



DIRECTIVE ON SUPERPOWERS



THE DEPARTMENT OF
EXTRANORMAL OPERATIONS

A GUIDE TO METAHUMAN POWERS IN THE DC UNIVERSE

DEPARTMENT OF EXTRANORMAL OPERATIONS DIRECTIVE ON SUPERPOWERS

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CONTENTS

INTRODUCTION	3
SECTION 1: GAINING & IMPROVING POWERS	5
SECTION 2: ENHANCEMENTS & LIMITATIONS	15
General Information	16
Chapter 1: Enhancements	17
Chapter 2: Limitations	22
SECTION 3: POWERS	33
General Information	34
Chapter 3: Physical Powers	41
Chapter 4: Mental Powers	67
Chapter 5: Transportation Powers	83
Chapter 6: Protection Powers	88
Chapter 7: Manipulation Powers	95
APPENDIX	140
INDEX	141



DEPARTMENT OF EXTRANORMAL OPERATIONS SPECIAL REPORT: DIRECTIVE ON SUPERPOWERS

To: Senior Director Faraday
From: Operatives 4181, 4182, 4183
Subject: The Directive on Superpowers

We won't say it was easy, but here it is: our compendium of metahuman talents, from minor effects like the ability to cling to surfaces, to the greater ones, such as controlling the nature of reality. (Don't get me wrong, [REDACTED] suit is really useful, but it can feel like a second-rate talent when you're staring at a man who can twist a battleship into a square knot.)

Superpowers cover a lot of ground. When you get right down to it, a metahuman is theoretically capable of any sort of effect. While few super heroes or villains have a wide range of powers, metahumans don't come in six-packs. After all, even when you filter out the wand wavers, we've got (for example) a man who races photons and another one who shrinks down to get a better look at them, and these two are normal compared to the angel, the godlike woman made from clay, and the android from the 853rd century.

The villains are even worse. Being a living machine seems to be the "in" thing among the Metropolis super villains these days. A few immortal schemers top the list of international conspiracy leaders. The southern Twin Cities—Keystone and Central, not Minneapolis and St. Paul—have suffered from a small boom in the Rogues Gallery population, and their powers are even weirder than the first generation. And the JLA, as anyone who hasn't been hiding in a [REDACTED] knows, has been collecting adversaries of the type to threaten the entire universe. Living machines seem to be popular in space, too, but more along the lines of living star computers and Armageddon weapons left over from some nuclear war of the gods.

Our team has compiled into this report every metahuman ability we could think of. Although I question the prudence of releasing this information to the general public under the Freedom of Information Act, I doubt that many of them will want this level of detail on superpowers (except for the bunch that plays that game licensed through the JLA). But, I guess they [REDACTED]

"Hero," "character," and "metahuman" are used interchangeably in this report. Just because the description says "hero" doesn't mean that a villain or neutral couldn't have it!

This report retains the modular format of the preliminary list. We've expanded upon the list, trying to make it comprehensive, so that the department can more easily document any power use for its records. I can't guarantee that we've covered everything. When you think you've seen every kind of weirdness that the metagene can come up with, the next thing you know, you're looking at some psycho who thinks that the most enjoyable thing in the world is turning daffodils into zeta beam holograms of daffodils that transport people who try to pick them to New Genesis.

WHAT IS A POWER?

At first glance, the answer seems self-evident. A "power" is something that metahumans can do that "normal" beings can't. Unfortunately, it's a bit more complicated than that. Many powers allow a metahuman to do something better than most beings, but theoretically, extensive mental and physical training could equal some metahuman abilities. Also, many normal devices can do the same things powers can. Powers are usually more reliable and effective than ordinary equipment, but not always. With this in mind, a power can be defined as an ability that resulted from a significant change in a person's body or mind. This could be through the activation of a metagene or by an event involving a significant amount of energy or force. The metagene is an unidentified portion of a being's DNA, which modifies the person's body and provides it with abilities beyond a normal member of the species. The energy or force can be anything, including physical, psionic, magical, or cosmic (such as the Source), so long as greater amounts exist in the subject than in the average member of the species, or the subject has greater control over the energy (or force) than a normal person does. This change can be accidental or deliberate and have occurred at any time from conception to just before death.

"Metahuman" has come to encompass those with exceptional abilities of other species as well, species that aren't "human" in the sense of being *Homo sapiens*. In this case, whether an alien's abilities are powers depends on a number of factors. The two primary ones to consider are: do all members of the race have the ability, and does the ability exist in the race's native environment? If either question can be answered "no," then the ability is probably a power, since it meets the same criteria for the alien race as it does in a human. Otherwise, it is almost certainly a natural ability or skill. For example, Superman's incredible abilities come from the light of a yellow sun and Earth's lighter gravity, so they can be considered powers. On the other hand, Aquaman's ability to breathe under water is a part of his Atlantean heritage, something all



Atlanteans are capable of in their natural habitat. Therefore, it doesn't truly classify as a "power." (See the "Powers & Natural Abilities" special report in Section 1 for further details on natural abilities.)

Finally, organic beings aren't the only ones that can be imbued with strange powers far beyond that of others. Many wonders of science, including self-aware androids, can have access to powers. In almost all cases, the powers present will be by design—although accidents that result in amazing wonders and superpowered androids are known to occur from time to time. The capabilities of these miracles of science, as each android or piece of equipment is a uniquely empowered object, can be quantified as powers.

POWER CLASS OVERVIEW

This book is a supplement to Chapter 3 of the *DC Universe Roleplaying Game* rulebook. It delves further into the various powers in the DC Universe and how you can modify them to portray the powers that best fit the heroes and villains in your campaign.

There are five basic power classes, each based on the effects produced by those types of powers. These classes are Physical, Mental, Transportation, Protection, and Manipulation. They have been arranged accordingly by their potential to affect a campaign. Section 3 contains the write-ups of the powers. Each class has been given its own chapter in Section 3. Additionally, the preface to Section 3 describes using powers, including special circumstances that may arise during the game, and provides a synopsis of the common features of those powers.

Section 1 focuses on various methods for gaining and improving powers, as well as providing helpful ideas for power origins. Section 2 lists the numerous Enhancements and Limitations that players may include in the powers to further make them unique.

The appendix offers some miscellaneous power-related options and examples.

PHYSICAL POWERS

This class includes powers that alter the hero's body and give the hero some advantage over normal members of his or her species. This includes enhanced senses, attributes beyond those of mortals, the ability to change the body, producing substances or energies, and a number of other adjustments great and small. Few Physical powers may be given the Self-Only or Others-Only Limitations; those Limitations are irrelevant to what these powers are capable of.

MENTAL POWERS

The emanation or control of mental (psychic) energy falls into this category. Some characters can affect the world of thought, others affect the physical plane, but all come from the hero's enhanced mind. No Mental power other than Telekinesis can be given the Self-Only or Others-Only Limitations.

TRANSPORTATION POWERS

Extraordinary abilities involving motion and dimension come under this class. They allow the hero to travel through various means to places that most beings would have difficulty getting to, if they could get to them at all.

PROTECTION POWERS

Heroes use powers in this category to prevent damage from being done to them, or heal damage already inflicted. Protection powers don't interfere with the use of any other power, unless appropriate Limitations (usually Singularity) have been added to them.

MANIPULATION POWERS

The powers in this class are capable of a wide range of effects, most of which include a basic attack and defense function. Ultimately, the most effective powers in this class are literally capable of anything. The Narrator should closely monitor the use of Manipulation powers, especially in a Power Level 5 campaign.

SECTION 1



**GAINING & IMPROVING
POWERS**

DECLASSIFIED



GAINING POWERS DURING HERO CREATION

CREATION POWER LEVELS

To offer Narrators a greater range of control over their campaigns, the creation Power Levels have been slightly modified from the guidelines in the rulebook. The Narrator should pick one Power Level for all players' characters in the game, though players do not need to take any of the powers available from the creation Power Level. Each Dice Pool can accommodate characters with lots of training and skills but not powers as well as those characters with little experience and numerous superpowers.

Creation Power Levels can differ from Power Levels listed in adventures. The creation Power Level dictates the size of the Dice Pool and other such factors important to hero creation. The adventure's Power Level gives a measure of the challenges in the adventure. In particular, it dictates the number of Character Points a character may use on each roll. (See pages 102–103 of the rulebook for details.) The adventure's Power Level is typically just called the Power Level. It can sometimes equal the creation Power Level, but it doesn't have to.

The maximum die codes apply only at hero creation. Limits are removed once the first adventure starts.

The Narrators may use the creation Power Levels outlined here or those described in the rulebook (page 20). They should be sure to let their players know which version they've picked.

Of course, this is only one of many ways Narrators may adjust the Power Levels to make them fit into their superhero world concepts. Narrators should always feel free to adjust the creation Power Levels to suit the needs and desires of the players and themselves.

Creation Power Level 1: 65 dice in Dice Pool; maximum of 5D in Disadvantages; all powers maximum of 2D.

This Power Level remains unchanged from the rulebook.

Creation Power Level 2: 70 dice in Dice Pool; maximum of 5D in Disadvantages; maximum of 10D in any one power class (except Manipulation), maximum of 2D in all other power classes.

Power Level 2 allows heroes to have an impressive level of power, but only in a single power class. A team of heroes at this power class usually must work together to defeat their enemies.

Creation Power Level 3: 75 dice in Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in any two power classes (except Manipulation), maximum of 2D all other power classes.

Power Level 3 allows more flexibility to the players while still giving the Narrator considerable control on how versatile any single hero may be. Teamwork continues to be vital against the most powerful enemies.

Creation Power Level 4: 80 dice in Dice Pool; maximum of 10D in Disadvantages; maximum of 10D in any three power classes (except Manipulation), maximum of 2D in all other power classes.

Heroes at Power Level 4 have the potential to perform a wide range of effects, but the Dice Pool is less forgiving than it may first appear. Nevertheless, challenging a super-hero team designed at this Power Level becomes more difficult. Narrators should watch character creation carefully.

Creation Power Level 5: 85 dice in Dice Pool; maximum of 15D in Disadvantages; maximum of 10D in all power classes.

A campaign created for Power Level 5 characters spends a lot of time dealing with colossal threats. It takes a lot to challenge one hero, let alone an entire team, that can shake the world. On the other hand, that's what the premier super-hero team of all time—the JLA—is all about. Besides, even if Green Lantern can rip New York City out of the ground with a thought, that won't help him get a job or a date. Just keep in mind that players rarely stick to the script, and when players use Manipulation powers too cleverly, they can destroy an adventure.

Creation Power Level E: Creation Power Level E is intended for making experienced characters by experienced players and Narrators only. Campaigns composed of characters that have been around for years (in background, if not in game time) are often the most difficult to control. Generally, there is a wide range of abilities that the Narrator must account for.

For new characters, choose the creation Power Level. To the Dice Pool for that Power Level, add 15 dice, 15 Character Points, and 2 Hero Points for each year the character has been an active super hero. For part-time super heroes, halve these figures (rounding up). Unless the Narrator decides otherwise, there are no maximums for powers, skills, or Disadvantages.

If the players want to design heroes based on existing ones in the comics, they should not be concerned about skill, power, or Disadvantage maximums, nor about the total number of dice used to build each character. Instead, design the character to reflect the way that the comics portray him or her. Additionally, the character receives 15 Character Points and 2 Hero Points for each year he or she has been around (this assumes a healthy number of Character Points have been spent on increasing skills, powers, gaining Advantages, and so on).

To make a kid, use the Age Disadvantage described on pages 122–123 of the JLA Sourcebook. Note that characters with any version of the Age: Young Disadvantage do not get Body Points from Superattributes: Physique until they mature (that is, they rid themselves of the Age Disadvantage).

POWER COST

To purchase a power for your hero, decide if you want the full power, specializations of it, or both. Once you've decided, find the base cost of the full power or the specialization. Subtract the total from your hero's remaining Dice Pool. The hero now has the power at 1D. During hero cre-

ation only, you can increase the power by 1D by subtracting one die from the Dice Pool, up to a maximum of 2D or 10D, depending on the class of the power and the creation Power Level.

Each power has a base cost and a specialization cost. See the updated power list in Section 3 for a complete list of powers and their costs. Each power's write-up also lists these costs.

Furthermore, some powers describe a general type of effect and require the hero to specify how the power manifests. These include: Bind, Chemical Projection, Dampening, Energy Projection, Extra Body Part, Gift, Natural Weapons, Projectiles, Superattributes, Vampirism, Teleportation, and Natural Armor. These powers may be taken more than once—and must be if the hero wants multiple manifestations of the power. See the powers' descriptions for more details.

The full power covers everything listed in the power's write-up and the aspect levels (if the power has them), while a specialization is a particular use or (in the case of Manipulation powers) an aspect of a power. **Aspects** are specific applications or manifestations of a power that may have one or more effects. For instance, the ability to create semi-solid holograms is an aspect of the Light Manipulation power, while the ability to take multiple actions without penalty is an aspect of the Speed Manipulation power.

For power classes other than Manipulation, the listed specializations of the power are examples of aspects. For Manipulation powers, the aspects are given in a chart.

SPECIALIZATION COSTS

Power specializations come in three varieties.

One way is similar to the way a specialization of a skill functions. A player who wants her hero to be especially adept at using a specific aspect or function can purchase a **power talent**. The full power's description for the current die code must contain the focus of the power talent. (If it isn't, that's a different kind of specialization.) To get a power talent, the player buys the full power for the base cost (and any extra dice in the full power in the usual manner). Then she purchases the desired power talent separately. Each one die from the Dice Pool adds 1D to a power talent. The die code of the power talent becomes the die code of the full power plus any extra dice that are devoted to the specialization. All Limitations and Enhancements included with the full power also affect the power talent at no increase or a reduction in cost.

Power talents added to a full power are still prohibited from exceeding the maximum die code of 2D or 10D, whichever is appropriate for the campaign, during character creation. So, if a player wants a hero to start with a power talent, the full power may not be taken at the maximum die code allowed for a starting character.

Example: Andrew wants his hero to have ESP, but he wants the character to be particularly good at discovering the weaknesses of others. If the creation Power Level is 3 (Physical and Mental powers), the player could give the character 2D in ESP and +8D in ESP (weakness detection), for a total power talent die code of 10D in ESP (weakness detection). If he takes no Enhancements or Limitations,



the final cost for these powers is 17 dice from his Dice Pool (8D for the full power + 1D for the additional die in the full power + 8D for dice in the power talent).

If a **specialization is taken independently** of the full power, then the player spends dice from the Dice Pool a little differently. The player lays out a number of dice equal to the “specialization only” base cost to buy 1D in the independent specialization of the power. Each additional 1D in the specialized power then costs one die from the Dice Pool.

The player uses these same rules if his hero has the full power but he wants to access to a higher die code in the power and he can't reach it because of Power Level restrictions. The **ultra specialization** progresses as its own rate. The ultra specialization's die code is not added to the full power's die code until the full power has reached the aspect level that gives the same control as the ultra specialization.

Example: Andrew has also decided to include Air Manipulation with his character, which has a creation Power Level of 3. He wants to put 2D in the full power, but he also would like his hero to ride on a whirlwind of air, which is a 9D aspect of Air Manipulation. He decides to take Air Manipulation (transportation) at 2D. These two powers are considered separate. Many adventures later, when he improves his Air Manipulation to 9D, he can now add the full power's die code to his Air Manipulation (transportation). If he kept the specialization at 2D, its new die code would be 11D (9D in the full power plus 2D in the specialization). The full power, however, would remain 9D (at least until he improved it again).

When the character gets enough dice in the full power so that the full power now covers the same abilities as the ultra specialization, the ultra specialization becomes a power talent and follows those rules. However, any Limitations or Enhancements applied to the ultra specialization before it became a power talent still apply only to the specialization. Likewise, Limitations and Enhancements that applied to the full power before the ultra specialization was converted apply only to the full power, not to the specialization.

Heroes may have any number of specializations for any number of powers, but they may have no more than three independent specializations in one power if the hero does not have the full power. If the hero does have the full power, he can have any amount of ultra specializations or power talents.

If the hero only has independent specializations, the player may not buy the full power for the hero. The only way for the player to purchase the full power after the hero is created, if the hero has one or more specializations without the full power, is to remove all specializations entirely. The “Losing Powers” section later in this chapter (page 14) describes this process. The hero may then purchase the full power with Character Points, as explained in the “Gaining Powers” part of this chapter (page 12).

A specialization purchased as a separate power cannot be identical to an existing power; the player must instead buy the preexisting power at its normal base cost.

INCLUDING ENHANCEMENTS & LIMITATIONS

The basic powers each cover a wide range of abilities. They are designed to function in the manner most commonly found among characters with those powers. If the power, as written, doesn't exactly match what the player wants that power to do, then the power can be adjusted. In addition to specializations, Enhancements and Limitations allow another means of power customization.

Limitations narrow the power's abilities and lower the power's cost. Limitations restrict, for example, the availability of the power, define items the power is unable to affect, or render the power useless against something. Enhancements expand the power's abilities and increase the power's cost. For instance, Enhancements give the hero invulnerability to his own powers, increase the time span of a power's effect, or extend the range of the hero's powers. Chapter 1 describes Enhancements, while Chapter 2 catalogs Limitations.

