 Bashing damage. Unconscious Characters automatically suffer 1 Killing damage every minute.
- **Pressure**: Each time a Character descends to a Depth greater than 5 APs, he is Attacked with AV/EV = Depth/Depth, and OV/RV = STR/BODY (–2 CS each unless the Character has an appropriate Scholar Advantage); RAPs = Killing damage.

Space
- **Holding breath**: Characters are Attacked once per minute (4 APs) starting with the second minute. AV/EV = Time/Time; OV/RV = STR/BODY (–2 CS each unless the Character has the Vehicles (Spacecraft) Skill or an appropriate Scholar Advantage); Positive RAPs = 1 Killing damage. Unconscious Characters automatically suffer 1 Killing damage every minute.
- **Pressure**: Characters are Attacked every time the number of APs of Time they spend in space increases. However, the Character may ignore all such pressure Attacks for an amount of Time equal to half the Character's STR (round down) –1. AV/EV = Time/Time; OV/RV = STR/BODY (–2 CS each unless the Character has an appropriate Scholar Advantage); RAPs = Killing damage.

Hero Points

Adding to the Roll: Hero Points may be added to Dice Rolls at a cost of the sum of the integers from 1 to the number to be added (i.e., $\sum_{k=1}^{n} k$, where *n* is the number to be added). This expenditure must be declared before the roll is made. This addition is calculated after checking for Reliability Numbers or for doubles (including double-1's). Example: a Player wishes to add three points to his Character's roll. This costs him 1 + 2 + 3 = 6 Hero Points.

Advantages and Drawbacks

Alter Ego
Replaces: Alter Ego (p. 47)
Bonus: 25/75 *
Description: See Alter Ego (p. 47).
Special: The five sets for Alter Egos with shared Abilities are redefined as follows: (1) Physical Attributes, (2) Mental Attributes, (3) Mystical Attributes, (4) Powers, (5) Skills. Advantages, Drawbacks, and Wealth may belong to any set, and the GM should determine at Character Creation the specific set(s) to which the Character's Wealth and each Advantage or Drawback belongs. A good rule of thumb for Wealth is that if the Alter Ego retains the Character's knowledge or personality, he also has access to the same Wealth.

Strange Appearance

Replaces: Creepy, Distinct, and Strange Appearances (p. 48). Thanks to Kevin J. Mulder.

Description: A Character with Strange Appearance is so strange-looking that people tend to fear him.

Strange Appearances come in three degrees of severity: Minor, Serious, and Catastrophic. The degree of Strange Appearance must be selected when the Drawback is adopted. Associated with each degree is a Resistance Number (Minor: 5, Serious: 11, Catastrophic: 18). Whenever exposed to "normals" (i.e., Characters who are not heroes, villains, or important NPCs), the Character must roll greater than or equal to the Resistance Number to avoid frightening the normals. Hero Points may never be spent to affect this roll in any way.

If the roll is successful, the normals are not frightened. Otherwise, the Character's Strange Appearance bothers the normals, possibly to the point of panic.

A Character who has failed to roll greater than or equal to his Resistance Number automatically causes a +1 Column Shift modifier to a target's OV/RV for any Persuasion attempts against normals. Intimidation attempts, however, have normals' OV/RV adjusted by –1 Column Shift.

During day-to-day existence, a Character with this Drawback might accidentally frighten any normals encountered (if he fails his Resistance roll). In such a case, a Character with Strange Appearance must make an Intimidation attempt (with the –1 Column Shift) against all normals in the area (Multi-Attack penalties apply). The Character with the Strange Appearance must use his full INFL/AURA as the AV/EV of this Action Check. Hero Points may never be spent to affect this roll in any way.

The special Intimidation Check does not count as an Action for the Intimidating Character. This Intimidation Check should be made whenever a Character with Strange Appearance encounters normals for the first time or makes a sudden appearance, threatening move, or other surprising action.

Characters with both the Attractive Advantage and Strange Appearance may only use the Attractive Advantage if they succeed in their Resistance roll against Strange Appearance.

Hero Point Bonuses and examples of features are as follows:

Severity	Possible Features (with example characters)	R#	Bonus
Minor	Basically human with cosmetic differences, such as skin color, fur, or unusual limbs (Changeling, Jade, She-Hulk, Blue Devil), or non-human but obviously non-threatening (G'nort, Captain Carrot, the Impossible Man).	5	5
Serious	Multiple odd features (Nightcrawler, Martian Manhunter, Beast), or human-like, but unusually threatening (Darkseid, Hulk, Lobo).	11	15
Catastrophic	Totally inhuman (Starro, Shuma-Gorath) or utterly hostile (The Lizard, Doomsday).	18	30

Rage
Replaces: Rage (p. 53)
Bonus: 5/25/50 †
Description: See Rage (p. 53).
Special: Hero Points may be spent to recover from Rage, but only if the character has a Heroic Motivation.

Automatic Ammo (Gadgetry Advantage)
Replaces: Automatic Ammo (p. 169).
Description: This Advantage is only available to Gadgets with the Ammo Restriction Drawback (see p. 171) and may not be taken if the Ammo rating is 1. To account for the Automatic Ammo Advantage, the Bonus gained from the Ammo Restriction is halved (round down). Automatic Ammo is usually abbreviated as Auto Ammo.

   Automatic Ammo allows the user of a Gadget with the Ammo Restriction to increase his chances of success in hitting by expending more ammunition, simulating bursts or fully automatic fire. The user may add +1 to the AV of the attack for every doubling of Ammo spent (round up to the nearest power of 2). For example, a Character gets +1 AV for expending 2 Ammo, +2 AV for spending 3-4 Ammo, +3 AV for spending 5-8 Ammo, etc. Note that this adds directly to the AV; it does not add Column Shifts.

Bonuses and Limitations

Elemental Linking
Replaces: Elemental Linking (p. 25)
Factor Cost Modifier: –1.
Description: See Elemental Linking (p. 55).
Special: The APs of Elementally Linked Powers need not be at the same AP level as the source Power. In general, the APs of Elementally Linked Powers may not be greater than the APs of the source Power. However, should such a situation be justified (GM's call), any APs of the Elementally Linked Power in excess of the source Power's APs may not receive the –1 FC modifier.

Area Effect
Replaces: Area Effect (p. 55).
Factor Cost Modifier: +1 or more.
Description: See Area Effect (p. 55).
Special: Area Effect Powers whose usual Range is Self or Touch can be used only on as many targets as the Character can simultaneously touch or on each target in a chain of contact, provided each target is within the range of the Area Effect. The +1 FC "Diminishing" Area Effect Bonus is renamed "Dilating" to distinguish it from the Diminishing Limitation.

Transdimensional
Replaces: n/a.
Factor Cost Modifier: +1 to +3.
Description: This Bonus allows Powers to be used across dimensional barriers. The Travel Distance to the dimension (see Dimension Travel: Travel Distances, p. 68) in which the target is

located is added to both the Range to the target and to the OV/RV for any Dice Actions used on the target. Transdimensional adds +1 to the Factor Cost of Automatic Powers and +3 to the Factor Cost of Dice (or Auto/Dice) Powers. Transdimensional may not be purchased on movement Powers; for that, use the Dimension Travel Power.

Skills

The number of Hero Points that may be spent to alter the AV/EV/OV/RV of a Dice Action is equal to the Skill's Link Attribute rather than the AV/EV/OV/RV itself. Also, Skills may be Linked at –1 FC instead of –2 FC, in which case the requirement that the Skill's APs equal the Link Attribute's APs is removed. A reduction in the Link Attribute still reduces the APs of Skill on a 1 for 1 basis, however. Skills Linked with the –1 FC option are denoted in the usual way; Skills Linked with the –2 FC option are listed with the name of the Attribute instead of the APs of Skill.

Powers

Adaptation
Replaces: Adaptation (p. 59).

Link: INT	Base Cost: 250	AV/EV:
Range: Special	Factor Cost: 10	OV/RV:
Type: Auto		

Description: See Adaptation (p. 59).
Special: Adaptation may be purchased with the following special Factor Cost Bonus: Recallable. If a Character possessing the Recall Power as well as Adaptation with the Recallable Bonus has previously duplicated a Power or Skill using Adaptation, he may make an Action Check using the APs of Recall as the AV/EV vs. an OV/RV of 6/6 or the APs of Time since the Power or Skill was last duplicated (whichever is greater). If the Character from whom the Power or Skill was previously copied is currently within Range, but not using the Power or Skill, the OV/RV of the Recall Check is simply 6/6. Positive RAP's indicate that the Character may duplicate the Power or Skill again in the current Phase as if the target Character was currently using it within Range. The Character must still expend the Automatic Action necessary to use Adaptation; the Recall Check only allows him the opportunity to re-Adapt the ability. The maximum number of APs that may be Adapted (or Mimicked) in this manner is equal to the APs of the Power or Skill that the Character had previously duplicated or the RAP's of the Recall Action Check (whichever is less). Recallable Adaptation for Skills is a +1 FC Bonus; Recallable Adaptation for Powers is a +2 FC Bonus.

Animate Image
Replaces: Animate Image (p. 62). Thanks to kent808state.

Link: AURA	Base Cost: 35	AV/EV:
Range: Normal	Factor Cost: 7	OV/RV:

Type: Auto
Description: See Animate Image (p. 62).
Special: Images animated with Animate Image actually become the Animated Image. For instance, if the source of the Animated Image is a man depicted on a billboard, the billboard will have a blank spot in place of the animated image for the duration of the Power. Furthermore, if the Animated Image is destroyed, the space will remain permanently blank. (Hero Point awards may be reduced for the destruction of works of art.) Images which are Neutralized or otherwise "dispelled" simply return to their original locations.