A power may include any number of Enhancements, as long as the hero has dice from the Dice Pool left to spend. Any number of Limitations may be added, but they only reduce the modified cost to one-fourth, rounded up, or 1D, whichever is higher.

Treat independent and ultra specializations as if they were full powers. Figure the costs for these types of specializations in the same way as for full powers.

Most Enhancements and Limitations can be purchased more than once. This may indicate a greater version of the same Limitation or Enhancement or a different Limitation or Enhancement of the same type.



Department of Extranormal Operations

SPECIAL REPORT: ENHANCEMENT ABUSE

Enhancements and Limitations are meant to help a player (or Narrator) get the power to be exactly what fits the character best. Throughout the book, many examples of expanding a power's abilities by clever use of Enhancements are provided. But by adding too many Enhancements, or by using Enhancements that work together in some way, a power can become unbalanced. Additional Effect, Continuous, Mastery, and Multiple Targets in particular should be restricted combinations that may potentially prove too effective.

The Narrator should examine any power that has been given more than one Enhancement, especially one given a combination of the Enhancements listed in the preceding paragraph, and determine what benefit the combination of Enhancements can do. If a certain combination of Enhancements is excessive for a given game, the Narrator may not allow it. Players and Narrators are encouraged to compromise on what the actual effects of the combined Enhancements and Limitations are for any given power, though the Narrator is entitled to disallow any unbalancing effect that comes up later during play.



If the Enhancement or Limitation can apply in a manner that affects the power in more than one way, then multiple versions of the same Enhancement or Limitation can be attached. For example, there are theoretically any number of possible Additional Effect Enhancements or Side Effect Limitations that could be applied to a power. Thus, a power can have as many versions of Additional Effect or Side Effect as the cost modification rules allow. On the other hand, the Self-Invulnerability Enhancement and the Others-Only Limitation can affect a single power once only, so a specific power may have each of these just once. Any Enhancement or Limitation can be applied to any number of powers, adjusting the cost separately for each power, unless a power is specifically prohibited from the inclusion of that modification.

ADDING ENHANCEMENTS

During character creation, adding Enhancements to a power is a simple process. Each Enhancement included has its value in dice subtracted from the starting Dice Pool. Players should explain Enhancements in the context of a power's nature or origin, though some Enhancements can be the result of a hero having greater understanding of a power.

Some players might want an Enhancement that only affects part of a power. In this case, divide the value of the Enhancement by the amount of the power that it affects, rounding up, with a minimum value of 1D. An Enhancement that affects one aspect or feature, regardless of the number listed, is considered to affect a one-fourth of the power (for simplicity's sake). The Narrator may adjust the value as the situation dictates.

Example: A player purchases the Forcefield power at 10D, and takes +3D in Reflection, but doesn't want the Enhancement to affect sound or vibration. The Narrator decides to reduce the value of the Enhancement to +2D (since it affects "one-half" of the power).

ADDING LIMITATIONS

Limitations reduce the final cost of the power up to one-fourth of the modified cost (rounded up), or 1 die, whichever is higher. The modified cost equals the base cost plus additional dice (including any additional dice devoted to power talents) and Enhancements but not Limitations.

In some cases, a player might want a Limitation that only affects part of a power. In this case, divide the value of the Limitation by the amount of the power that it affects, rounding down, with a minimum value of -1D. A Limitation that affects one aspect or feature, regardless of the number listed, is considered to affect one-fourth of the power (for simplicity's sake). The Narrator may adjust the value as the situation dictates.

Example: A player purchases the Forcefield power at 10D, but wants the hero to have only 5D of defense against sonic attacks. That sounds like Ineffectiveness to the Narrator, who decides that sound (as a type of attack) normally has a -2D value for that Limitation. The player is permitted to take the Limitation at -1D.

ORIGIN STORIES

All characters with exceptional abilities get their powers from somewhere, even if they were born with them. While the character creation process explains what the hero can do, it doesn't explain why the hero can do it. That is up to the players and the Narrator.

There is no game mechanism to determine where a character's powers come from. That is a function of the



Department of Extranormal Operations

SPECIAL REPORT: DUAL IDENTITY CHARACTERS

Characters with the Super-Hero Form Limitation generally have two appearances—the "normal," or nonpowered, form and the superpowered form. Supergirl is one example from the *DC Universe Roleplaying Game* rulebook. Not all powers technically have to have the Super-Hero Form Limitation. Nevertheless, except for a power or wonder that facilitates the transformation (such as Supergirl's Shapechanging), they should. If the hero has no such power, then the change does not automatically alter the hero's appearance. When creating the hero, the player may decide whether the hero's costume automatically appears. If the costume does not appear, however, then the switch destroys the hero's normal clothes, leaving only enough to satisfy decency laws and the Comics Code Authority. For example, Superattributes: Physique could cause muscles to bulge and shred the hero's clothing.

The Super-Hero Form must be distinctive in some way from the character's normal appearance, or it is not a Limitation. Any attempts to disguise the super-heroic form are at +4 difficulty at a minimum, and it might be impossible, depending on the character design. (Captain Atom's shining chrome form would be virtually impossible to disguise, except by covering the entire body.)

When designing a dual identity character, the player essentially must create two characters at hero creation: one that is the normal identity and one that is the super-hero alter ego. (Obviously, you would never use both characters at the same time, because they are two different versions of the same hero.) The normal identity should be made from a total number of dice equal to about one-third of the total number of dice used for the super-hero form. (The character does not actually gain extra dice for the creation of the super-hero identity.) The super-hero form may be based on the normal form, with the super-hero form having the same characteristics as the normal form and more. Alternatively, the super-hero identity may be a completely different character than normal form—with the right Disadvantages, each form may have no knowledge of the other.

As stated in the description of the Limitation, changing from one form to the other takes one round. The hero is vulnerable during this time. In addition, there should exist some method that can prevent the transformation, though it doesn't have to be easy. Dampening Supergirl's Shapechanging is obviously more difficult than preventing a character from shouting a key word. If the hero does not have a power or wonder that facilitates the transformation, it is considered a natural ability and can be blocked through use of the Organic Manipulation power. (This effect is resisted by *Physique* or *willpower*.)



story, which the Narrator decides for the Narrator's characters, and the players for their heroes. Nevertheless, the Narrator may want the players to restrict their choice of origins. A game designed around a group of metahuman youngsters may not benefit from the presence in their midst

of a New God drawing on the power of the Source. On the other hand, it just might.

The DC Universe is a place of limitless wonder and possibilities, and the players and Narrator can tap into that heritage to come up with endless possibilities. And if the

presence of a New God in the group happens to cause the forces of Apokolips to notice them, well, a god should have known that it was only a matter of time before other gods took notice.

For ideas on designing character backgrounds, see pages 13–20 of the Narrator's Book.

While there are as many origins as there are heroes and villains, there are a few basic reasons for a person becoming a metahuman. Here are some of the most common.

TRANSFORMATIONS

One of the most standard super-hero origins is the "transformation event," which turns an ordinary person into a being of great power. Either the events imbue the characters with an energy or force as well as the means to control it, or they activate the characters' metagenes, allowing them access to fantastic abilities. The classic examples from the DC Universe are the various heroes who have taken the name of the Flash. Other heroes of the DC Universe who have developed powers in this manner include the Golden Age Atom, Plastic Man, Sand, Firestorm, Metamorpho, and Captain Atom.



Department of Extranormal Operations SPECIAL REPORT: POWERS & NATURAL ABILITIES

If you look at the information on Aquaman in Chapter 9 of the *DC Universe Roleplaying Game* rulebook, you'll find that there's a section of his stats called "natural abilities." These are innate physical (and sometimes mental) functions of the character's species' anatomy; that is, features of the genetics of a typical member of his species. Most of Aquaman's increased physical attributes and his ability to breathe underwater are simply part of his nature. While they resemble super-powers in some ways, they aren't really "powers" any more than a human's ability to type or to breathe air are "powers." So it is possible for aliens to have abilities that are an innate function of their species. It's clear that Aquaman's ability to breathe underwater can't be weakened or negated by, say, the Dampening power or Power Vampirism.

The player first needs to determine what special sorts of characteristics are typical for a member of his hero's race. Remember that a natural ability is anything that all members of the race have and that exists in the race's native environment. What might be considered abnormal for one species (and thus require the purchase of a power) would be normal for another. Then the player decides how best to describe natural abilities (which includes both special abilities that the species can do and those that they cannot do). This can be done one of three ways.

Using Advantages and Disadvantages. Advantages and Disadvantages for normal humans could easily represent natural abilities in other species. Advantages and Disadvantages are described on pages 21–27 of the rulebook, pages 22–25 of the *Narrator's Book*, pages 122–123 and 128–130 of the *JLA Sourcebook*, and page 126 of the *Gotham City Sourcebook*. Some more obviously lend themselves to use as natural abilities than others. Nevertheless, it's certainly possible for a race to be bonded from birth to a specific animal, for example, and thus the Follower Advantage would qualify as a natural ability of all members of that race.

Use descriptions. The player merely outlines the basic characteristics of the natural ability, not using an Advantage, Disadvantage, or power to depict it. In this case, as long as the benefits of the natural ability weigh equally with the burden of having it, there is no cost for the ability. For example, a hero's species might be able to breathe

water like a fish, but, also like a fish, be unable to breathe outside of water. In this case, there is no cost for the natural ability of breathing water.

Use powers. The player selects powers that most closely portray the natural ability and add the Enhancement Additional Effect of Natural Ability to a power, which costs +1D. Unless the hero is a child, the natural ability's die code can never be increased (except through powers). It is an innate function of the hero's nature, just like an attribute. If the hero is a child, then the player may optionally choose to have the ability still be developing. Dice that the hero will be able to use later in life can be purchased as a "potential ability," at half cost. The Narrator and the player should determine at what age these dice begin to manifest, with the entire die code becoming available upon maturity. Unless the campaign will go on for years of game time, the hero's race ages at an accelerated rate, or the hero's age is altered during the campaign, the future dice will most likely be irrelevant.

In general, powers with this Enhancement shouldn't be particularly overwhelming. If the hero wants to be able to breathe underwater, that's fine. If the hero wants Matter Manipulation that Dampening can't target, the Narrator should look at the character design closely, requiring a much higher cost for the Additional Effect Enhancement, if she allows the character at all.

Realize that, while certain powers can't steal natural abilities, they can be negated in other ways. Aquaman can still be prevented from breathing, above or below the waves. In addition, natural abilities are biological and thus the Organic Manipulation power can alter them, just as it can affect a human's ability to type or breathe air.

If Dampening and Power Vampirism won't be appearing in a campaign, the Narrators may remove the cost of the Additional Effect. They might even allow natural abilities to be taken as a –1D Side Effect of a power if the Organic Manipulation power will figure prominently in the campaign.

A future supplement will cover natural abilities in greater detail. For an example of a "species" package, check out the android package described on pages 125–131 of the *JLA Sourcebook*. You can use the same format in designing your own species packages.



GENETICS

An increasingly common occurrence in the DC Universe is the second-generation hero, descendants of heroes empowered by accident or design, who have inherited something of their parents' (or genetic material donors') powers. The best known hero of this variety is Impulse, grandson of Barry Allen.

Other heroes are born to normal members of their species but a mutation occurred in their genes, giving them unusual abilities. Still others were created with their powers, such as the current Wonder Woman.

Other metahumans since "birth" include the current Superboy, Atom Smasher, Jade, Obsidian, Supergirl (Matrix), and Damage.

STRANGE VISITORS

DC Comics' first super hero was from another world, and many heroes have followed in his footsteps, so to speak. Earth in the DC Universe seems to be a magnet for strange visitors, whether they come from space, the ocean depths, or different planes of existence, and the situation doesn't seem likely to change. The most famous of these heroes is the most legendary super hero of all, Superman. Other alien heroes include the Martian Manhunter, Orion, Zauriel, and Starfire.

TECHNOLOGY

Many heroes gain their powers from technological wonders beyond the understanding of normal humans. Human geniuses who far surpass their peers invent some of these fantastic creations, but others are artifacts of alien origin. The most famous of these are the various Green Lanterns, who have wielded the virtually omnipotent Power Rings. Other heroes who have equipment far beyond that of mortal technology include the original and current Starman, the Star-Spangled Kid, the first Hourman, Steel, the first Green Arrow, and Cyborg.

See "Powers in Equipment" later in this chapter (page 14) for general guidelines on including powers in equipment and pages 68-74 of the *Metropolis Sourcebook* for specifics.

AND SO ON...

These categories aren't meant to be comprehensive. For that matter, these four categories are hardly exhaustive. Many heroes blur the lines between one type of origin and another. Androids such as the Red Tornado and the current Hourman are living wonders of science, created with amazing powers. Supergirl is a being created by a scientist in a different dimension, who has since merged with a human woman and developed angelic powers.

Finally, none of this includes heroes who can battle on the level of metahumans through the development of skills or other human potential, such as martial arts or even magic, the latter of which can create true super heroes as well. Captain Marvel is not a wizard, but with one magic



Department of Extranormal Operations

SPECIAL REPORT: MAGIC

Magic Manipulation does not appear in this book. Because of its complexity and versatility, it deserves its own book—the *Magic Handbook*. However, a number of super heroes who do not wield the full power of magic are still empowered by it in some way. In these cases, "magic" simply becomes the source of the power. A power that comes from magic gains no special benefits or penalties...most of the time. There are exceptions, however. Some characters have special vulnerabilities to magic, including Earth's Greatest Hero, Superman, while others might be particularly resistant to it. Technological devices designed to dampen a hero's powers might prove less useful, while a spell that would do the same might be especially effective. This is solely at the Narrator's discretion, which means you can never really tell how important your hero's magical nature might be.

After all, magic is never certain in the DC Universe.

word, he becomes the World's Mightiest Mortal. (The *Magic Handbook* covers heroes of this nature.)

All of this ultimately means one thing: in the DC Universe, anything is possible.

POWERS AFTER HERO CREATION

IMPROVING POWERS

To increase the die code of a power, the hero must spend Character Points and have experience in using the power, either by training with the power or using the power during adventures. For most super heroes, this won't be a problem. Note that Narrators may veto a character's desire to increase his power level on the basis that he doesn't have enough training or experience to warrant growth, even if he has enough Character Points.

Character Point Cost

The cost of improving an existing full power by 1D is two times the base cost of the power in Character Points plus the current die code of the power. For example, a character wants to increase his Shapechanging from 5D to 6D. The Character Point cost to do this is 25 (2 x base cost of 10 + current die code of 5).

The cost of improving an existing specialization by 1D, whether independent or ultra specialization, is four times the base cost of the specialization plus the total die code of the specialization. For example, a hero would like to have her Speed Manipulation (superactions) go from 7D to 8D. The Character Point cost of this is 39 (4 x base cost of 8 + current die code of 7).

The cost of improving an existing power talent specialization by 1D is three times the base cost of the specialization plus the total die code of the specialization.



DEPARTMENT OF EXTRANORMAL OPERATIONS



Heroes who have full powers and specializations of those powers need to improve the die codes separately. For example, Andrew's hero, if you remember, has full ESP (at 2D) with a power talent in weakness detection (at a total talent die code of 10D). He could raise his full ESP to 3D at a cost of 18 Character Points or his weakness detection to 11D for a cost of 16 Character Points (3 x base cost of 2 + current die code of 10). Raising a power talent does not increase the full power, but raising the full power does increase the power talent.

A power or any of its specializations may be increased by only 1D per adventure. A power and its specializations may not all be improved at the same time.

Training

To advance powers, heroes must either spend time training or have used their powers in a recent scenario. A hero's powers can't get better without practice of some kind. Only by putting in time and effort may the hero put forth Character Points and see improvement.

Heroes don't usually have to spend a lot of time in formal training. Any Rogues Gallery worth its wanted posters is going to be able to give a hero plenty of opportunities to use his powers.

However, practical experience may not be enough. The hero has trouble controlling her powers and requires extra direction. Or, the hero can't use her powers enough to justify a growth in power. In such cases, the Narrator may require the hero to train under the guidance of a teacher before allowing the player to increase a power's die code.

Heroes who need to train and can't or won't find a teacher must spend an hour in training for each Character Point required to increase the die code of the power. If a hero can locate a teacher, who must also have the power and either *know-how* (teaching) or a higher *know-how* (managing skill) than the student, then the training time is halved. While the teacher is not required to have as high a die code in the power as a student, he can't teach a hero in the use of an aspect, stunt, or trick that he doesn't possess.

GAINING POWERS

Heroes sometimes develop new powers during their careers. This is not a common occurrence, but it does happen, usually because of some major change in their lives. Such developments can follow deep insights into the powers the character has, which usually means that the new power is attached to one of the original powers through the Linked Powers Limitation. Or, they can spring from some strange event that took place during an adventure. While the sort of accidents that create metahumans are extremely rare for the average person, super heroes are not average, and they run into potentially transforming events on a regular basis. Also, super heroes are constantly coming across unusual artifacts created by science, magic, or stranger forces.