   Also, images animated with Animate Image may only possess Powers that are very clearly represented in the image unless the image is of an iconic character or object, in which case the Animated Image may have all the well-known Powers of the image, and may only possess Skills that the character in the image would obviously have. A doctor, for example, would possess Medicine, and Batman would possess Charisma (Intimidation). Gadgets possessed by the Animated Image are subject to the same restrictions (a sword is just a sword, for example, and may have only a very select set of Powers, but if that sword is wielded by King Arthur or Elric of Melnibone, the list of Powers that the sword may possess increases greatly).

   Animate Image may be purchased with the following Bonus: Categorical Attribute Distribution (+50 BC, +3 FC). Images Animated with this Bonus have the APs of Animate Image distributed among the Image's Attribute Categories rather than the individual Attributes. However, each Category must contain at least 1 AP.

Danger Sense
Replaces: Danger Sense (p. 66).

Link: INT	Base Cost: 25	AV/EV: APs/APs
Range: Normal	Factor Cost: 3	OV/RV: Special

Type: Dice
Description: See Danger Sense (p. 66).
Special: Danger Sense may be purchased with the following special Factor Cost Bonus: Continuous (+1 FC). Characters may substitute their APs of Continuous Danger Sense for the OV vs. any attacks for the remainder of the Phase. This ability may not be used before the Character may take an Action (i.e., his Initiative) unless he declares a Dodge).

Density Increase
Replaces: Density Increase (p. 67).

Link: WILL	Base Cost: 10	AV/EV:
Range: Self	Factor Cost: 5	OV/RV:

Type: Auto
Description: See Density Increase (p. 67).
Special: Characters may spend additional Hero Points on Last Ditch Defense equal to the active APs of Density Increase.

Dispersal

Replaces: Dispersal (p. 70).

Link: WILL	Base Cost: 10	AV/EV:
Range: Self	Factor Cost: 6	OV/RV:

Type: Auto

Description: See Dispersal (p. 70).

Special: Objects or Characters with activated APs of Growth and/or Density Increase (not just Density Increase) add the APs of Growth and/or Density Increase to the BODY Attribute in order to determine whether it may contact a Dispersed Character.

Dumb Luck

Replaces: Dumb Luck (p. 71).

Link: INFL	Base Cost: 200	AV/EV: APs/APs
Range: Self	Factor Cost: 7	OV/RV: APs/APs

Type: Dice

Description: See Dumb Luck (p. 71).

Special: The OV and RV of the Dumb Luck Action Check are the APs of Dumb Luck, not the Character's Attributes.

Energy Project

Replaces: Flame Project (p. 75), Lightning (p. 84).

Link: STR	Base Cost: 15	AV/EV: APs/APs
Range: Normal	Factor Cost: 3	OV/RV: DEX/BODY

Type: Dice

Description: See Energy Blast (p. 73).

Enhanced Reaction

Replaces: n/a.

Link: INT	Base Cost: 18	AV/EV:
Range: Self	Factor Cost: 2	OV/RV:

Type: None

Description: This Power enhances a Character's Reaction Speed. APs of Enhanced Reaction are added to the Character's Initiative. Enhanced Reaction does not require an Action to use.

Extended Hearing

Replaces: Extended Hearing (p. 74).

Link: INT	Base Cost: 5	AV/EV:
Range: Normal	Factor Cost: 1	OV/RV:

Type: Auto

Description: This Power allows a Character to increase the range of his normal hearing. A Character with active Extended Hearing subtracts the APs of Power from the Distance between him and a sound, the result being the apparent Distance between the Character and the sound. Typically, a whisper can be clearly discerned at a range of 0 APs, normal conversation at a range of 3 APs, and loud shouts at a range of 7 APs.

If someone shouts within an effective 1 AP Distance of a Character using Extended Hearing, the Character may be temporarily deafened. Make an Action Check using AV/EVs of 7 + APs

2004/03/28

of Extended Hearing – the APs of (actual) Distance vs. OV/RVs equal to the Character's BODY/BODY. RAPs equal the number of Phases that the Character is deafened.

Extra Limbs
Replaces: Extra Limb (p. 74).

Link: STR	Base Cost: 5	AV/EV: DEX/APs
Range: Self	Factor Cost: 5	OV/RV:
Type: Auto		

Description: A Character with the Extra Limbs Power has a fully functional additional limb or appendage that is not possessed by normal human beings. Examples include prehensile tails, extra arms, etc.

   When making a Grappling Attack, or when attempting to break a Grapple, a Character with Extra Limbs may add his APs of Extra Limbs to the AV of the attack. Likewise, a Character with Extra Limbs may add his APs of Extra Limbs to his OV when resisting an opponent's attempt to break a Grapple. Additionally, once involved in a Grapple, a Character with Extra Limbs may still make Physical Attacks on Characters other than the opponents with whom he is Grappled as long as the number of opponents with whom he is Grappled is no more than the Character's number of Extra Limbs. (Additional limbs may be purchased for an additional +5 Base Cost per limb.) In doing so, however, the Character must accept Multi-Attack penalties to account for all Grappled opponents (whether or not he actually attacks them).

Flight
Replaces: Flight (p. 76).

Link: DEX	Base Cost: 10	AV/EV:
Range: Self	Factor Cost: 3	OV/RV:
Type: Auto		

Description: See Flight (p. 76).
Special: When using APs of Flight as OV in an enclosed space, the OV may not exceed the largest distance (in APs) between obstructions (usually walls).

Fog
Replaces: Fog (p. 76).

Link: STR	Base Cost: 5	AV/EV:
Range: Normal	Factor Cost: 3	OV/RV: APs/APs
Type: Auto		

Description: See Fog (p. 76).
Special: The +2 CS modifier to OV applies if either the attacker or the target is within the area affected by Fog.

Gravity Decrease
Replaces: Gravity Decrease (p. 79).

Link: INT	Base Cost: 20	AV/EV: APs/APs
Range: Normal	Factor Cost: 4	OV/RV: DEX/BODY
Type: Dice		

Description: This Power allows a Character to decrease the pull of gravity on any given object. The Character can subtract the APs of Gravity Decrease from the Weight of the object. To do

this, the Character makes an Action Check with the APs of Gravity Decrease as AV/EV, and the target's DEX/BODY as OV/RV. Positive RAPs reduce the Weight of the target by the APs of Gravity Decrease. This power does not allow the Character to move the object, only reduce its Weight. At the GM's option, however, very light objects may be moved about by air currents. Use the equivalent APs of Air Control for the current weather conditions.

Growth
Replaces: Growth (p. 79).

Link: STR	Base Cost: 35	AV/EV:
Range: Self	Factor Cost: 10	OV/RV:
Type: Auto		

Description: See Growth (p. 79).

Special: Characters may spend additional Hero Points on Last Ditch Defense equal to the active APs of Growth.

Heat Vision
Replaces: n/a.

Link: INT	Base Cost: 20	AV/EV: APs/APs
Range: Normal	Factor Cost: 3	OV/RV: DEX/BODY
Type: Dice		

Description: This Power allows the Character to project beams of heat from his eyes. The AV/EV of this Attack is equal to his APs of Heat Vision, while the OV/RV is equal to the target's DEX/BODY. RAPs from the Attack represent Physical damage. Characters employing Heat Vision against cold-based targets receive a –1 CS bonus to RV. If purchased with the No AV Limitation, Heat Vision uses INT as AV (the same as for Perception Checks).

Icing
Replaces: Icing (p. 81).

Link: STR	Base Cost: 25	AV/EV:
Range: Self	Factor Cost: 6	OV/RV:
Type: Auto		

Description: Icing allows a Character to cover himself with a sheet of ice and not incur any damage. The Character's APs of Icing may be added to his RV against Physical Attacks; the Character also receives a +2 Column Shift modifier to his RV against ice- or cold-based Attacks, and a –2 Column Shift modifier to his RV against fire- or heat-based Attacks. APs of Icing may also be substituted for the Character's EV when making hand-to-hand attacks.

Immunity
Replaces: Cold Immunity (p. 65), Flame Immunity (p. 75).

Link: BODY	Base Cost: 5	AV/EV:
Range: Self	Factor Cost: 4	OV/RV:
Type: Auto		

Description: This Power allows a Character to protect himself against certain types of environments and attacks. The type of environment or attack to which the Character is Immune should be defined at the time of purchase. Examples include fire and heat, cold, electrical, sonic, and virtually any other kind of energy the player can think of (for kinetic energy, use Skin

Armor). A Character with Immunity adds the APs of Power to his RV when defending against attacks of his chosen type of energy.

Invisibility
Replaces: Invisibility (p. 82). Thanks to John Colagioia for Obscurity.

Link: DEX	Base Cost: 45	AV/EV:
Range: Self	Factor Cost: 4	OV/RV:
Type: Auto		

Description: See Invisibility (p. 82).
Special: This Power may be purchased with special Factor Cost Limitations:

Obscurity (–1 FC): A Character using Invisibility with the Obscurity Limitation is still somewhat "visible" (or detectible by the sense to which the Power applies), but he appears indistinct or is otherwise very difficult to detect. The Character may still be targeted with the defined sense, but the APs of Obscurity are added to the OV of any Dice Actions that do so. Other Characters may attempt to perceive the Character using Obscurity in the same manner as they would normal Invisibility, but they receive a –1 Column Shift Bonus to the OV/RV of the Perception Check. If this Perception Check is made with normal senses, then the attacker either applies the Column Shift modifiers listed for normal Invisibility, or he uses the normal OV penalty that Obscurity provides, whichever is less.