The Character Point cost of a new power (full power, independent specialization, or ultra specialization) equals:

$$(\text{base cost} + \text{Enhancement total cost} - \text{Limitation total cost}) \times 10$$

The base cost equals the full power's base cost or the specialization base cost.

The Character Point cost of a new power talent equals the power's specialization base cost times five. New Enhancements and Limitations may not be included with power talents.

In addition to paying the Character Point cost, the player must also have a plausible explanation for the development of the new power.

Example: Maxie wants her hero to have Longevity (with a base cost of 5). She decides to make two modifications—an Additional Effect of being able to alter her apparent age from teenage to middle aged, which the Narrator decides is worth +2D, and a Side Effect that the hero emits an aura visible to other long-lived characters. The Narrator, who is planning on introducing Vandal Savage as a villain, smiles enigmatically and allows this as a -1D Side Effect. The final cost to purchase the power at 1D is: 5 for the base cost of the power plus 2 for the Enhancement minus 1 for the Limitation, which equals 6. The total is multiplied by 10 to get the final Character Point cost of 60 for the new power. The player decides that her hero's encounter with the magical talisman that Kobra had been after in the last adventure is what caused her aging to slow. The Narrator smiles again...

Mental Note: When the Narrator smiles, it's already too late.



MEMO



Subject: Losing Powers

Agent: Operative 4182

Excerpt from Field Report

Subject Dinah Lance has been monitored for some time. Despite the loss of Dr. Charles' data (and good riddance), it is safe to say that she is not concealing her "Canary Cry" and that she has in fact lost that ability permanently.

Though Ms. Lance's condition is hardly something that the department should be pleased with, there is a positive aspect to this particular misfortune. She is living proof that the powers of metahumans can be removed permanently and that the subject can continue to live a full and useful life. As you know, she has joined the legendary Justice Society of America in its current incarnation, using her skill as a martial artist to supplement their power.

The ramifications of this should be obvious. With further research, it may be possible to remove permanently the powers of metahuman criminals, or those who have suffered from the possession of such powers, without otherwise harming the subject. Obviously, this is a subject that needs to be carefully handled, due to both the potential abuses of human rights and the danger of such knowledge falling into the hands of madmen like Vandal Savage or Dr. Sivana.

In addition, I'd like to request that a team be assigned to studying Ms. Lance's condition, in the hopes of reversing it. Though as a founding member of the Justice League of America she is the most high-profile hero to have lost a metahuman ability permanently, she isn't the only victim of such an accident.



LOSING POWERS

Powers are usually reliable, aside from the occasional power thief. But heroes can have their powers weakened and occasionally even lose them entirely. As noted in the *Narrator's Book*, a hero can receive two times the initial cost of a power in Character Points by sacrificing 1D in a power. If the player wants to remove completely a power from the hero, however, he can reduce the power to 1D, receiving Character Points for each 1D lost as above. By sacrificing the final 1D of the power, the hero receives seven times the initial cost of the power in Character Points. (Getting the power back requires the hero to spend Character Points for it as a new power.) Again, the player should have a valid explanation for why the hero is losing a power permanently.

The act of losing powers does not typically count as an action. Even so, some circumstances may justify a Moderate *willpower* roll or the hero's concentration for a full round to simulate the hero summoning her deep inner resources.

The player can combine losing powers with gaining powers to simulate an event that alters the hero's metahuman abilities completely. In this case, if the Narrator accepts the player's explanation, simply trade the hero's current powers for Character Points and spend them on the desired new powers.

GAINING & LOSING ENHANCEMENTS & LIMITATIONS

It is possible for a hero to gain or lose control over a power, beyond what increases in skill and power value allow. Unlike many Advantages and Disadvantages, power Enhancements and Limitations are fundamental to a power's manifestation in a character or wonder. Enhancements and Limitations must be purchased or overcome with Character Points, representing the hero's greater understanding of the power. Also, the Narrator may not allow some Limitations to be bought off without an excellent plot-related explanation, especially if the Limitation is physical in nature. ("No, you can't buy off the Removable Limitation on Starman's staff.") Unless the Enhancement or Limitation relates to the hero's understanding of the power, such as Uncontrollable or Mastery, a reasonable explanation of how the power has changed is also required.

Gaining a new Enhancement costs eight times the die code of the Enhancement in Character Points. Although most Enhancements have several possible die codes that can be purchased in stages, common sense should apply. A power may obtain new levels for the same Enhancement, but the nature of previously added Enhancements cannot be altered, unless the Enhancements are removed.

Example: Some Additional Effects must be purchased at the full cost of each desired effect. A player could not, for example, buy the +1D Additional Effect of energy sustenance for Energy Absorption for 8 Character Points, and then later spend 16 Character Points to increase it to the +3D Additional Effect of attack reflection. However, a char-

Power Cost Synopsis

At Hero Creation

- ✓ First die in full power (1D) = base cost
 - ✓ Subsequent dice in full power = 1 die from Dice Pool for +1D
 - ✓ Power talent = 1 die from Dice Pool for +1D in specialization
 - ✓ First die in independent specialization (1D) = specialization base cost
 - ✓ Subsequent dice in independent specialization = 1 die from Dice Pool for +1D
 - ✓ First die in ultra specialization (1D) = specialization base cost
 - ✓ Subsequent dice in ultra specialization = 1 die from Dice Pool for +1D
 - ✓ Enhancement: add value to cost of power (full power or independent or ultra specialization)
 - ✓ Modified cost: base cost + additional dice + power talent dice + Enhancements
 - ✓ Limitation: subtract value from modified cost
 - ✓ Final cost: modified cost - Limitations
- Final cost cannot be less than one-quarter of the modified cost (rounded up) or 1D, whichever is higher.

After Hero Creation

- ✓ New power (1D) = (base cost + Enhancements - Limitations) x 10
- This formula applies for new full powers, independent specializations, or ultra specializations.*
- ✓ New power talent (+1D) = specialization base cost x 5
- ✓ Improve existing power (by 1D) = (2 x full power base cost) + current die code
- ✓ Improve existing independent or ultra specialization (by 1D) = (4 x specialization base cost) + current die code
- ✓ Improve existing power talent (by +1D) = (3 x specialization base cost) + current total die code
- ✓ Sacrificing existing power (any type): 2 x final cost per 1D lost, down to 1D
- ✓ Sacrificing last 1D in existing power (any type): 7 x final cost

acter with the +1D Additional Effect of stickiness on the Bind power could purchase additional levels of the Enhancement, up to the maximum of +3D.

Eliminating a Limitation costs 10 times the die code of the Limitation in Character Points. As with Enhancements, it is possible to buy off a Limitation in stages, if the stages are related. The Ineffective Limitation probably couldn't be bought down one level at a time, but Rechargeable could be, if the Narrator allowed. The Linked Limitation cannot be bought off under normal circumstances—a Linked power represents a way of purchasing an unusual "aspect" of another power and is thus inextricably tied to the governing power.

A hero can also remove an Enhancement or acquire a Limitation after character creation. A hero who removes an Enhancement from a power receives four times the die code of the Enhancement in Character Points. The hero can't rely on the Enhancement until the player buys it again. A hero who takes a Limitation for a power after character creation gains five times the die code of the Limitation in Character Points. Since it is unlikely (though not impossible) that a hero would do this deliberately, the player must come up with a reasonable explanation for how the power has become less useful.

SPECIAL CONSIDERATIONS

POWERS IN EQUIPMENT

Equipment with superpowers, classified as “wonders” in the expanded equipment rules (which can be found in the *Metropolis Sourcebook*), can do all the things a metahuman can, but not always in the same way. When wonders handle a power in a different manner from the way that metahumans do, the differences are described at the end of the power’s description or included as a separate power.

Powers purchased in wonders should have the Removable Limitation, along with any other Limitations appropriate to the wonder. Employ the rules found in Chapter 13 of the *DC Universe Roleplaying Game* rulebook and Chapter 5 of the *Metropolis Sourcebook* to design the wonder. If the hero created the wonder, then the player should purchase appropriate equipment creation skills for the hero at 8D each (or higher, if the hero is eligible). Among the skills a wonder-inventing hero might need are *science*, *engineering*, and of course *invent*. Maintenance of a wonder that is likely to take damage will require the *repair* skill.

Please note that the Special Equipment Advantage (which appears in the *Narrator’s Book*) may apply to wonders at the Narrator’s discretion only. For a more accurate representation of the wonder’s cost, use its characteristics, as described in the *Metropolis Sourcebook*.

Wonders, Limitations, & Enhancements

A hero can have a wonder that compensates for a power’s Limitations or provides Enhancements, without the wonder having powers of its own. In this case, the combined value of the wonder’s Enhancements and Limitation compensations is treated as a power for purposes of taking Limitations for the wonder. That is, the value of the wonder can’t be reduced below one-quarter of its modified cost (before Limitations are applied), or 1D, whichever is higher. No such compensatory device can have a Removable Limitation of +3D—the advantages afforded by the wonder are too specific to the hero to be usable by many others.

Example: A Superboy from a few timelines across Hypertime has X-ray Vision with the Duration Change: Permanent. The Professor Hamilton of his world comes up with a high-tech domino mask that compensates for the Duration Change (+2D) and gives Superboy Mastery of the power (+6D). The domino mask has the Removable Limitation at -2D and the Ineffectiveness Limitation at -2D, making the power useless against lead. (It’s traditional.) The final cost of the wonder is 4D. Unless Professor Hamilton adds more Enhancements, or a separate power, to the wonder, adding Limitations can’t reduce this version’s cost by more than 2D.

If the domino mask only compensated for the Duration Change Limitation, and didn’t provide Mastery, the cost of the wonder could be reduced only to 1D.

POWERS IN ANDROIDS

Most powers function identically in androids to the way they do in organic heroes, though their exact manifestations may differ. However, certain types of androids may not take some powers. Androids that don’t have human emotions are incapable of possessing Mental powers, but they are also immune to Mental powers that do not have a physical component (such as Empathy, Illusion, Mental Blast, Mind Control, and Telepathy). Androids that do possess human emotions, however, can be affected by Mental powers and may also have them. Note that there is nothing preventing an android from having or using wonders with Mental powers.

Androids are also immune to the Organic Manipulation power, but characters with the Matter Manipulation power physically affect them in an equivalent manner. They can also have both their bodies and their programming altered by the Mechanical Manipulation power. The Power Shield power protects androids from these powers in a manner identical to the way it protects metahumans from the Organic Manipulation power. See Chapter 16 of the *JLA Sourcebook* for complete details on creating android characters.



Department of Extranormal Operations

SPECIAL REPORT: EXISTING CHARACTERS

The *Directive on Superpowers* better defines powers, Limitations, and Enhancements than did the rulebook, the *Metropolis Sourcebook*, or the *JLA Sourcebook*. Most often, this means more example applications. In some cases, the cost has changed or certain features have been eliminated or redefined. Characters created with other supplements whose powers have been redefined may take the eliminated or previous version of the feature as a Mastery or Additional Effect Enhancement. Circumstances dictate which Enhancement the power receives; sometimes the power’s description will offer tips. There is no cost for the Enhancements received because of changes.

If the base cost of the power went up or down, the character does not get the difference back, nor does the player need to pay it.

Heroes and villains of the DC Universe who already have published stats use their powers as they appear in the comic books. While the descriptions offer a broad view of each power, individual characters might not be aware of every possible way to apply the power.



**ENHANCEMENTS
&
LIMITATIONS**

DECLASSIFIED



GENERAL INFORMATION

This section covers over 40 distinct Limitations and Enhancements for powers. Each entry has a general definition and often an example or two. The definitions and examples hardly touch all of the permutations possible for any one Limitation or Enhancement. If you can't find exactly what you seek, pick the closest one and use it to determine the value for your version. Then, on the hero sheet or with the character description, write the game name of the Limitation or Enhancement, its value, and your definition of it. Naturally, players should be certain to clear all customizations with their Narrators, so that the Narrator has the chance to decide if it's appropriate for the campaign she has in mind.

The descriptions of the Limitations and Enhancements are nonspecific, allowing players and Narrators to adapt them more easily to their character concepts. Moreover, not all Limitations or Enhancements are suitable for all powers. After picking a Limitation or Enhancement, the player must also determine its effects on the power, with the Narrator approving (or modifying) the player's decisions.

The number following the Limitation or Enhancement name represents the maximum amount of dice added or subtracted from the base cost of one power. Limitations and Enhancements with multiple values indicate that they have multiple levels. Each number signifies the maximum amount of dice for each level of the Enhancement or Limitation.

Enhancements and Limitations can be added more than once. The values may be the same or they may be different, but each variation of the same Limitation or Enhancement must describe a different manifestation of that Limitation or Enhancement.

One power may have several Limitations and Enhancements, but the final cost for the full power or independent or ultra specialization may never be lowered below one-fourth of its modified cost (rounded up) or 1D, whichever is higher.

Similarly, one Limitation may restrict several powers. In this case, the cost of the Limitation is subtracted from the modified cost of each power it affects. The Vulnerability Limitation always affects all of the hero's powers, while the Singularity Limitation affects two or more powers.

Although power Limitations subtract from and Enhancements add to the base cost of a power or specialization, they do not affect the amount it costs to increase the power. That remains at 1D for 1D at hero creation. After hero creation, use the guidelines set forth at the end of Section 1.

You can find more information in Section 1 about adding Limitations and Enhancements to powers during and after character creation.

The Narrator may devise additional Limitations and Enhancements as the need arises. New heroes appear in the DC Universe on a regular basis, often with powers that work for them in peculiar ways.



LIMITATIONS

A Limitation is an alteration to the way a power works that is detrimental to the hero. If a listed (or proposed) Limitation does not adversely affect the hero's power, then the player can't use it to reduce the starting cost of the power, or gain any Character Points for it after character creation. The Narrator is the final arbiter of whether or not a power alteration is detrimental to the hero.

Limitations don't add to the difficulty of skill rolls unless the Limitation description specifies otherwise, such as with the Challenged Limitation. Limitations added to a power are cumulative.

ENHANCEMENTS

An Enhancement is an alteration to the way a power works that is beneficial to the hero. If a listed (or proposed) Enhancement does not provide a benefit to the hero's power, then the player doesn't have to pay dice or Character Points for it. The Narrator is the final arbiter of whether or not a power alteration provides a benefit to the hero. Enhancements added to a power are cumulative.

CHAPTER 1

ENHANCEMENTS

LIST

Additional Effect (+1D to +3D)*
 Chain Effect (+3D or more)*
 Continuous (+2D, +3D)*
 Deflection (+2D, +3D; see also description)*
 Delay (+4D)*
 Duration Change: Semipermanent (+10D)*
 Expanded Effect (+3D)*
 Extended Range (+3D; see also description)
 Extended Time Span (+3D)
 Linked Invulnerability (+2D)
 Mastery (+6D)
 Multiple Targets (+2D)*
 Quicker (see description)*
 Self-Invulnerability (+3D)

Wonder-Specific Enhancements

Imbue (+5D, +7D)*
 Remote (+4D)*
 User-Invulnerability (+3D)*

**Designates a new Enhancement; this Enhancement may have appeared in the Metropolis Sourcebook.*

DESCRIPTIONS

ADDITIONAL EFFECT

Value: +1D to +3D or more

Additional Effect makes the power capable of producing a minor, useful side effect. The more useful the side effect, the greater the cost. At +1D, the effect is typically slight. It could be a skill bonus, the removal of a skill penalty in certain circumstances, or a simple bonus effect, such as a Bind attack that's sticky. At +2D, the effect becomes more valu-

able, like an Elasticity power that also allows the hero to absorb blows or automatically generating a stunning beam. At +3D, the bonus effect becomes genuinely useful. It could be the ability to reflect an attack off a reasonably common surface for "angled" shots, elementals that have a slight capacity for decision-making, or the ability to shape a Forcefield into useful configuration like bridges or ramps. More elaborate Additional Effects have a higher cost. Alternatively, the hero may gain a temporary Advantage equal to the value of the Enhancement while the power is in use.

This Enhancement can provide any number of abilities, the specifics of which must be determined for each power. There are plenty of examples provided in the Powers section. However, Additional Effect should only provide bonuses that are natural extensions of a power. In some cases, the Linked Powers Limitation might be more appropriate. If a question arises about whether something is an Additional Effect or not, the Narrator has the final decision.

CHAIN EFFECT

Value: +3D or more

A character who touches a target affected by the power is now also affected in the same way. This might be by grasping a hand, stroking an arm, being pushed into the target, or a similar action. Unless the hero also has Self-Invulnerability, a character with the Chain Effect Enhancement may be affected by her own power.

For an extra +1D, the Enhancement acts on one more character. Each additional level of this Enhancement may be consecutive, concurrent, or both; the player decides at character creation. The player may have both consecutive and concurrent versions attached to the same power.

With the consecutive version, to be affected by the power, one character touches someone who was already affected. The next character must touch that character, and so on.



With the concurrent version, to be affected by the power, two or more characters touch another character that has been affected by the power. With the consecutive and concurrent version, the additional character is consecutive in regards to one level of characters but concurrent in regards to another.

The first victim to touch the primary target of the power is always of the consecutive type. He might also be concurrent with one or more potential victims. Or one or more potential victims might be consecutive with the first victim. Or both!