Mirror Images (-2FC): Mirror Images creates a duplicate of the Character for every AP of the Power, making it difficult to know which image to target. The Power acts in most ways like Obscurity, except that the Power does not protect against area effect attacks, and the OV for Multi-Attacks is increased by the normal Multi-Attack modifier, plus only the APs of Mirror Images in excess of the number of images targeted rather than by the full AP value. In addition, for each image that is attacked, the image disappears, and the Power is reduced (damaged) by 1 AP and must be Recovered normally. Example: Illusion Master has Mirror Images 7, and thus creates seven duplicates of himself. Hondo wants to attack Illusion Master, but doesn't know which one is the real Illusion Master. He decides to Multi-Attack four of the seven images. His OV is increased by +2 CS for the Multi-Attack, then by another 3 APs (7 APs of Mirror Images minus 4 target images; 7 – 4 = 3). If he hits, Illusion Master will suffer the normal effects of Hondo's attack and will lose 3 APs of Mirror Image (and thus three images); if he misses, Illusion Master will instead lose 4 APs of Mirror Image for the four images that Hondo targeted. Mirror Images may be purchased with a special +1 FC Bonus (for a net change of –1 FC from base Invisibility): Persistence of Vision. The Mirror Images Power with the Persistence of Vision Bonus does not take damage from normal attacks; the APs of Power are retained.

Speed-based (–1 FC): Speed-based Invisibility is only effective up to an AP level equal to the Character's current APs of movement – (Distance to the viewer + viewer's APs of Superspeed + 7). This form of Invisibility is always on when the Character is moving, but has no effect if the Character's current APs of movement – Distance to the viewer is less than 9 APs. Speed-based Invisibility comes from the Character's ability to move through a viewer's field of view too fast to be seen. Because of this, if another Character uses a perception Power (i.e., something other than normal senses) to detect the Character with Speed-based Invisibility, he does not need to make another attempt to spot the Character if the Character's movement rate — and thus his effective rank of Invisibility — increases.

Junk Field
Replaces: n/a.

Link: BODY	Base Cost: 10	AV/EV: APs/APs
Range: Self	Factor Cost: 5	OV/RV: DEX/BODY

Type: Auto

Description: A Character with an active Junk Field creates around himself a maelstrom of scrap metal and debris that will violently strike anyone who gets too close to the Character. Anyone touched by (or touching) the Character with an active Junk Field (including contact made in hand-to-hand combat) incurs a Physical Attack with AV/EV equal to the APs of Junk Field. This special attack form does not count as an Action for the Junk Field Character. The APs of Junk Field may also be substituted for the Character's Str as the EV of any hand-to-hand attacks. Junk Field requires an Automatic Action to maintain each phase.

Joined
Replaces: Joined (p. 83).

Link: STR	Base Cost: 5	AV/EV:
Range: Self	Factor Cost: 1	OV/RV:

Type: Auto

Description: See Joined (p. 83).

Special: This Power may be purchased with a +3 Factor Cost Bonus: Rooted. The effect of this Bonus is that while Joined, the APs of Power are directly subtracted from the APs of any Knockback incurred rather than added to the Character's RV only against intended Knockback attacks.

Knockout Gas
Replaces: Knockout Gas (p. 83).

Link: BODY	Base Cost: 20	AV/EV:
Range: Special	Factor Cost: 4	OV/RV:

Type: Dice

Description: See Knockout Gas (p. 83).

Special: Ignore the Example; it is wrong.

Laser Beam
Replaces: Laser Beam (p. 83).

Link: INT	Base Cost: 20	AV/EV: APs/APs
Range: Normal	Factor Cost: 4	OV/RV: DEX/BODY

Type: Dice

Description: See Laser Beam (p. 83).

Special: Laser Beams may be bounced off of mirrors with no penalties (Multi-Attacks or Trick Shots are not required). However, Laser Beams cannot penetrate mirror-surfaced objects (or armors), and will instead reflect off of them. The maximum effective EV of Laser Beam attacks against such surfaces is 0 unless the surface becomes dirty. Each time such a surface is Physically Attacked (not counting attacks by Laser Beams), the surface gets a little dirtier, adding +1 AP to the maximum allowable EV of Laser Beam attacks against such objects.

Magnetic Control
Replaces: Magnetic Control (p. 85).

Link: WILL	Base Cost: 20	AV/EV: APs/APs
Range: Normal	Factor Cost: 10	OV/RV: DEX/BODY,
Type: Dice		Weight/Weight

Description: See Magnetic Control (p. 85).

Special: APs may be distributed between OV and RV when defending against attacks from metallic objects.

Matter Production
Replaces: n/a.

Link: STR	Base Cost: 20	AV/EV:
Range: Normal	Factor Cost: 5	OV/RV:
Type: Auto		

Description: Matter Production allows a character to produce a volume of material seemingly from nowhere. This material may be of any non-living substance, and in any form. Matter Production may create solid material constructs, such as walls, bridges, etc., with Weight, Volume and BODY equal to the APs of Power. These constructs may not have abilities of any kind other than BODY. The material exists for an amount of Time (in APs) equal to the APs of Matter Production minus the APs of BODY.

The APs of Matter Production are the total APs of material (in Weight or Volume) that can exist at any one time. If the Character wishes to Produce additional material and does not have enough APs left, he must wait until the necessary amount of material already Produced dissipates.