The first character(s) in the chain must touch the primary target within two rounds. Subsequent character(s) must touch the first character(s) within two rounds, and so on. For each additional +1D, the time may be expanded by one round. At large values of this Enhancement or with the inclusion of other Enhancements, such as Extended Time Span, the S Narrator may include a larger time frame (such as minutes or hours).

Example: A player decides to give her hero Chain Effect at +6D for Microwave Projection. The first level must be consecutive to the primary target. The player may then choose how to distribute the other levels. The player decides that one additional level of the Enhancement will only be consecutive to the first. She then chooses to have the last two additional levels be consecutive and concurrent. When the hero attacks a target, the first character to touch the target within two rounds will get zapped for the full Damage Total. Within two more rounds after that has happened, one character who touches the first victim of the chain will be struck by energy equal to the full Damage Total. Within in two rounds after that, up to two more characters who touch the second victim in the chain will be struck by the blast.

CONTINUOUS

Value: +2D, +4D

A power with a duration other than Permanent continues to function if the character is distracted, knocked unconscious, or otherwise unable to control an active power.

Adding this Enhancement to a power with a duration of Activated or Semipermanent gives the Enhancement a value of +2D. The power remains active for a number of rounds equal to the power's die code after the hero loses consciousness. However, if power was shut off before the hero was knocked out, the power's effects do not remain.

When this Enhancement is added to a power with a duration of Concentration, it has a value of +4D. The effect of the power lasts a number of rounds equal to the power's die code after the hero stops concentrating.

This Enhancement can't be taken with the Focused Limitation.

DEFLECTION

Value: +2D, +3D; see also description

This Enhancement allows a power that provides protection to reflect attacks made on the hero. At +2D, the attack

is reflected in a random direction, doing the full amount of damage absorbed by the protecting power. The Narrator chooses a direction. At +3D, the attack is reflected back at the target, with 3 points of the redirected damage. For each additional +1D, the hero may reflect another 3 points of damage, up to three times the die code in the power or the full amount of damage absorbed by the protecting power, whichever is smaller. After hero creation, the character may purchase additional damage levels of the +3D version for 10 Character Points per level. Additional levels of the +2D version may not be purchased.

Any damage from the attack that's not deflected is taken by the hero (if the protecting power did not absorb it) or is dissipated harmlessly.

Deflected attacks are composed of the same energy as the original attack. For blows with melee weapons, including fists and other such blunt items, the attack is composed of kinetic energy. The deflected attack also has the same range as the original attack. For hand-to-hand combat, the range is a maximum of three feet.

If the power also has the Delay Enhancement, the hero can wait, picking the target and sending the damage back at a later time. Unless the hero also has general Mastery Enhancement, he must announce when he will be using the "stored" energy as soon as he is successfully attacked. Each redirected attack counts as an action, and the hero uses *marksmanship* to aim the attack. The +2D level of this Enhancement does not allow this feature.

DELAY

Value: +4D

The hero can decide when a successfully applied power takes effect. The hero generally must decide how long the manifestation applied to the target will be delayed **before** the attempt is made. If she also has the general Mastery Enhancement, she can choose to activate the effect at any time without announcing it before hand.

Whenever the effect actually occurs, the hero makes the roll to determine the success of the attempt immediately. This counts as an action, though the actual activation of the effect does not.

A successful application of the Dampening power can remove an effect that has been implanted in a target. The power "surgeon" makes a *know-how* (*Dampening*) roll with a difficulty equal to the number of successes rolled by the hero when applying the delayed power.



DURATION CHANGE:

SEMIPERMANENT

Value: +10D

The duration of the power becomes Semipermanent. Activating the power no longer requires an action, but any skill rolls related to the power require the hero to use actions as usual, unless the power description says otherwise. Powers that can't take the Duration Change Limitation **can** take this Enhancement, but this is potentially unbalancing. The player must devise a suitable reason for the change in duration and then get the Narrator's approval before taking this Enhancement for any power.

EXPANDED EFFECT

Value: +3D

The hero's power has a greater influence than normal. How the influence expands depends on the power. For powers that can affect so many traits per die code, Expanded Effect allows an additional number equal to one-half the die code in the power (rounded up). For powers with a blast radius, each level of Expanded Effect doubles the blast radius. For powers with areas of effect (such as Manipulation powers), the effect region increases by 10 percent per die code in the power.

Example: An Earth Manipulation power with a die code of 8D and +3D of Expanded Effect would be able to affect 14,400 cubic feet, while a Magnetic Manipulation power with a die code of 12D and +6D of Expanded Effect could affect 408,000 cubic feet.

If the power normally does not have an area of effect, then the power gains one equal to a two-foot radius around the target. Additional Expanded Effect levels can further increase this in the same way as other powers with areas of effect. Alternatively, for manifestations that resemble explosions, the power's application loses 3D in effectiveness for each foot from the target.

This Enhancement can also allow a character to make an attack over a wider zone. Against a single target, for every 3 points he reduces the Damage Total by, he can add one automatic success to the attack roll. Against multiple targets, the character reduces the Damage Total by 3 for each target beyond the first. However, he takes no multi-action penalty, though he gains no automatic successes and he still rolls for each attack. Note that all targets must be within the power's effect region. See the "Area of Effect" section in the Manipulation powers for some alternate suggestions for handling high-value powers acting on multiple targets in an area.

Narrators and players should tailor these guidelines to their own ideas of how to expand a specific power's influence. The Narrator should consider carefully how the player wishes to expand the power. It must fit with the character concept. This Enhancement is not recommended for the Speed Manipulation power.

EXTENDED RANGE

Value: +3D; see also description

The factor used to determine the range of the hero's power is increased. Every +3D allows the player to add one-half of the die code in the power (rounded up) when determining the range. Thus, to increase the range factor by half the die code is +3D, by the die code is +6D, by 1.5 times the die code is +9D, and so on. If the power has no range, then, through a +6D Extended Range Enhancement, the power gains a range of normal. In most cases, it also requires the hero to make a successful *marksmanship* roll to "hit" the target with the power.

This Enhancement may be taken with Limited Range (three feet or greater) to reflect a character that can use the power at incredible distances but not up close. Extended Range may not be taken with any other form of Limited Range.

MEMO

Subject: Extended Range

Excerpt from *The Life Story of the Flash* by Iris Allen: "Barry's vibrational powers were crucial to the Anti-Monitor's scheme; by tapping them, he was allowed free access through all time and space."

Likewise, combining Mastery (extended range) and this Enhancement, the power's base range unit can be altered, with each change costing +1D in Extended Range. Thus, the base range unit could be altered from feet to yards, from yards to quarter miles, from quarter miles to miles, from miles to anywhere on a planet. Note that Mastery (extended range) does not give any other benefit than changing the power's base range unit.

The Narrator is encouraged to apply extreme difficulty modifiers in the case of attacks on off-world targets. Even if an attack power can reach another galaxy, for instance, unless the character has a sense with the same range or greater, the hero may not target anything specific in the galaxy. Furthermore, unless the attack can move faster than light [such as with Dimension Travel (hyper-space)], the attack will not reach the targeted galaxy for several million years. On top of that, the character will have to make a *Legendary science (physics)* roll to account for all the variables!

EXTENDED TIME SPAN

Value: +3D

The effects of some powers are not permanent. This Enhancement allows the hero to extend the length of time of the effect after the hero stops using the power or is rendered unconscious. Every +3D doubles the base length of time provided by the power. If an effect does not normally



exist for more than an action, then the first +3D of Extended Time Span gives the effect a duration of two rounds. In the case of attack powers, the attack strikes the target again for each round that the time span has been extended. The target must be able to neutralize the effect in some manner. The player and the Narrator determine this during character creation if the power description doesn't already provide such a method.

Example: A hero has Energy Projection: Fire with the +3D Extended Time Span Enhancement. When the hero attack with the power, the essentially sticks to the target, continuing to do damage each round until the interval ends (which, in this case, is two rounds). The target can dive into water, enter a vacuum, or smother the fire, ending the effect earlier.

LINKED INVULNERABILITY

Value: +2D

Two or more heroes are invulnerable to each other's power, although not to their own powers. Others who have similar powers can also hurt them. The cost adds to each hero's power separately.

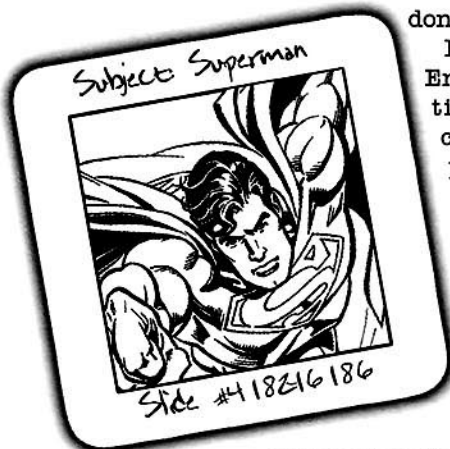
Example: Michee's hero has Microwave Projection, and Matt's hero has Light Manipulation. They want their heroes to be invulnerable to each other's power, so they both add +2D to their respective power's base cost.

Unless the Narrator wants a hero to be invulnerable to a power possessed by a Narrator's character, only players who agree to purchase Linked Invulnerability at the same time may take this Enhancement. The players don't have to come up with an explanation for why their powers don't

affect each other, but if they don't, the Narrator will.

If the hero takes this Enhancement multiple times for another character's multiple powers, he spreads the dice for this Enhancement evenly among his own powers. If the hero takes a single instance of Linked Invulnerability but he has more than one power,

he associates the Enhancement value with the power having the highest cost.



MASTERY

Value: +6D

The hero has an innate control over the power and its different aspects. This control manifests itself in a couple of general ways, with a nearly infinite variety of specific manifestations under each of those.

1. General Mastery: Whenever a Difficult or lower know-how roll with the appropriate specialization is called for, the hero with this version of Mastery automatically succeeds without making a roll. For other rolls, the hero receives a +4 automatic success bonus. Additionally, the Enhancement allows the hero to lower the amount of damage done with a damage-causing power (such as Microwave Projection) without incurring a modifier to the difficulty. For instance, a hero with the Fire Manipulation power at 13D could retract his sheath of fire enough to be able to pick up an object without doing damage to it. This version cannot be taken with the Uncontrollable Limitation.

2. Specific Form of Mastery: This version of Mastery removes one inherent limitation on a power or broadens the scope of the power. For instance, Healing costs Character Points, but Lobo's regenerative abilities heal him constantly, apparently without effort. Thus, he has a specific form of Mastery over his Healing power. The Narrator may allow the Uncontrollable Limitation to be included in the same power as this version, depending on the nature of the specific form of Mastery.

The Narrator may allow Mastery to be purchased more than once for a power, but the Narrator is the final arbiter of what Mastery can and can't do.

Specific uses for Mastery can be found under various powers. Consider these as examples and inspirations for your own applications of Mastery.



Subject: Mastery

Excerpt from *The Life Story of the Flash* by Iris Allen: "[The Flash] could saw through solid objects like a straw hurricaned through an oak tree...or ghost through them by vibrating his molecules at unique hyperfrequencies."

MULTIPLE TARGETS

Value: +2D or more; see also description

The hero can use a power more than once a round without incurring a multi-action penalty. The player may purchase this Enhancement at +2D for each extra action that the hero may take, up to the die code of the power. This adds to any other bonus actions provided by a skill or power; it does not multiply it. A hero with 6D in Speed Manipulation (which gives the hero 12 actions per round) and Multiple Targets at +10D in another Manipulation power can take up to 17 actions with that power without penalty, not 60 actions!

The hero may devote an action to waiting, as long as he uses the enhanced power at least once that round. (The wait option is explained on page 104 of the *DC Universe Roleplaying Game* rulebook). Likewise, the hero may take more actions than allowed with the Multiple Targets Enhancement. However, all actions will be at -1D to the roll for each additional action beyond that given by the Enhancement.



In conjunction with a Manipulation power's area of effect, this Enhancement adds one automatic success to the multi-target action roll for each level in the Enhancement. This is instead of receiving multiple actions. (See the "Area of Effect" section in the Manipulation powers for details about acting on several targets.)

The hero must decide before taking any action in a round which way he wants to use this Enhancement.

QUICKER

Value: See description

The hero can call up the power faster than most others can. This Enhancement could occur one of three ways, though not all versions are appropriate for all powers. (1) The hero gains a +1 bonus to initiative for each +2D of Quicker Enhancement purchased for that power only. (2) If a power normally takes more than one round to activate, this Enhancement can reduce the time required, with each +2D taken speeding up the power by one round. (3) Powers that require the hero to affect a target over a length of time, such as Density Manipulation and Size Manipulation, can also work more quickly. The rate at which the target is affected doubles for every +3D of the Quicker Enhancement purchased.

No version of this Enhancement can be taken with the Slow Limitation. Each version of Quicker must be purchased separately.

SELF-INVULNERABILITY

Value: +3D

The hero is immune to the effects of her own power. She cannot hurt herself with it, nor will it hurt her if it is reflected back at her. Others who have similar powers can, however, hurt her. This Enhancement is for one power only; to take it for more than one power adds the increase to each power's base cost.

WONDER-SPECIFIC ENHANCEMENTS

IMBUE



Value: +5D, +7D

This Enhancement is only taken with powers in wonders that normally the item gets (and the user does not). The hero gets powers with this Enhancement as long as the wonder is active. At +5D, the hero gains the power but the wonder does not. At +7D, both the hero and the wonder get the power. Note that a suit of armor is not required to take this Enhancement to provide protection to the hero, though a belt that provides Natural Armor would. Also, the Invulnerability power must be purchased at its full value (not the wonder-specific version) for it to receive this Enhancement.

REMOTE

Value: +4D

The user can control the powers in the wonder at a distance, with a +2 to the difficulty of using the item.

 MEMO 
<p>Subject: Remote</p> <p>Interviewee: Jack Knight, current Starman</p> <p>Observer Notes: "You wanna know how I work the staff? Talk to my Dad."</p> <p>Notes: The complete interview on the engram-based control system of the Cosmic Staff.</p>

USER-INVULNERABILITY

Value: +3D

The user is immune to the effects of the wonder's power. As long as the user holds the item, its power cannot hurt him. Nor will the item's power hurt him if it's reflected back at him (though it could potentially damage the wonder under exceptionally lucky conditions). However, others with similar powers can damage the user and the wonder. For the wonder to be invulnerable to its own powers, it must also have the Self-Invulnerability Enhancement.



CHAPTER 2

LIMITATIONS

LIST

- Attrition (-1D to -9D)*
- Challenged (see description)*
- Concentration Skill (-1D, -3D)*
- Conditional (-1D to -3D)*
- Duration Change (-2D)
- Experience Drain (-10D)*
- Focused (-5D)*
- Ineffectiveness (-1D to -3D)
- Latent Power (final cost of power, +4D)*
- Limited Ability (-1D to -2D per aspect/feature; see also description)*
- Limited Range (-1D to -3D)
- Linked Powers (see description)
- Others-Only (-4D)
- Overload (-5D)*
- Rechargeable (-1D to -6D or more)
- Self-Damaging (see description)
- Self-Only (-2D)
- Short Circuit (-1D, -2D)
- Side Effect (-1D to -4D)
- Singularity (see description)
- Skill-Linked (see description)*
- Slow (-1D to -3D per round)*
- Specialist (-3D or more)*
- Super-Hero Form (-3D)
- Suppressed (-2D to -3D)*
- Uncontrollable (-2D, -3D)
- Vulnerability (-2D to -9D)
- Weakness (-2D to -8D)

Wonder-Specific Limitations

- Delayed Reward (-1D to -10D)*
- Removable (-1D to -3D)*
- Super-Hero Form (wonder variant) (-1D to -6D)*
- Upkeep (-1D to -10D)*
- User-Damaging (see description)*

*Designates a new Limitation; this Limitation may have appeared in the Metropolis Sourcebook.

DESCRIPTIONS

ATTRITION

Value: -1D to -9D

With the Attrition Limitation, the hero's power diminishes as it is used, and recovers as the hero rests. For every -1D of the Limitation acquired, up to -5D, the number of uses before the power value drops is reduced by 1. At -1D, the hero loses 1D of the power for every five uses; at -2D, the hero loses 1D of power after every four uses, and so on to -5D, at which point, the hero loses 1D in the power for

every use. The hero may include further levels of the Limitation, each -1D adding to the number of dice lost for each use of the power. At the maximum of -9D, the hero loses 5D in the power for each use.

The power loss occurs after the power is used for the applicable number of times. In the case of powers or aspects that are maintained over time, such as Forcefield and Manipulation constructs, each full round counts as one use of the power.

The power returns to the hero at a regular rate, defaulting to 1D of power per day. Lowering the value of the Limitation can reduce that time. Dropping the time rate to 1D every six hours reduces the Limitation by +1D, regaining 1D every hour reduces it by +2D, regaining 1D every 10 minutes reduces it by +3D, and regaining 1D every minute reduces it by +4D. (The minimum value of the Limitation is -1D.) The hero cannot recover the power while it is in use.

Example: A player purchases Energy Projection with this Limitation. The hero loses 1D in the power after every two uses, which is worth -4D, but the power regains 1D every hour, reducing the Limitation to -2D.

CHALLENGED

Value: See description

The power is more difficult to use. The Challenged Limitation is worth -1D for every +1 added to all difficulties related to using the power.

CONCENTRATION SKILL

Value: -1D, -3D

The hero uses two different skills to wield a power with this Limitation—one to activate the power, and one to maintain it. If the hero is not subject to a multi-action penalty while using the power for any reason, including but not limited to Speed Manipulation power and the Activated or Semipermanent duration, the Limitation is worth -1D. If the hero is subject to a multi-action penalty, such as with the Concentration duration, then the Limitation is worth -3D.

Example: Kyle Rayner, Green Lantern, uses *know-how* (ring creations) or *artist* to manifest ring creations. He uses *willpower* to keep the creations activated.

CONDITIONAL

Value: -1D to -3D

The power only works under a certain condition. This condition can be nearly anything, from an action the hero must make, to the presence of a certain substance, to the existence of a certain situation. Most importantly, it must



Department of Extranormal Operations

SPECIAL REPORT: COMMON & RARE CONDITIONS IN THE DC UNIVERSE

The DC Universe is home to many strange and wondrous materials. Some are more common than others, and the prevalence of a substance or force can be relative. Here are a few guidelines for determining how common a substance is in the DC Universe.

The relative commonness of forces and substances is sometimes dependent on how great of a concentration is required. Sound, for example, is common everywhere, unless most of the heroes' adventures occur in a vacuum. However, constant background noise, like that found in cities, hardly ever happens in rural places. Extremely loud noises, such as those created by amplified speakers, sonic booms, and characters with Sonic Manipulation, are scarce unless traveling with a character with a sonic power. Likewise, items and characters that actually wield magic are quite rare, as are places of great magical power. However, the mere presence of magical energy is another matter entirely, and the existence of background magic should be considered rare in some locations and common in others. (Note that, though a power may be Conditional on the presence of magic, this does not make the power magical or magic-based.)

Some common substances and conditions include the elements of air, water, and earth; touching the ground; the ability to speak or to gesture; manmade or naturally occurring objects (each considered as a group); light; and gravity.

Substances and conditions that can be considered common in some areas and rare in others, or of moderate complexity, include electricity, fresh water, lead, glass, fire, a single color, sunlight, wood, brief rituals (speaking and gesturing for no more than a round), advanced native technology, and comic books.

Some rare substances and conditions in the DC Universe include kryptonite and promethium, secret rituals from places like ancient Atlantis or Themyscira, advanced alien technology (such as that of Krypton or the New Gods), artificially created elements such as plutonium, and original copies of *Action Comics* #1.

None of these lists are meant to be exhaustive.

be reasonably possible for the hero to be deprived of the condition. (For example, the mere presence of the Source—which permeates all existence—can't be taken as a condition.) Also, the condition can't be something that is already necessary for the power to exist—characters with Water Manipulation are not allowed to gain the presence of water as a condition.

The commonness of the condition determines level of the Limitation. A condition that can be found nearly everywhere (such as touching the ground) or is very easy to create (such as a simple gesture or word) is -1D. A condition that the hero can generally find but may be absent in large areas (such as fire) or is somewhat difficult to create (such as a ritual requiring a full round or a Difficult skill roll) is -2D. A condition that the hero would come across only once in a while (such as kryptonite), or requires several rounds of preparation or a Very Heroic skill roll after a full round of preparation, is -3D.

DURATION CHANGE

Value: -2D

The hero's power does not have the same duration as the one listed in the description. Instead, it has one of the other duration types, that is, Permanent, Activated, or Concentration. (See the preface to Section 3 for more details on these.) Some powers are restricted in the duration types they may have; this information is included in the power's description. No power may be changed to Semipermanent with this Limitation. See the Duration Change: Semipermanent Enhancement for this alteration.

If an attack power has the Duration Change: Permanent, then the character emits the attack constantly. The hero must either isolate himself from the world at large or have a wonder that eliminates the Limitation. (See the section on Limitation-countering wonders in Section 1.) Optionally, the hero may be able to prevent the emission by taking some action that effectively cripples the character.

Example: A hero who has the power Projectiles with the specialization of firing from his hands, and the Duration Change: Permanent Limitation might be able to stop the power by burying his hands in the ground. The hero is now immobilized, however, and can't use his hands.

Duration Change: Concentration plus the Conditional Limitation can represent a power that slowly becomes active over time due to some mental state or other factor. With this combination, the character generally does not receive a multi-action penalty for having the power on (as is typically the case for powers with the Concentration duration.) However, the power starts at 0D (or some other die code agreed upon by the Narrator and player). Once the condition is met, the power starts to become accessible. The hero gaining 1D for every round the condition exists, up to a maximum of the die code of the power or until the hero uses another action to stop the power. The power can't be used at all without the condition being present. Once the condition is no longer available, the power fades at 1D per round until it is gone again. The hero shouldn't be able to generate the condition willingly if this combination of Limitations is taken, unless the hero is actually required to concentrate (thus using one action per round just on maintaining the power).

Example: Behemoth becomes stronger as he gets more enthusiastic. As battle begins, his Superattributes: Physique increases by 1D. Each round that his excitement builds, his power (and thus his *Physique*) increases by 1D, up to his die code in the power. Once the battle ends (or if a vil-



MEMO



Subject: Duration Change

Excerpt from *Titans* file, updated records, report #2: "Anyway, I've got a whole new body now—this Omegadrome suit—and I've recommitted myself to the freak among freaks philosophy."

Notes: Remark from the Titan Cyborg, on his current (nanotech?) technological form



lain manages to fill Behemoth with angst instead of enthusiasm), the power drops by 1D per round until Behemoth's mood changes or the power reaches OD.

EXPERIENCE DRAIN

Value: -10D

A power with this Limitation requires an expenditure of the hero's very essence. The hero loses one Character Point each time she uses the power. Each round that a power is active counts as one use. This expenditure is in addition to any other usage costs dictated by the power.

FOCUSED

Value: -5D

The power requires all of the hero's concentration. If the hero tries to make any other action in a round where the power is active, the power automatically deactivates or fails. If the hero has other powers, all powers must also have the Singularity Limitation with regards to the power with the Focused Limitation. (See the Singularity Limitation for more information.)

Although the hero may only use the power in a round, she may rely on it any number of times, with all the applicable multi-action penalties. Should the hero be able to exercise several actions in the same round without penalty, he may only use those actions with the power. He may not use those other action slots for any other type of attempt.

Example: A hero with Telepathy limited by Focused could use the power to communicate with any number of minds (with the appropriate multi-action penalties). He could not, however, make deliberate noise, dodge (or even walk), attempt to solve a riddle, or use any other power. If the hero also had Speed Manipulation at 3D, the hero could make up to six Telepathy actions in one round without incurring a multi-action penalty. Even so, he still could not attempt any other action in that round without all Telepathy actions failing automatically.

For powers with the Activated duration, if the hero does not deactivate the power before doing anything else in the round, not only does the power shut off before the effect is generated, he also gets the multi-action penalty for that power's action.

INEFFECTIVENESS

Value: -1D to -3D

The hero's powers are ineffective against one thing, for example: the color yellow, magic, lead, or animate objects. The commonness of the material or condition against which the power is ineffective determines the level of the Limitation. A material that could be found nearly everywhere is -3D. A material that the hero can generally avoid but may find concentrated areas of is -2D. A material that the hero would come across only occasionally is -1D. The player chooses the material, but it cannot be so rare that the hero would never have the chance of running across it.



MEMO



Subject: Ineffectiveness

Excerpt from *Showcase* file, Millennium edition, report #22:
"Once you have the battery, you will have power over everything—except what is yellow!"

Notes: Remark by Abin Sur concerning the Green Lantern rings and power batteries.

LATENT POWER

Value: Final cost of power, +4D

The character has a power that she can't tap into at this time. The hero purchases this power as normal, including any desired Enhancements and Limitations. Furthermore, there is no restriction on how many dice can be included in the latent power. However, the player may not purchase the *know-how* skill or any other skill with a specialization in the power until the power shows up permanently. Since the hero doesn't realize she has the power, there's no way she can have any skill in it.

At character creation, the player receives the final cost of the power back as dice in the Dice Pool.

For a cost of four dice, the Narrator may allow the power to manifest itself, but only in times of crisis or stress and only as the Narrator sees fit. The power may not work quite as expected or at its full strength in these instances—or it could be out of control! The manifestation of the power only lasts for a few rounds at most.

To gain access to the "hidden" power, the hero pays off the Limitation, which will be 10 times the final cost (not counting the value of the Latent Power Limitation) of the dormant power. More importantly, once the hero has bought off the Limitation, she must experience a life-changing event. The Narrator chooses this; the player may not force it to happen.

LIMITED ABILITY

Value: -1D to -2D per aspect/feature; see also description

The hero's power is not capable of all the aspects or features normally available to it. The Narrator may decide that some ideas for specializations are too broad. She can instead require the character to attach the Limited Ability Limitation to the power (rather than a specialization), adjusting the value depending on the extent of the restrictions. The adjusted value should be no more than one-quarter of the base cost for the full power, rounded down.

Example: A player decides that he wants his character to have Earth Manipulation, but he only wants to affect silicon-based material. The Narrator decides that, since silicon is in just about everything, this would be a Limited Ability of -3D, rather than a specialization.

The inability to use an aspect the hero would have at the power's present die code is worth -2D. The inability to use



part of an aspect, or an aspect the hero will gain in the future, is worth -1D. In the latter case, the hero may not buy off the Limitation until he has been through at least one full adventure in which the aspect would have been available had this Limitation not been taken.

LIMITED RANGE

Value: -1D to -3D

The power does not have a typical range for projecting applications of the power. The severity of the Limitation determines its value: touch, -3D; Short range or less, -2D; Medium range or less or three feet (minimum Short range) or greater, -1D.

A power that diminishes over range also has this Limitation. If the power loses 1D of power for every five feet it travels from the hero, that is a Limitation of -2D. If the power loses 1D for every 10 feet it travels from the hero, that is a Limitation worth -1D.

Any power that is not already limited in range (such as those with a range of touch) may acquire this Limitation.



MEMO



Subject: Limited Range

Excerpt from Team Superman Secret Files, report #1: "Can Superboy really stop me by putting his finger in my gun, or is he some kind'a fool? Well, in all this excitement, I don't really know myself! But considering I have tactile telekinesis...and can move anything I touch, you gotta ask yourself one question...Do I feel stucky?"

Notes: Remark by Superboy.

LINKED POWERS

Value: See description

One power is closely related to another. Though the governing power—the power that one or more other powers are Linked to—costs full price (less any Limitation modifiers), the base cost (not the modified cost) of each secondary power is halved, rounded up.

A specialization of a power can exist as a secondary power. A player may Link any number of powers to one governing power.

The secondary power has its own die code; it does not automatically receive the same die code as the governing power. Furthermore, the secondary power's die code increases in the same way as a full power: 1D for 1D after the first die during hero creation, and 1D for the increase cost thereafter.

The secondary power automatically has the same duration as the governing power. All Limitations and Enhancements of the governing power affect its secondary powers, though they don't increase or further reduce the cost for the secondary power. Likewise, all of the secondary power's inherent restrictions apply, unless the Narrator determines they are not relevant to the Linked powers combination.

The *know-how* skill with a specialization in the governing power is used to control all secondary powers, except when another skill would clearly apply (such as *marks-manship* for ranged attacks). The Dampening power reduces all Linked powers by the same amount as the governing power. (See the Dampening power in the Physical powers chapter for further details.)

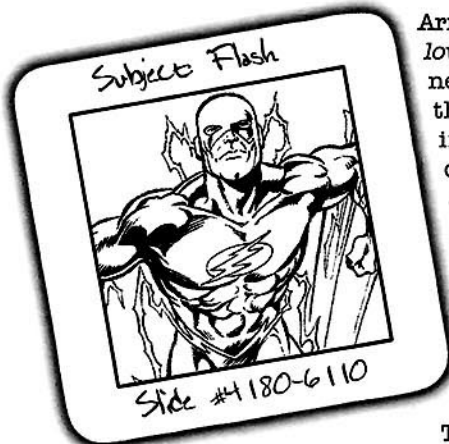
Every round that the governing power is used, the character may access each secondary power at a fraction of the governing power's die code. In most instances, distribute the die code in the governing power as equally as possible among the various secondary powers (if there is more than one). The fraction is cumulative, up to the die code in the secondary power. Thus, if the hero keeps applying or relying on the governing power—such as using the power multiple times in a single round or using the power on subsequent rounds—she continues to add dice to her secondary powers, up to their own die codes. If one or more of the secondary powers reach its max before the others have, then the remaining dice are distributed among the rest of the secondary powers. As soon as the character ceases to apply the governing power, the secondary powers disappear.

Example: J'onn J'onzz, the Martian Manhunter, has Shapechanging at 15D with Sustenance, Size Manipulation, and Matter Manipulation Linked to it. In the first round in which J'onn uses Shapechanging, he can access up to 5D in each of his secondary powers. Because Sustenance has 1D, J'onn may only use it at that level. Since Size Manipulation and Matter Manipulation both have 5D, J'onn has the entire die codes for those powers available in the first round.

The exception to this rule is a power designated as another power's source. Where the secondary power is the governing power's source, the die code of the secondary power specifies the Base Damage Value and/or the amount of energy or material the governing power can affect. However, the governing power's die code dictates all of its other characteristics, such as range or aspects.

Example: A hero has Microwave Projection as the governing power Linked to the source specialization of Magic Manipulation, the secondary power. If the die code of Microwave Projection is 5D and the die code of Magic Manipulation (source) is 2D, then the Base Damage Value is figured out using 2D. That's the maximum amount of magic resources the hero has available. The range of the microwave beams is based on 5D.

Powers that provide protection (such as Protection powers) can also be employed as power sources. In this arrangement, the protecting power is the governing power and the secondary power is what the hero can do once she's successfully attacked. When an attack is made on the hero, she converts the damage "ignored" or absorbed by the protecting power into dice. The value "ignored" or absorbed by the protecting power equals the Damage Total, (which, in the case of Invulnerability, might be the value the power "ignores") comparative Base Damage Value (as a number, not a die code), comparative Invulnerability value (which equals three times the Invulnerability die code), or protecting power's



Armor Value, whichever is lower. In the case of Invulnerability, remember that the Armor Value comes into play—and not the comparative value—with attacks that equal or exceed the comparative value. To decide how much fuel the hero gets, convert damage to dice at a rate of 3 points of damage (rounded up) to one die.

There are two ways to figure out how much “fuel” the hero has at any given time. The player picks one version at character creation.

1. Instant Use: The damage turns to fuel for the secondary power(s) immediately. This fuel can be used later in the round (if the hero’s turn hasn’t occurred yet) or in the next round. Damage converted by the power is cumulative for the round. Once the protecting power has absorbed its Armor Value in damage for the round, the protecting power still provides an Armor Value, but the absorbed or ignored damage dissipates (instead of being turned to fuel).

As long as the rounds immediately follow each other, the hero may continue to convert damage into dice for his secondary power(s), up to a maximum number of dice in all of the secondary powers. As soon the protecting power stops being attacked, the secondary powers disappear.

Example: A player decides to Link Superattributes: Physique (at 6D) to Invulnerability (at 2D), which normally has a duration of Semipermanent. The hero may only use his Superattributes: Physique (along with the higher related skills and *Physique/lifting* bonus and some extra, temporary Body Points) when he relies on his Invulnerability. Thus, the character would need his Invulnerability to kick in (such as when he gets hit, even if he doesn’t receive damage) to have his Superattributes be activated (up to a maximum of 2D) for the rest of this round and all of the next round.

An opponent attempts to stab the hero with a knife (which has a comparative Base Damage Value of 3—2 for the knife plus +1 for *Physique/lifting* bonus). While the hero ignores the damage, he may use 1D of his Superattributes. (Three points of damage divided by 3 equals 1D.) If the opponent had instead used a small handgun (with a comparative Base Damage Value of 10D), this would be effective against the hero’s Invulnerability. The hero would absorb no more than 4 points of damage, which translates to 2D (4 divided by 3, rounded up).

If he gets struck on subsequent rounds, his Superattributes stays on and increase in die code (up to its max of 6D). Otherwise, he goes back to his normal *Physique* (as well as his unmodified Body Points). This could mean that the character beats his chest (or head or something else) to activate his Invulnerability, which would then also activate his Superattributes: Physique power.

2. Battery: Damage turns to fuel immediately and may be stored for use whenever the hero needs it, without time limit. Even when the character is not being attacked, if the hero has some “fuel” in the power source, he may rely on his secondary power(s). However, once the protecting power has absorbed its Armor Value in damage, the protecting power no longer provides an Armor Value. The hero may use any amount of fuel on any turn, but he must keep track of the amount of fuel that he has left for his secondary power(s). Once the hero uses some fuel, he frees up room to absorb more damage.

For another example of a governing power as a power source for secondary powers, see the Energy Absorption power in the Protection powers chapter.