Special: Matter Production may be purchased with a special +1 FC Bonus: May Dissolve Produced Matter at Will. Matter Production may be purchased with a special –1 FC Limitation: May Only Produce One Specific Kind of Material. The material must be chosen at the time Matter Production is purchased.

Object Awareness
Replaces: Object Awareness (p. 89).

Link: WILL	Base Cost: 20	AV/EV:
Range: Normal	Factor Cost: 1	OV/RV:
Type: Auto		

Description: See Object Awareness (p. 89).

Special: Characters possessing Life Sense (p. 84) may detect the character using Object Awareness as if he were in the area of the object by using the character's INT/MIND or the APs of Object Awareness (whichever is higher) as the OV/RV. If detected, the character is considered to be in the location of the object for the purposes of Telepathy (p. 103).

Poison Touch
Replaces: Poison Touch (p. 91). Thanks to Sebastien Andrivet.

Link: STR	Base Cost: 20	AV/EV: DEX/APs
Range: Touch	Factor Cost: 1	OV/RV: DEX/BODY
Type: Dice		

Description: A Character with this Power is able to generate some form of toxin that can damage an opponent on contact. The initial Attack is made with the user's DEX/APs of Power as AV/EV, and the opponent's DEX/BODY as OV/RV. RAPs indicate the amount of Physical damage. (As with most Attacks, Poison Touch can cause either Bashing or Killing damage.)

If the initial Attack scores positive RAPs, the target is further Attacked (without requiring an Action on the part of the Character with Poison Touch) at set intervals of time with AV/EV equal to the APs of Poison touch vs. OV/RV equal to the victim's BODY/BODY. These Attacks continue until one of them fails to get positive RAPs. These continuing Attacks simulate the spread of the toxin through an opponent's organism. Further Poison Touch attacks against the victim will have no effect as long as the toxin is still able to score RAPs against the victim (i.e., until one of the Attacks fails), as the target's system is already saturated.

The standard time interval for continuing Poison Touch attacks is 9 APs of Time (about half an hour). Poison Touch can be purchased with a special Factor Cost Bonus changing that interval. For every +1 FC, the number of APs of Time decreases by one. For instance, at FC 03 the interval of time is 7 APs.

Poison Touch can also be purchased with a special Attack Medium Bonus (+25 BC +2FC). Using this Bonus, Poison touch is carried by another Power (such as Projectile Weapons, Claws, Energy blast, etc.), which is the attack medium. The Character uses the other Power normally, and any person subjected to the Power suffers the effects of the Poison Touch Power in the Phase that follows that exposure. Poison Touch Attacks delivered via an Attack Medium do not require an Action. If the Attack medium covers a volume (Fog, Darkness, Bomb...), then the cost of the Bonus increases by an additional +25 BC +2FC (to +50 BC +4 FC).

For especially exotic variants, Poison Touch can be purchased with a special +1 FC Bonus allowing it to do Mental or Mystical damage instead of Physical damage. The type of damage that the Power does must be chosen at the time of purchase.

Power Reserve
Replaces: Power Reserve (p. 92).

Link: WILL	Base Cost: 150	AV/EV:
Range: Self	Factor Cost: Special	OV/RV:
Type: Auto		

Description: See Power Reserve (p. 92).
Special: The Factor Cost of Power Reserve is equal to the greatest Factor Cost of the Attributes and Powers (including Bonuses and Limitations) that can be augmented by the Character's Power Reserve +1.

Psychic Link

Replaces: n/a.

Link: Special (Mental)	Base Cost: +5	AV/EV:
Range: Self	Factor Cost: N/A	OV/RV:

Type: N/A

Description: Psychic Link is not a distinct Power that functions alone; rather it allows a Character to purchase a Physical Power and utilize that power to cause Mental effects. For all intents and purposes, a Psychically Linked Power's effects are automatically considered Mental, meaning that such Powers will have greater effect against Characters who are particularly vulnerable to Mental Attacks or psychic phenomena.

Psychic Link must be purchased in conjunction with a Physical Power. To do so, a Character must spend 5 extra Hero Points (the Base Cost of Psychic Link) in addition to the Base Cost of the Power to be linked. The Character then purchases individual APs of the Psychically Linked Power at that Power's normal Factor Cost; the Character does not purchase individual APs of Psychic Link.

Once a Power has been purchased with Psychic Link, it functions exactly as described in its own Power description, with the exception that the Power now has a Link Attribute of INT if its Link Attribute was DEX, WILL if its Link Attribute was STR, or MIND if its Link Attribute was BODY. Certain individual Power descriptions list specific changes that must be made to the way the power works if Psychically Linked.

Note that there is a difference between "Psychically Linking" and "linking." A Power that is Psychically Linked has its Link Attribute changed but is not automatically linked to its Link Attribute. If a Player wishes to link the Power, he must do so using the new Mental Attribute as the Link Attribute, receiving all the usual advantages and penalties for doing so (see p. 24). Short notation for Psychically Linked Powers is the placement of the letter 'P' after the APs of the Power.