The most important feature of Linked powers to remember is that the hero cannot control the secondary power directly. Instead, her use of the governing power dictates how and when the secondary power works, though use of the secondary power doesn’t count as an action.

Example: A hero has Size Manipulation Linked to Shapechanging. Because Shapechanging is the governing power, the hero could change into a dragon larger than her normal size and mass. The die code in Size Manipulation determines how big the hero’s dragon form can be.

Once the player has decided which powers to Link, she next must figure out why they are being Linked and how the hero can access the secondary power. If the player can’t come up with something suitable, the Narrator should disallow the combination.

Determining the Base Damage Value, modifiers, ranges, when the secondary power kicks in, and so on depends greatly on the method of Linking. As a guideline to help you with this, remember that the character only receives the benefits of the secondary power when the governing power is in use or active.

Furthermore, the character receives the benefits of the secondary power either simultaneously or in the round following the application of the governing power.

A few examples of the simultaneous method include: (1) A combination of powers in which the secondary power enhances the governing power, such as Size or Density Manipulation linked to Shapechanging or Elasticity. (2) The secondary power is a power source. (3) The combination of powers is such that the secondary power does not enhance the governing power. Rather, the secondary power provides additional benefits or abilities when the governing power is in use. In this case, the effects of secondary power can only be tapped into if the character takes a multi-action penalty (if appropriate).

The other way the benefits of a secondary power can manifest themselves is in the round following the use of the governing power, with no multi-action penalty accessed. Example 3 in the list above is the most common form for which this reception option is possible. Furthermore, the governing power’s duration is typically Concentration, Permanent, or Semipermanent.

The character can only use the secondary powers benefits either simultaneously or in the round after, not both.



Example: A player decides to Link Superattributes: Reflexes to Superattributes: Physique, both with the duration of Permanent. If the hero lifts something, runs, or engages in another *Physique*-related activity, she can now rely on her heightened *Reflexes* and related skills. Her Passive Defense Value goes up for the remainder of that round plus the next round. She also may use the higher *Reflexes* score in the next round (but not the one in which she first used her Superattributes: Physique) to determine initiative.

OTHERS-ONLY

Value: -4D

The hero may not use the power on herself. Instead, she can use it on other characters (or objects, if appropriate) only.

OVERLOAD

Value: -5D

The power that provides protection can only take a maximum amount of damage per round equal to Armor Value of the power. Once that total is reached, the power shuts off for the rest of the round.

For other types or manifestations of powers, these may only be employed once per round at their full die code. If the hero uses a power with this Limitation more than once on her turn, each application of the power must be at a fraction of the die code. The die codes for each application may not amount to more than total die code of the power.

RECHARGEABLE

Value: -1D to -6D or more

The hero's power comes from a specific source. The power must be recharged after a certain amount of time or it stops working. The source can be anything from a yellow sun to a special battery the hero uses to charge his ring. The level of the Limitation is determined by how much use the hero gets out of the power between charging sessions and on the availability of the power source. Power use can either be determined by the amount of time the power can be used or by a certain number of "charges" available to the power, but not both. The levels are: Once a Week or 500 uses (or greater, upon Narrator's approval) (0), Once a Day or 100 uses (-1D), Once an Hour or 20 uses (-2D), and After Every Use of the power (-3D). The availability levels are: Common (-1D), Rare in Some Locations and Common in Others (-2D), and Rarely Ever Found (-3D). If the hero owns or controls a single object that serves as the power source, this qualifies as an availability level of -2D.

Decide which values you want for time and availability. Add these values together; this total is the cost of the Limitation.

The power takes the value of the Limitation in rounds to recharge. For example, a -6D Rechargeable Limitation would need six uninterrupted rounds to recharge the power. The player may increase the recharging time by one minute for each addition die in the Limitation. Or, he can lower the re-

charging time by one round for each one less die in the Limitation. The minimum value of the Limitation is -1D.

The Narrator and player should adjust the use time, availability, and recharging time levels to suit the character concept, using these values as guidelines.

Finally, the Narrator and player should determine what the source is and how the hero recharges the power.

If the player wants the Limitation to represent a number of uses rather than a set time, the player is responsible for keeping track of the amount of energy remaining in the power. The Narrator may decide that the hero has fewer uses than have strictly been accounted for if the character has pushed the power beyond its normal limits. The player, at the Narrator's discretion, may also have the option of expending more uses to boost a power. Two usage slots expended equals spending a Character Point. Conversely, the Narrator may also give the player a use "discount" if the hero applies the power below its maximum die code.

The player should also consider whether the power fades over time or cuts off immediately. Powers that must be recharged after each use are always fully depleted immediately. Powers that take a longer time to dissipate (in units of time or in uses) have a choice: They can be used at their full strength up to the point where they need be recharged. Or, they can become weaker over time rather than shutting down instantly. The die code in the power drops until the hero has half its die code (rounded down) at the normal time of depletion. Thus, the hero still has some of the power remaining after the standard depletion time, though the power value continues to drop.

The player (with the Narrator's approval) may choose any length of time, up to half of the period or quantity of uses of the charge, during which the power begins to run down. However, the time interval must be of such a length that, by the time the hero reaches half of the die code in the power (rounded down), it is the end of the period or quantity of uses. This option does not change the value of the Limitation. The player does not lose aspects of the power as the die code drops, though all aspects function at the reduced die code.

Example: A hero has Electricity Manipulation at 10D and a Rechargeable Limitation of Once a Day. The player decides that the power drops at intervals of 10 minutes, as the hero slowly loses the ability to retain the charge. During an adventure deep in a wooded area, at 50 minutes before the full 24 hours has ended, the power begins to run down at the set time, dropping to 9D. The hero loses one more die every 10 minutes. Unless the hero can find an electrical source, in 90 minutes, the power stops working completely.

If the Limitation had been 500 uses instead of Once a Day, then the player could have picked an interval of 10 charges. At 449 uses, the hero is at 10D. At 450 uses, he drops to 9D, and at 460, it's 8D. At 500 uses, he's at 4D. After his 539th use of the power, he has no charge—and no dice—left in the power.

One power can serve as a source for another power; in this case, the Limitation is actually Linked rather than Rechargeable.



SELF-DAMAGING

Value: See description

The use of a power with this Limitation weakens (and could possibly kill) the hero. At a value of -4D, every use of the power costs the hero one Body Point. For each additional -1D of the Self-Damaging Limitation tacked on, each use of the power costs one additional Body Point. For example, a power with -6D of Self-Damaging costs a hero three Body Points for each use. The Body Points are regained at a rate of one for every round the hero doesn't use the power. For example, if the power has an Activated or Concentration duration, the hero starts taking damage the round in which the power is turned on. The power continues to do damage until the power is deactivated. The hero may only begin to regain Body Points when the power is shut off.

If the hero is reduced to zero Body Points and loses consciousness, the Body Points used to fuel the power are not regained at the accelerated rate and must heal normally. Also, if the hero has taken a significant amount of traumatic damage or suffered from massive damage, at the Narrator's discretion the hero may go into shock and require medical attention.

If the hero has 10D or more of Superattributes: Physique or the Body Points specialization of that power, then the value of this Limitation is halved.

If a wonder has this Limitation, the Body Points lost from this Limitation are removed from the wonder's Body Points, not the hero's. (See the User-Damaging Limitation in the wonder-specific Limitations section for wonders that damage the wielder.)

A power with this Limitation cannot have a duration of Permanent.

SELF-ONLY

Value: -2D

The hero's power only affects herself. This Limitation cannot be applied to any powers that indicate in their descriptions that they only affect the hero (such as many Physical, Mental, and Protection powers.) In the case of wonders, the power can only affect the wonder, not its user or anyone else. The Narrator should feel free to restrict the inclusion of this Limitation for certain powers in armor wonders, such as Protection powers.

SHORT CIRCUIT

Value: -1D, -2D

The hero's powers are faulty. Before each time the hero uses a power with this Limitation, the player must roll a die (this does not count as an extra action). At -1D, the player rolls a Wild Die; on a critical failure the power does not work, and on any other roll, the power functions normally. At -2D, the player rolls a regular die; a success means the hero can use the power, and a failure means the power won't work. If the hero decides to use the power more than once in a round, the player must roll for each attempt. Regardless of whether the power works or not, the attempted

power use counts as an action in regards to any multi-action penalties. For example, a hero has Disintegration with the Short Circuit Limitation. If the hero tries to disintegrate a gun and punch a villain in the same round, this counts as two actions, no matter what the result is on the Short Circuit roll.

SIDE EFFECT

Value: -1D to -4D

The hero's power has a secondary result. The Side Effect can range from harmless at -1D (making an obvious but harmless change to his appearance, such as glowing eyes or hands) to annoying at -2D (every use of his power creates a foul stench, lowering the hero's *Presence* rolls by -1D for the next 2 rounds) to potentially dangerous at -3D (the hero falls unconscious after each use of his powers for one to three [2D+1] rounds) to disastrous at -4D (the hero's power slowly corrupts his body, mind, or both). Also use descriptions of Disadvantages for inspiration in designing Side Effects.

These are only a few possibilities for each of the levels. The player can choose the exact Side Effect, but should follow these guidelines and have the Narrator approve the choice.

In the case of wonders, the Side Effect can act on either the hero or the wonder. If it affects both, then the Limitation should be attached more than once.

If the hero has a -4D Side Effect that corrupts or alters the body, the Narrator can give the character a temporary Side Effect Limitation worth -1D (such as glowing eyes or white streaks in his hair) on a critical failure rolled when using the power. The second critical failure that occurs during the adventure and that the Narrator associates to this Limitation raises the temporary Limitation to -2D. The third critical failure applied increases the temporary Limitation to -3D. If the hero continues to use the power and rolls yet another critical failure, the Narrator may apply a permanent -1D Side Effect to the hero's power. Note that the Narrator is not required to apply critical failures in this manner at any time.

The permanent Side Effect increases in a manner similar to the temporary Side Effects. However, the player must roll at least three critical failures related to the power with this Limitation before the permanent Side Effect increases by 1D. If the player gets a permanent -3D Side Effect as a result of the -4D Side Effect, the cycle starts over, with the hero possibly gaining another permanent Side Effect when the power is used too often.

The temporary Side Effect fades away between adventures, unless the Narrator decides that not enough time has





passed. In general, assume that temporary Side Effects drop by 1D every day that the power is not in use.

Optionally, if this idea follows the player's concept of the character, the hero might gain the other type of -4D Side Effect: mental or spiritual corruption. In this case, the Narrator can give the player a "phantom" Villain Point on any critical failure rolled involving use of the power. The hero hasn't actually gained a Villain Point, but the player has the ability to spend a Villain Point. If the player uses one of these Villain Points during the adventure, it becomes permanent; otherwise, these false Villain Points vanish at the end of the adventure. The hero has resisted the siren call of the power—for now.

Alternatively, a -4D Side Effect could inflict the hero with temporary Disadvantages that affect the body or mind, such as Physically Limited, Impulsiveness, Phobia, Unattractive Appearance, and so on. This functions identically to the physical corruption version, except that temporary levels can go above -3D (depending on the temporary Disadvantages chosen) before inflicting a permanent Disadvantage on the hero. The Disadvantage affects the character as long as the power is in use.

With any -4D Side Effect, the character does not receive Character Points for gaining new Limitations or Disadvantages.

SINGULARITY

Value: See description

The hero can only use one of the powers with this Limitation at a time. This Limitation may only be taken with two or more powers. It may be included more than once for different groups of powers. The more powers that have the same Singularity connection, the greater the value of the Limitation. Each power in a Singularity "pool" is worth -1D of the Limitation. Furthermore, not all powers possessing the Singularity Limitation need to have the same level of Singularity. Changing powers does not require an action, but it can only be done at the beginning or end of a round.

Example: A hero has Flight, Energy Absorption, Projectiles, and Telepathy. He could have each pair of powers with this Limitation, for a value of -2D associated with each power. But, if the hero can use only one of the four powers at a time, all four powers would have -4D of the Singularity Limitation. Similarly, the player could have Flight with Singularity at -2D affecting Energy Absorption and Telepathy with Singularity at -2D also affecting Energy Absorption. Energy Absorption then has -3D of the Singularity Limitation, affecting both Flight and Telepathy. In this instance, the hero can use Flight and Telepathy at the same time, but cannot use either power when the Energy Absorption power is active.

SKILL-LINKED

Value: See description

The power is dependent on a skill for its strength. While the aspects available to a hero are decided on by the die

code purchased for the power, all other functions—damage, range, volume, skill bonuses, and so on—are determined by the die code of the skill to which it is linked, which can't be higher than the power's die code. The skill to which the power is linked can be any skill the hero has, except for the power's managing skills. The value of the Limitation is half the hero's die code in the power, rounded down.

Example: A hero with Energy Projection at 10D linked to an 8D *willpower* skill would have a -5D Limitation, a Base Damage Value of 24, and a maximum range of 80 feet.

SLOW

Value: -1D to -3D per round

The power takes more than one round to become available for use. The Limitation is worth a base -1D for each full round the hero must wait. Before the hero may employ the power, she must wait that number of rounds after declaring that the power is being readied. If the hero must devote an action each round to readying the power, the Limitation is worth -2D for each round the hero must devote to activating the power.

The -2D level of the Limitation always applies a multi-action penalty. If the hero can normally make multiple actions without penalty (due to *martial arts* skill or the Speed Manipulation power, for example), then the action devoted to turning on the power still inflicts a -1D penalty to all actions performed in the round.

The hero may act normally while waiting for the power to become active, taking all relevant multi-action penalties. If the hero stops the process of power's activation at any time, for any reason, the hero must start the process from the beginning, losing all rounds spent focusing on the power.

If the hero includes Focused and Slow in the same power (meaning that the hero can attempt no actions while activating the power), then the Slow Limitation is worth -3D for each round that the hero must wait, helpless, for the power to activate. The value of the Focused Limitation is not affected. The hero can stop trying to activate the power to defend herself, but ending the effort to activate the power counts as an action for multi-action purposes. (The hero does not have to make a roll to stop the attempt, however.)

This Limitation can't be purchased with the Quicker Enhancement.

SPECIALIST

Value: -3D or more, up to one-half of the base cost of the specialization

This Limitation further narrows the effect of a power specialization.

Example: The Shapechanging ability could be specialized to human forms only; the Specialist Limitation would apply if the hero could only change into one other human form. (In this example, the Limited Ability Limitation could be used to allow a larger subset of humanity, such as only being able to mimic one gender.)



Specializations of the Manipulation powers can be reduced in power class by including the Specialist Limitation.

Example: The Size Manipulation power can be narrowed so that the hero can only affect himself. If the player tacks on the Specialist Limitation and further restricts the hero to only being able to grow larger, then the player could ask that the specialized power be classified as a Physical power for purposes of character design. Similarly, if a player took Density Manipulation with the self-only specialization and took the Specialist Limitation with the effect of only being able to become intangible, the player could reasonably ask that the power, as specialized, be classed as a Protection power.

SUPER-HERO FORM

Value: -3D

The hero must change into his super-hero form before he may use his power. This process takes one round. Changing back takes another round. The hero may make no other actions while switching forms.

In general, a hero only has one super-hero form into which he transforms, regardless of the number of powers this Limitation affects. If the player wants a character to have multiple super-heroic "forms," then the Shapechanging power and the Singularity Limitation should be applied.

This Limitation does not have to be included with all of the hero's powers. Powers that do not have this Limitation are available in both normal and super-hero forms.

See the "Dual Identity Characters" sidebar in Section 1 for some ideas on what to do with the Super-Hero Form Limitation. At the Narrator's discretion, a player could make a single character with multiple super-hero forms using these guidelines.

SUPPRESSED

Value: -2D, -3D

Another power or special effect acting on the power with this Limitation renders it ineffective (as if the force was the Dampening power; see Dampening in the Physical powers section for suggestions on effects). A power with this Limitation drops by one die for each die in the power used against the hero.

Some powers have an innate vulnerability to another power or type of effect and do not receive this Limitation for that feature. For instance, a hero with Fire Manipulation could have Suppressed by air effects as a Limitation, but not Suppressed by water effects.

In some cases, though a power is reduced in one way by another power, the Suppressed Limitation may still be permissible. A hero with Superattributes: Physique would not be able to lift as much in a higher gravity, for example, but

Superattributes: Physique could still have Suppressed by Gravity Manipulation as a Limitation, since this would affect other applications of the power.

The Limitation has a value of -1D if the reducing power or effect is unknown and not obvious. The value is -3D if the reducing power or effect is known or obvious. If the mere presence of a substance or force (including another power) reduces or eliminates the power, the Vulnerability or Weakness Limitations are more appropriate.

UNCONTROLLABLE

Value: -2D, -3D

The hero has no control over her powers. If the power has an Activated, Concentration, or Semipermanent duration, then the power might not work as expected. Before using the power, the player must roll one die (which does not count as a separate action).

At -2D, the player rolls a Wild Die. Any roll but a critical failure means that the power works normally, while a critical failure means that it doesn't.

At -3D, the player rolls a regular die. A success means that the power works, while a failure means that it doesn't work correctly.

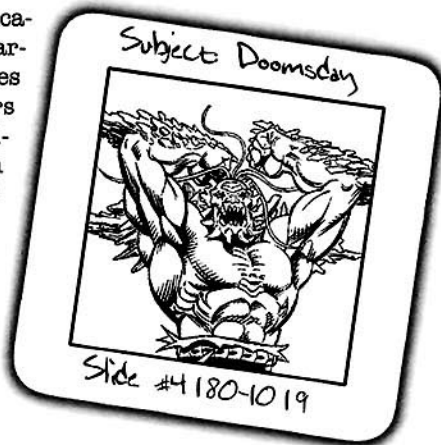
When this Limitation is included for a power with a duration of Permanent, then the appropriate die is rolled when the power comes in contact with something that would activate it (such as an attack for Protection powers or use of a skill under Superattributes) or when the hero tries to control it.

On a roll that indicates the power doesn't work properly, the Narrator decides what happens. While some power descriptions offer examples of other manifestations of this Limitation, here are some general suggestions. None of these possibilities count as actions, but more than one possibility can affect the power.

For a power that does injury, first figure out the Damage Total. Then, the Narrator might have the player roll a number of Wild Dice equal to the die code of the power. Every critical success, critical failure, or failure subtracts 1 point from the Damage Total, while every success adds 1 point to the Damage Total. Don't reroll critical success in this instance.

If the hero can manifest more than one aspect of the power or the power has several possible applications or stunts, the Narrator randomly decides which feature appears when the Uncontrollable Limitation strikes. In a similar manner, the power could do something inconvenient.

Example: A hero with Invulnerability might be unable to move for the





next few rounds, or an attempt to use Superattributes: Physique to lift an object could send it into orbit.

This Limitation cannot be taken with the Mastery Enhancement.

VULNERABILITY

Value: -1D to -9D

The hero is open to damage from some substance. The substance or force (which might be a power) disable his powers and his health—it may even kill him.

The level of the disadvantage is dependent on three things: the rarity of the material, the amount of time the hero can tolerate exposure to it before being affected by it, and its effect upon the character. The rarity levels are: Rarely Ever Found (0), Rare in Some Locations and Common in Others (-1D), and Common (-2D). The exposure levels are: Several Days (-1D), Several Hours (-2D), Several Minutes (-3D), and Instantly (-4D). Some suggested effect levels are: -1D to all skill rolls until leaves material's presence (-1D), 1 point of damage for every round exposed to the material after it begins to affect him (-2D), and falls unconscious and takes 1 point of damage for every round exposed to the material after it begins to affect him (-3D). Decide on which values you want for rarity, exposure, and effect. Add the values together; this is the cost of the Limitation. Finally, decide what the material is, the exact length of exposure, and its precise effects. All of this is subject to the Narrator's approval.

Normally, the hero may not use any of his powers while in the presence of the material after the exposure time. If the hero is not automatically deprived of the affected powers, but they instead decrease by 1D for each round of effective exposure, the value of the Limitation drops by 1D. (Powers reduced return at the rate of 1D of power per round.)

Narrators can use these guidelines to come up with other types of Vulnerabilities. See, for instance, the appendix in this book for one specific application of the Vulnerability Limitation, in this case, Superman's kryptonite Vulnerability.

In the case of wonders, either the Vulnerability can affect the wonder, or it can give the user a Vulnerability. If it affects both, then the Limitation should be added more than once.

Realize that being able to be killed by a steel knife *does not* mean the hero is vulnerable to metal—the Ineffectiveness Limitation should be taken for any appropriate Protection powers under such circumstances. However, if the mere presence of metal harms him, then he has a Vulnerability to it.



Subject: Vulnerability

Excerpt from JLA files, current team, report #3: "Perhaps your eyes are playing tricks on you. I'm sure I don't have to tell you that's one of the symptoms of advanced Kryptonite poisoning. Some of the others are radiation sickness and extreme pain."

Notes: Remark by an overconfident Protex.

WEAKNESS

Value: -2D to -8D

A certain substance or force (which might be a power) impairs the hero's power. Unlike Vulnerability, this substance does not bother the hero himself; only his powers are affected. The value of the Limitation is calculated the same way as Vulnerability, with the exception of the effect. The effect levels are: hero is at -1D to all managing skill rolls for the power until he leaves the material's presence (0) and hero temporarily loses 1D in the power for every round exposed to the material after it begins to affect him (-1D). Powers return at the rate of 1D per round once the weakening substance is removed.

WONDER-SPECIFIC LIMITATIONS

DELAYED REWARD

Value: -1D to -10D

In adventures in which the character uses the wonder, 10 percent times the die code in this Limitation of the adventure's reward is delayed until the end of the next adventure.



Agent: Observation Team Epsilon

Subject: Removable

Excerpt from Debriefing Report: "The most advanced suit of armor known (and native to twenty-first century Earth) is that worn by the JLA member Steel (see file: Irons, John Henry). All known attempts to remove, subvert or gain access to the armor for any length of time have failed."

REMOVABLE

Value: -1D to -3D

The power is contained in an item, which can be separated from the character.

At -1D, the wonder cannot be dislodged in combat through normal means. This does not mean that the wonder can never be removed; even if the wonder is attached to or implanted inside the hero, a villain could knock the hero unconscious and then surgically remove the wonder. In addition, the wonder might still be vulnerable to powers such as Chemical Projection or Mechanical Manipulation. Professor Hamilton's cybernetic arm and Steel's armor are instances of wonders that can't be taken away in combat.

At -2D, the wonder can be readily taken away in combat but few others can use it. For example, only Kyle Rayner, Hal Jordan, and Kyle's descendants can use his power ring,



and Starman's Cosmic Staff can only be controlled easily by someone whose mind engrams are programmed into it.

At -3D, the wonder can be easily removed or dropped and anyone picking it up can use it. The Legion flight ring is an example of this level.

SUPER-HERO FORM (WONDER VARIANT)

Value: -1D to -6D

The hero must "get into" or "put on" her wonder before she can use it. This process can last anywhere from one round to several minutes. The die code of this Limitation is -1D for each round it takes the hero to strap herself into and activate her wonder, up to a maximum of six rounds, or -6D. If the hero attempts to use the item without first putting it on, the Narrator may opt to increase the difficulty of the action.

If it takes longer than six rounds to get into the wonder and activate it, the Narrator may choose to assign a larger penalty and require that the hero wear the item throughout each adventure. This should be effectively like trapping the character in the wonder. If the hero is without her wonder and combat or another dramatic situation suddenly ensues, she should be unable to get to it until well after the event is over.

UPKEEP

Value: -1D to -10D

The wonder requires a great strength of will to operate, which is reflected in a reduction in Character Point rewards

for each adventure. The reward reduction equals 10 percent times the die code of the Limitation, rounded down. The character receives a minimum reward of one Character Point. The Narrator may decide to lower the reduction if the hero rarely uses the wonder during the adventure.

USER-DAMAGING

Value: See description

The use of the wonder's power weakens, and could potentially kill, the user. At a value of -4D, every use of the power costs the hero one Body Point. For each additional -1D of the User-Damaging Limitation included, each use of the power costs one additional Body Point. For example, a power with -6D of User-Damaging costs a hero three Body Points for each use. The hero regains Body Points at a rate of one for every round he doesn't use the wonder's power. As another example, if the power has an Activated or Concentration duration, the hero starts taking damage in the round the power is turned on. The power continues to do damage until the power is deactivated. The hero may only begin to regain Body Points when the power is turned off.

If the hero drops to zero Body Points and loses consciousness, the Body Points used to fuel the power are not regained at the accelerated rate and must heal normally. Also, if the hero has received a significant amount of traumatic damage or suffered from massive damage, at the Narrator's discretion the hero may go into shock and require medical attention.

If the hero has 10D or more of Superattributes: Physique or the Body Points specialization of that power, then the value of this Limitation is halved.



SECTION 3



POWERS

DECLASSIFIED



GENERAL INFORMATION

USING POWERS

Most powers have one or more managing skills, which are listed in the power's write-up. Unless the power's description states that the power's die code is used, the hero uses the necessary skill to control the effect of the power. For example, Flight allows the hero to move through the air, but to do maneuvers and dodge, the hero needs *piloting*, preferably with the *self* specialization. If the hero does not have the managing skill, he can use the default attribute at +1 to the difficulty.

As with skills, powers can have static and opposed difficulties. Each power's description lists some difficulties, but the Narrator, who modifies the difficulties depending on the situation, determines most of them. Chapter 12 of the *DC Universe Roleplaying Game* rulebook offers guidelines for determining difficulties and modifiers.

There are two other features of powers that players should keep in mind: the Base Damage Value and the range. See "Reading the Power Write-ups" later in this chapter for more information on these features as well as further details on the application of managing skills.

DIFFICULTIES

All powers include difficulties in their descriptions. Situations, of course, will arise that the descriptions don't cover. In these instances, refer to the information on pages 199–200 of the rulebook for some guidelines in selecting the most appropriate difficulty.

Distractions can make it harder to perform some uses of powers. There could be too little or too much light. The area might be too noisy, because of a Sonic Manipulation effect, generators, construction, screaming, and so on. A friend, teammate, innocent, or object of protection in danger could distract the hero—the more emotionally attached the hero is to the threatened person or item, the greater the distraction. Make that danger life threatening, and the modifier goes up. After deciding on the significance, the Narrator selects an appropriate level for the difficulty. Generic modifiers can be found on page 200 of the rulebook.

POWERS & SKILLS

Though there are several components to a character's statistics, the two primary aspects a player or Narrator generally needs to be concerned about are powers and skills. Generally, a skill controls the generation of a power's effect (although there are some powers that rely only on the die code of the power).

Some powers state explicitly that they add to the die code or successes of certain skills. Nevertheless, though the description doesn't spell it out, a power might still provide a bonus to a skill. The Manipulation powers, in particular, can potentially provide bonuses to a number of skills. Sonic Manipulation, for example, could help the *artist* (*singing*) or *charm* skills. Speed Manipulation can definitely reduce the difficulty of many uses of the *catch* skill, and X-ray Vi-



DEPARTMENT OF EXTRANORMAL OPERATIONS



sion could lower the difficulty of many *medicine*, *security*, and *search* rolls. It is up to the Narrator to determine just how useful a power is in any given situation. A handy guideline is that a power can provide a number of automatic successes equal to half of its die code (rounded up), if it can be applied to the character's efforts. Similarly, too low of a die code in a power can make its application more challenging. In such instances, the difficulty increases by one-quarter the difference between the skill's die code and power's die code, rounded down.

There are also times when the powers of two (or more) characters are in direct opposition, where the strength of the power should make a difference. When opposing characters attempt to use the raw force of a power on the same target, the character with the higher die code in the power receives a bonus. This **relative power bonus** equals the difference between the powers. Add the bonus to the appropriate skill. When comparing die codes, apply the final **adjusted** code. For example, an elemental column has a *lifting* strength of twice the die code of the power, and the power value determines which column on the *lifting* chart the power uses. When a hero uses *Physique* or *lifting* against the elemental column, compare the column's *lifting* strength (rather than the die code in the power) to the hero's *Physique* or *lifting* die code. The circumstances in which the skills are applied may adjust the bonus.

Example: Dr. Light has escaped the Power Battery (again) and has decided to rid himself of Green Lantern. Kyle has a rather low opinion of this plan, which drops even further when Light creates a wave of solidified light energy headed for his apartment building. Rather than risking Dr. Light's wave breaking through any shields, Green Lantern creates a barricade of emerald police, squad cars, and "Do Not Cross" signs that is meant to disrupt the wave rather than just blocking it. The Narrator decides that strength is a factor in this contest, and Dr. Light's 15D of Light Manipulation gives him an edge against the Power Ring's 13D of Energy Manipulation. The Narrator adds 2D to Dr. Light's skill roll. Additionally, Green Lantern has *know-how (ring creations)* at 9D, while Dr. Light has *know-how (Light Manipulation)* at 10D plus the 2D bonus from his stronger power. Green Lantern, being the hero, stops the wave anyway.

In the next round, Green Lantern tries to force Dr. Light back into the battery. Not wanting Light to get the 2D bonus again, the player tells the Narrator that Kyle is creating a swirling vortex made of thousands of different, tiny Green Lanterns. Each uses a tiny miniature Power Ring to keep the criminal scientist off-balance. The Narrator decides that this is creative enough to dismiss power as a factor, given that the power difference is only 2D anyway. The luckless Arthur Light loses the opposed roll, unsurprisingly, and the last thing he sees before being sucked back into the battery is a millimeter-tall Hal Jordan, who salutes jauntily as Light's universe turns solid green again.

"The job is yours. Run with it."
—Jay Garrick (to Barry Allen), *The Life Story of the Flash*



Department of Extranormal Operations

SPECIAL REPORT: ROLEPLAYING POWERS

This book has a lot of rules, game mechanics, and guidelines to help make superpowered action run more smoothly. But that is the **only** function of the rules—to provide a framework for the powers and their effects. Making the heroes and the powers come alive is up to the players and the Narrator.

While there's nothing wrong with cathartic adventures that revolve around finding the villain, trouncing his legion of lackeys, and turning the doomsday device of the day into scrap metal, most players today are looking for something more. While superpowers do not define a character, they do shape in many ways what the character becomes.

Are the hero's powers a dream come true, as they have been for each of the Flashes, or are they a decidedly mixed blessing, as they have been for the current Green Lantern and Metamorpho? What do the different powers feel like to the heroes? How much control do the heroes have over their powers, and what do they think about it? A character with Uncontrollable Speed Manipulation is going to have a very different opinion of the power than a character with Mastery of the same power.

This isn't a subject requiring frequent treatment. But unlike characters in most roleplaying games, super heroes don't typically receive rewards of money or political power. Heroes do the right thing, and that is often reward enough. In many ways, however, the powers can be a reward in themselves. The heroes will probably appreciate the occasional moment to revel in the freedom of flight, the wonder of outracing photons, or the awesome majesty of the Source. In a world where the heroes spend most of their times fighting vile enemies for an often ungrateful populace, little moments can count for a lot.

COMBINING POWERS

Individual powers can create impressive effects on their own, but by putting various powers together, a hero is capable of nearly anything. The hero must have (for obvious reasons) active dice in both powers. A suppressed or removed power can't be combined with an active power.

Depending on the duration of the powers and the way in which the hero wants to utilize them, she might incur a multi-action penalty. Powers with a duration of Concentration subject the hero to a multi-action penalty of -1D for each power. If the hero wants to use both powers in the same round, in most instances, add -1D for each skill attempt beyond the first. Speed Manipulation can negate both types of multi-action penalties.

Likewise, one of the powers could play a more supporting roll, making possible the special application of the other power. In these cases, which primarily involve the use of sensory powers to expand the range or effectiveness of another power, the hero doesn't have to make a roll to use the sense, just as a normal human need not make a skill roll to use sight when shooting a bow or hearing when opening a safe. Nonetheless, depending on the circumstances, the hero might have to make a *search*, *surveillance* or *tracking* roll, which would require an action, to pinpoint the target of the other power.



Example: A hero with X-ray Vision and Telekinesis wants to help a severely injured friend. She uses her *medicine* to determine that the person is bleeding internally. Because she has already employed the *medicine* skill to determine the general area of the internal bleeding, using Telekinesis with X-ray Vision doesn't suffer from a multi-action penalty any more than a normal doctor would suffer a multi-action penalty for conducting surgery while looking at the area to be operated on.

The supporting power does not offer any bonus to the other power, though the Narrator may allow the hero to prepare. The character actively applies the supporting power in one round and then adds the Effect Value of that roll to the success total of the use of the other power in the next round.

Some powers don't lend themselves to the sort of precision necessary for many combined effects. The standard width of a power's projection is between one and two feet, or a scale value of 3. Each scale value below that size adds +1 to the difficulty of all related rolls. If the power has the general Mastery advantage, however, the hero can make the beam as small as she can perceive. For a human with normal sight, this is a scale value of 10. Supersenses and ESP add one scale value for every die in the power. (See page 196 of the rulebook for more information on scale values.)

If the hero combines powers by using them one round after another, there is no multi-action penalty unless the first power used has a duration of Concentration.

Example: The Teleportation power, when enhanced with the Additional Effect of spacial rift, has a duration of Activated when opening a rift. A hero with this power and Bind could open a gateway with himself on one end and a criminal's back on the other end in one round, then fire the Bind power in the next round. If both power attempts are successful, the hero's target is bound before she can realize it, and the hero can then either step through the rift or bring the criminal to his location for interrogation. (If either power had Side Effect or a similar Limitation, surprising the target might be considerably more difficult.)

In the case of Semipermanent powers, the hero may be able to set up a temporary effect that combines two or more powers that continue to run automatically. The hero makes the attempts with all relevant skills or *know-how* specializations, using the standard modifiers for each power as well as multi-action penalties. If all of the skill checks are successful, then the combined effect lasts for a number of rounds equal to the lowest die code power.

Example: By combining Water Manipulation with Size Manipulation, a hero manages to turn briefly a bucket of water into rapids washing out a corridor. With a Water Manipulation of 6D and a Size Manipulation of 8D, she can make the bucket unleash 80 feet of rushing water for six rounds.