Pyrotechnics

Replaces: Pyrotechnics (p. 93).

Link: WILL	Base Cost: 20	AV/EV: APs/APs
Range: Normal	Factor Cost: 5	OV/RV: DEX/BODY

Type: Dice

Description: See Pyrotechnics (p. 93).

Special: Pyrotechnics is an indirect effect. Because there is no transmission of energy, objects between the Attacker and the Target are not affected by the Power. The greatest effect of this is that a Pyrotechnics Attack cannot be Blocked by interposing an object between the Attacker and the Target, nor will a Power such as Force Shield, which only partly covers its user, protect against such an Attack. Closed defenses such as Force Fields and armor will protect against Pyrotechnics, but such defenses can be circumvented by Pyrotechnics with a successful Trick Shot, provided the intended Target is visible through the defense.

Recall
Replaces: Recall (p. 94). Thanks to KalEl el Vigilante.

Link: MIND	Base Cost: 5	AV/EV: APs/APs,
Range: Self	Factor Cost: 1	RAPs/EV
Type: Auto/Dice		OV/RV: AV/EV

Description: See Recall (p. 94).
Special: A Character with Recall may choose to be able to automatically remember specific information by stating that he is "committing it to memory" at the time at which he is exposed to the information. However, the Character must subtract a number of APs from the AV/EV of all Recall Checks equal to the total amount of Information that he has committed to memory. The Character may relinquish such information to normal status at any time.

Reflection/Deflection
Replaces: Reflection/Deflection (p. 94).

Link: WILL	Base Cost: 40	AV/EV: APs/APs,
Range: Self	Factor Cost: 5	RAPs/EV
Type: Dice		OV/RV: AV/EV

Description: See Reflection/Deflection (p. 94).
Special: The OV/RV of the attempt is the AV/EV of the incoming attack, not the APs of the incoming attack.
   If Psychically or Mystically Linked, Reflection/Deflection may be used against Mental or Mystical Attacks instead of Physical Attacks as appropriate. The type of Attacks against which Reflection/Deflection protects must be defined at the time the Psychically or Mystically Linked Reflection/Deflection is purchased.

Regeneration
Replaces: Regeneration (p. 94). Thanks to Paul 'Z' Ewande

Link: WILL	Base Cost: 25	AV/EV:
Range: Self	Factor Cost: 5	OV/RV:
Type: Auto		

Description: See Regeneration (p. 94).
Special: If a Character sustains enough damage to render him unconscious before a Recovery Check can be made, the Character must remain unconscious until an amount of Time has passed equal to the standard amount of Time until the Recovery Check would normally be made (i.e., 10 APs for bashing damage; 15 APs for killing damage), modified by the Character's APs of Regeneration as follows: 1 AP: normal Time; 2 APs: Time –1 APs; 3-4 APs: Time –2 APs; 5-8 APs: Time –3 APs; 9-16 APs: Time –4 APs, etc. The Recovery Check is still made; the Character simply does not awaken until the allotted time has passed. Characters wishing not to fall unconscious should purchase the Mind Over Matter Power.

Shape Change
Replaces: Shape Change (p. 97).

Link: WILL	Base Cost: 35	AV/EV:
Range: Self	Factor Cost: 10	OV/RV:

Type: Auto
Description: See Shape Change (p. 97).
Special: Animal shapes assumed via the "Can Assume Any Imagined Animal Form" Bonus must either be described by the Player in explicit detail or else have some kind of historic or mythological basis.

Sharpness
Replaces: n/a. Thanks to Nick Yankovec and Sebastien Andrivet.

Link: BODY	Base Cost: 50	AV/EV:
Range: Self	Factor Cost: 7	OV/RV:

Type: Auto
Description: Sharpness enhances one of a Character's Physical Powers, enabling it to be able to shear through physical armor with great efficiency. The APs of Sharpness are subtracted from the RV of any Attacks made with the enhanced Power. For example: attacking a target with a Physical RV of 14 with Claws enhanced by Sharpness 5 leaves the target with an RV of 9. The Power with which Sharpness can be used must be specified at the time that Sharpness is purchased, and the RV is reduced only after all Hero Point spending has occurred.. Sharpness does not affect energy barriers and cannot reduce the RV provided by Force Field or Force Shield, nor can it reduce the final RV of any Attack to less than 0.

   The Sharpness Power can be purchased with the following special Bonuses:

   Force Rending: Sharpness may reduce the RV provided by of Force Fields, Force Shields or other energy barriers. Force Rending increases Sharpness' Base Cost by 25.

   Penetrating Blows: Sharpness may reduce the RV whenever the Character makes a striking Attack using STR or Martial Artist as EV. Penetrating Blows increases Sharpness' Base Cost by 50.

   Mental: Sharpness enhances a Mental Power. The Mental Bonus makes Sharpness a Mental Power with MIND as its link Attribute and increases the Factor Cost by +1 FC.

   Mystic: Sharpness enhances a Mystical Power. The Mystic Bonus makes Sharpness a Mystical Power with SPIRIT as its link Attribute and increases the Factor Cost by +2 FC.

   The Sharpness Power can be purchased with the following special Limitation:

   Lack of Depth: While the Power enhanced by Sharpness can penetrate armor, it lacks the ability to inflict especially deep wounds. The minimum value to which Sharpness may reduce the Attack's RV is increased. The Factor Cost of Sharpness is reduced by half the minimum RV, to a minimum of FC 1.

Solar Sustenance
Replaces: Solar Sustenance (p. 98).

Link: BODY	Base Cost: 5	AV/EV:
Range: Self	Factor Cost: 1	OV/RV:

Type: Auto
Description: See Solar Sustenance (p. 98).
Special: The APs of Power +4 (rather than the APs of Power) determine the length of time that a Character can remain sustained without traditional nourishment or exposure to sunlight.

Super Hearing
Replaces: Super Hearing (p. 102).

Link: INT	Base Cost: 5	AV/EV:
Range: +3	Factor Cost: 1	OV/RV:

Type: Auto
Description: See Super Hearing (p. 102).
Special: Super Hearing does not allow the Character to hear electromagnetic waves (e.g., radio and television transmissions); it does allow the Character to hear all kinds of mechanical waves (e.g., dog whistles, sonar, etc.).

Superspeed
Replaces: Superspeed (p. 102).

Link: DEX	Base Cost: 50	AV/EV:
Range: Self	Factor Cost: 10	OV/RV:

Type: Auto
Description: See Superspeed (p. 102).
Special: Characters with Superspeed may add their APs of Superspeed to their normal DEX-based (i.e., non-Powered) movement APs. Characters with Superspeed are not subject to the rules of High-Speed Movement (unless they choose to be) unless traveling faster than their APs of Superspeed, in which case they suffer the full effects of High Speed Movement.

Telekinesis
Replaces: Telekinesis (p. 103).

Link: WILL	Base Cost: 15	AV/EV: APs/APs
Range: Normal	Factor Cost: 6	OV/RV: DEX/BODY

Type: Auto/Dice
Description: See Telekinesis (p. 103).
Special: Objects may be moved a distance per Phase equal to the Character's APs of Telekinesis minus the object's Weight. The EV of Attacks made by hurling objects is equal to the APs of Power. (Heavy objects hurt because they are heavy, light objects hurt because they are fast.)

Characters held by Telekinesis may attempt to break free from the Telekinetic grip by making a Physical Attack using STR/STR as the AV/EV (some Powers may be substituted for STR at GM's discretion) against OV/RVs equal to the APs of Telekinesis; positive RAPs indicate that the Character is freed from the Telekinetic grip.

Telepathy
Replaces: Telepathy (p. 103).
Link: INT   Base Cost: 20   AV/EV:
Range: Normal   Factor Cost: 4   OV/RV:
Type: Auto
Description: See Telepathy (p. 103).
Special: Telepathy maybe purchased with the following special Factor Cost Bonus: Not Limited By Physical Range (+4 FC). A Character using Telepathy with this Bonus requires the target of Telepathy to be in Range only to establish the initial link. Once the mental link is established, it can be maintained no matter how far the Characters separate.

Time Control
Replaces: Time Control (p. 104).
Link: WILL   Base Cost: 250   AV/EV:
Range: Normal   Factor Cost: 10   OV/RV:
Type: Auto/Dice
Description: See Time Control (p. 104).
Special: Superspeed gained through the use of Time Control may not be substituted for EV.

Time Travel
Replaces: Time Travel (p. 104).
Link: WILL   Base Cost: 500   AV/EV:
Range: Special   Factor Cost: 4   OV/RV:
Type: Auto
Description: See Time Travel (p. 104).
Special: The APs of Time Travel is the maximum length of Time (in APs) that a Character may travel in either direction *each Phase* (relative to the Traveler). The Character may continue to Time Travel, with the amount of relative Time that passes equal to the actual Time traveled minus the Character's APs of Time Travel.

Warp
Replaces: Warp (p. 106)
Link: WILL   Base Cost: 100   AV/EV: APs/APs
Range: Special   Factor Cost: 5   OV/RV: DEX/BODY,
Type: Dice   DEX/DEX
Description: See Warp (p. 106).
Special: When attempting to force another character through the Warp, if done at the time the Warp is called into existence, and if the distance from the Warp to the target is 0 APs or less, the OV/RV is DEX/DEX instead of DEX/BODY.

Water Freedom
Replaces: Water Freedom (p. 107).

Link: DEX	Base Cost: 5	AV/EV:
Range: Self	Factor Cost: 3	OV/RV:
Type: Auto		

Description: See Water Freedom (p. 107).

Special: Water Freedom also grants the ability to "speak" and be "heard" underwater. Water Freedom does not, however, grant any ability to be understood; the Character must still be able to speak and understand the language of anyone with whom he wishes to communicate while underwater.