A +1D Additional Effect for the specific power combination/stunt can be added to two or more powers with a duration of Semipermanent, allowing them to be employed in tandem with a single action. All affected powers must have

the same Enhancement, but any combination of enhanced powers can be used in such a manner.

For metahumans, androids, and sentient beings only, combining powers that have a Base Damage Value or Armor Value should be handled somewhat differently, especially if the Narrator is concerned that a character design is deliberately intended to circumvent the Power Level in a campaign. When two powers that provide a Base Damage Value are added, or two powers that provide an Armor Value are layered over one another, then the BDV or AV of the power with the highest die code is calculated normally, while all other powers add only their die code to the damage inflicted or absorbed. This rule does not affect the *Physique/lifting* bonus or how Invulnerability works (except at the Narrator's discretion). If the strongest power ceases to function for any reason, however, the strongest remaining power works at its normal full strength.

Example: A hero with a Forcefield at 15D and Natural Armor at 10D has an Armor Value of 55 (45 for the Forcefield plus 10 for the Natural Armor) against physical attacks. If the Forcefield were to stop working, the hero would have an Armor Value of 30 (the usual Armor Value of Natural Armor) against physical attacks. If the hero had bought Natural Armor at 10D twice (for two different manifestations), then she would have an Armor Value of 65 when the Forcefield is active and an AV of 40 when the Forcefield is inactive.

For information on layering protection powers in equipment, see the sidebar on page 70 of the *Metropolis Sourcebook*.

Clever players may wish to combine the damage-dealing or protecting powers of two (or more) different heroes for similar effects. This is certainly possible and should in fact be encouraged. Unless one of the heroes has the Telepathy power, however, the hero coordinating the effort must make a *command* roll based on the "Coordinated Actions" chart on page 201 in the *DC Universe Roleplaying Game* rulebook. Most efforts to coordinate powers "require effort or precision," but most super-hero teams will have trained together extensively. If the hero in charge fails the *command* roll, the participants can still try to use the powers in combination. However, all skill or power rolls suffer from a penalty equal to the *command* difficulty (rather than the usual +1 for failing to coordinate properly, because coordinating powers is more challenging than ordinary attempts). If the *command* roll is successful, then combine the Base Damage Values or Armor Values as described above. If the heroes planned for at least a round, they also get the bonus for successful teamwork as described in the "Coordinated Actions" section of the rulebook.

When making coordinated attack, subtract the Armor Value of the target from the Damage Total of the combined attack, rather than from each individual attack. However, Invulnerability protects against each attack separately, even if they are being made as a combined attack.

Only the leader of a coordinated action roll initiative. All members of the team then go on the leader's initiative, regardless of whether the *command* roll succeeded.



POWERS & MULTIPLE ACTIONS

There are three primary ways that a hero can affect more than one target at a time with a single power. One is by taking more than one action in a round. This will result in a multi-action penalty unless the hero has an appropriate power or Enhancement, such as Speed Manipulation or Multiple Targets. A second is by having a power that can affect an area rather than a single target, though, in this case, at an increased difficulty. Most Manipulation powers fall into this category, as do some enhanced powers. Finally, certain Mental powers (primarily Illusion) can affect more than one target by increasing the difficulty of a single action. Any of these varieties can be utilized by most powers through the addition of Enhancements, but solely at the discretion of the Narrator.



MEMO



Subject: Combining Powers

Excerpt from Silver Age File, Report #1

Aquaman (in body of Black Manta): "What have you got in mind, Arrow?"

Green Arrow (in body of Felix Faust): "That we do what we do best—the one thing that these bodies are usually incapable of doing. That we work together."

POWERS, CHARACTER POINTS, HERO POINTS, & VILLAIN POINTS

Heroes and villains can use Character Points, Hero Points, and Villain Points to increase the effectiveness of their powers, even though the die code of many powers is not actually rolled. As with skill attempts and weapon damage, each Character Point adds one die, and a Hero Point doubles the die code of the power. However, no actual dice are rolled (unless the power's description states that the die code of the power is used for rolling dice or the Narrator opts for the variable damage option). Instead, the Base Damage Value, Armor Value, or other effect of the die code is increased by the appropriate amount. This method does not allow the hero to gain access to aspects or features not available at the hero's normal die code. The player is still subject to the +10 difficulty modifier when attempting to use an aspect that the power provides at a higher die code. The hero still uses the scale of the power's base die code for volumes, weight, speed, or any other appropriate chart. If the hero spends Character Points and a Hero Point (or Villain Point), the Character Points spent are not doubled. Likewise, when spending a Hero or Villain Point, the player rolls only one Wild Die.

Character Points, Hero Points, and Villain Points do not increase the comparative value of the Invulnerability power. Except in Narrator-determined circumstances, whether an attack will do damage is figured out based on the normal Invulnerability die code. However, the modified Invulnerability score is used to figure out the Armor Value received from the Invulnerability.

If the Narrator allows the power punch option, the value used to determine the power punch bonus is based on the *Physique* die code after including Superattributes and Telekinesis bonuses but before adding Character Points, Hero Points, or Villain Points. Narrators may allow a bonus to the power punch of one-half of the normal Superattributes: *Physique* or *Telekinesis* value with the expenditure of a Hero or Villain Point or one-half of the Character Points spent, rounded down. These bonuses are added together if both are used. (The power punch is described on page 63 of the *Metropolis Sourcebook*.)

Example: Kitty Faulkner has turned into Rampage again and she's destroying the S.T.A.R. Labs facility. She decides to give a rather heavy piece of machinery her special attention. Not only will she use a power punch on it, she also plans to spend three Character Points on her power. Rampage uses her *Physique* plus Superattributes: *Physique* value of 10D to determine the size of the power punch bonus (which is +8). Half of three Character Points, rounded down, is 1, bringing the total power bonus to +9.

Optionally, when a hero tries to push a power far beyond its normal limits, and the situation is particularly desperate, the player can spend a second Hero Point. In this case, the die code of the power is doubled for all of the power's effects. Character Points spent add to the effective die code in this instance. The player gets the extra Hero Point (for three Hero Points for this attempt) at the end of the adventure for this action, which **must** be for an exceptionally heroic act. If necessary to the plot, a Narrator can use this option for Villain Points with a Narrator's character, but this should not be used to kill or cripple the heroes. The Narrator may also require the player to explain just how the hero is going to pull this off.

Example: To save a world, the Flash has to outrace a godlike being that is teleporting to Earth and tune every radio on the planet to the frequency of an alien race of energy beings. That's far beyond even Wally's 18D of Speed Manipulation. Spending a Hero Point will give him 360 actions per round—still not enough. The player spends a second Hero Point, giving Wally an effective die code of 36D. The player explains that Wally will use his control of the Speed Force to tap into the speed of every person on Earth. Thanks to Linda and the JLA, they will all be running at the same moment that Wally tries this seemingly impossible thing. The Narrator decides that to have a chance at this requires a Speed Manipulation of 41D or more. The player spends five Character Points, raising Wally's die code (for that round only) to the necessary level. The Narrator nods and tells the player that Wally can pull this off on a *Legendary know-how (Speed Manipulation)* roll. The player prepares to spend more Character Points...

If the player spends enough Character Points during an adventure on a single, repeated use of the power that he could have bought another die in the power, the Narrator may opt to allow a power increase by 1D immediately or at another significant time before the end of the adventure.

The Narrator should not hand out such immediate increases regularly. The increase in die code must be appropriate. The hero must be employing the power in better and



more creative ways, pushing himself beyond his power's current limits—essentially as if he had been training. However, should the expenditure of Character Points be a thinly disguised ploy to gain an immediate increase in the power in this manner, such as using Character Points even if the hero has succeeded at the attempt, then the Narrator should not provide the die code improvement.

READING THE POWER WRITE-UP

The powers are listed alphabetically within the classes. Their write-ups include:

Base Cost: The number of dice the hero must spend to purchase the power at 1D. Subtract this amount from the Dice Pool at hero creation to get the power. For an existing hero to gain the power, multiply this cost by 10 to figure out the number of Character Points the player needs to spend.

Specialization Base Cost: The amount of Character Points needed to gain an independent or ultra specialization of the power at 1D. For an existing hero to gain one independent or ultra specialization, multiply this cost by 10 to figure out the number of Character Points the player needs to spend.

Duration: The amount of time the power is in effect.

No aspect of a power may have more than one duration. Unless an aspect specifically states that it has a duration differing from the rest of the power, the entire power has only one duration. The only way to change the duration of a power is with the appropriate Limitation or Enhancement.

There are four durations:

Concentration: The hero must spend one action each round keeping the power active. Doing anything besides this incurs a multi-action penalty for each other action, unless the hero has a means of reducing the penalty for taking multiple actions in a round.

Example: A hero has Precognition, which has the Duration of Concentration. Merely to have the power available for use costs one action. To use the power to see into the future in the same round costs another action. This second action gives the power use attempt a penalty of -1D, unless the hero has some way of negating that (such as with Speed Manipulation).

Even with Speed Manipulation, though, the hero must spend one of the bonus actions to keep the power live. The extra actions provided by the *martial arts* skill, however, can be used for this purpose only if the power enhances the character's hand-to-hand attacks. If the hero is knocked unconscious, the power stops.

Activated: The hero must spend one action to activate the power. She may then use the power on the next round or as another action. If she uses it as another action, then she incurs a multi-action penalty. The power remains live until the hero spends an action to deactivate it (or is knocked unconscious).

Semipermanent: The hero subconsciously activates and deactivates the power. Thus, it does not count as an action to activate, deactivate, or use the power, but the player must announce when she is using it if it does damage or has an

effect on other things or people. Use of a skill required to control the power still necessitates spending an action.

Example: Using the Forcefield power to create a simple protective bubble or skintight sheath around the hero doesn't require an action, because no skill roll is required. Likewise, should the hero be attacked, the Forcefield automatically protects her, regardless of whether the player announced its activation prior to the attack. However, shaping the forcefield into a wall directly in front of an onrushing attacker or surrounding a moving object several yards away does require an action. The hero must actually devote thought [using the *know-how (Forcefield)* skill in this instance] to placing the field in the right place at the right time.

The power shuts off when the hero reaches the time limit for the power or is knocked out. The duration of a power can only change to Semipermanent by using the Duration Change: Semipermanent Enhancement.

Permanent: The power is always on. The hero has no control over whether or not he wants to use it unless great steps are taken (some sort of barrier for a contact power, for example). This power remains in effect even if the hero is knocked unconscious.

Range: The distance from the power's user to a target. The range dictates how far a user can project manifestations of her power. Note that Manipulation powers also have areas of effect, or effect volumes, which are not the same as the range. The area of effect refers to the amount the power can affect, not the distance at which a character may use the power.

The range limits are determined in same manner for nearly every power. There are some exceptions: the Illusion power, any Transportation powers, transportation aspects of powers, where a different range is given in the description, and where using the power at a distance does not apply (such as Clinging or Longevity).

For powers that have "normal" listed in their range entries: The maximum Short range of most powers is four times the die code in that power in feet. The maximum Medium range is seven times the die code in feet. The maximum Long range is 10 times the die code in feet. Thus, a power with a die code of 10D has a Short range of 40 feet, a Medium range of 70 feet, and a Long range of 100 feet.

The range of the Illusion power depends on the number of people the illusion affects, while Transportation powers and aspects depend on other factors (listed in the description), not necessarily the distance.

Furthermore, the target must be in sight for all powers except Empathy, ESP, Illusion, Precognition, Telepathy, and other powers for which line of sight is irrelevant. Supersenses and binoculars can increase accuracy but not the power's effective range. For powers used in combination with ESP and X-ray Vision, a hero doesn't need to see the target, but the distance restriction still applies.

Base Damage Value: The amount of damage done by certain powers depends on how the hero uses the power. The more the hero must focus the power through an item, such as a fist or a weapon, the fewer resources are left to fuel the power.



DEPARTMENT OF EXTRANORMAL OPERATIONS



For powers that have “normal” listed in their Base Damage Value entries:

For powers that can be combined with a weapon, add a value equal to the die code of the power to the Base Damage Value rolled for the weapon.

For powers that can sheathe a body part to do damage, add a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

Natural Weapons, Projectiles, and powers that are projected do straight damage—you don’t need to make a roll; this amount is three times the die code of the power. The projection is no more than the width of the user (maximum) and can be aimed at one target.

Example: A hero has Electricity Manipulation at 3D. If he decides to send an electrical charge through a sword, he can do 4D+3 of damage to his target (4D for the sword plus 3 automatic successes for the power). He can also sheathe his foot in electricity and use his *brawling* skill of 3D for 3D+6 of damage (2D for *brawling* plus 1D for the skill bonus plus 6—that is, 2 x 3—automatic successes for the power). If he wanted to shoot a bolt of electricity at a target, he would do 9 points of damage.

The player may decide to do less than the full amount of possible damage. This option is a pulled punch, which is discussed on page 109 of the rulebook. If the player does

not announce that he’s pulling his punch, the hero does full damage with the power for the method of attack that he’s using, unless the hero has general Mastery of the power. In this case, the hero can determine how much damage the power does at any point up to the moment that the damage is actually inflicted.

Managing Skill: The skill (or skills) most often used to generate a desired effect. Skill specializations may also be listed. These skill specializations are not necessary for using the power except for specializations of the *know-how* skill.

Know-how is the catchall “if you don’t know which other skill to use, use this one” skill. Heroes can rely on this skill to create stunts or effects for which no other skill is more appropriate. For example, a character who wants to heat a cup of cold coffee with her Microwave Projection would use *know-how* (*Microwave Projection*) rather than *marksman-ship*.

The managing skill dictates how well a power’s effect is created. The die code in the power is generally not rolled (unless there is no managing skill). The die code of the power, instead, determines such features as range, damage, types of effects, and so on.

The Narrator may call for other skill rolls in special situations—especially when the hero wants to use the power in an uncommon manner. Specializations of powers usually have the same managing skills as the full power, though the Narrator may deem other skills more appropriate. The Narrator must inform the player of any adjustments. Similarly, a player may request to use a different skill than what’s listed, because it better expresses the character concept.

Example: A hero with Air Manipulation at 11D has that he’s a sculptor as part of his background. The Narrator and the player agree that using the *artist* skill for designing constructs is more in keeping with the character concept than the specified *know-how* skill.

Specializations: Examples of specific ways in which the power may be focused. (See “Specializations Costs” in Section 1 for information about the various ways of taking specializations.) Some powers may not have specializations.

Description: A brief definition of how the power works, including some sample difficulties for its use. The Narrator may further expand the power’s definition and modify difficulties to suit situations that arise and the needs of the players. Some powers expand in scope of possible manifestations as their die codes increase. These additional manifestations are called aspects, and they are listed in a chart after the basic description of the power. The beginning of the Manipulation powers chapter delves further into the nature of aspects.

Sample Enhancements & Limitations: Most powers’ write-ups also cover some of the more common Enhancements and Limitations, along with the game mechanics of these changes.

Keep in mind that certain specialization selections or sufficient application of Limitations and Enhancements can significantly change a power. Thus, many sections of its description may no longer apply. As always, the Narrator is the final arbiter of how each power works.



Department of Extranormal Operations

SPECIAL REPORT: DAMAGE

Traumatic Damage: Some powers give special recommendations for “traumatic damage.” Traumatic damage breaks skin, thus causing more serious damage than blunt attacks (that is, attacks that don’t pierce or have sharp edges). Traumatic damage recommendations are included for Narrators who use the blunt damage option on page 41 of the *Narrator’s Book*, who increase *medicine* skill difficulties for traumatic damage, who differentiate between Body Points that reach zero because of blunt damage and those that reach zero because of traumatic damage, or add similar repercussions to their games.

Variable Damage: With the standard method of figuring out a power’s Base Damage Value, the number used is a straight value, not a die code. Some Narrators may find it more appropriate for a power to do variable damage. With this option, the Base Damage Value equals the die code, two times die code, or three times the die code. Thus, in the Base Damage Value example, the charge through the sword does 7D (or 4D+3D) of damage, the *brawling* sheath does 9D (or 3D+3Dx2), and the bolt does 3Dx3. A Narrator may choose variable damage instead of modifiers to the attack difficulty in stressful situations. Or, a narrator may decide to use variable damage for all damage-causing powers.

Multiple Targets: Generally, powers may only strike one target per round without taking a multi-action penalty. The *martial arts* skill can increase the number of attacks with hand-to-hand combat, without incurring the multi-action penalty, as can the Multiple Targets Enhancement. Speed Manipulation (the full power or the superactions specialization) can do the same for any type of attempts. For Manipulation powers, see “Area of Effects” part of the Manipulation powers chapter for special guidelines on how a large manifestation of the power can act on several targets.



DEPARTMENT OF EXTRANORMAL OPERATIONS



Power List & Base Costs (Updated)

Power	Full Power	Specialization†	Power	Full Power	Specialization†
Physical Powers			Transportation Powers		
Animal Mimesis	8D	2D	Dimensional Travel	10D	3D
Bind*	8D	2D	Flight	5D	2D
Chemical Mimesis	10D	3D	Jump	5D	—
Chemical Projection*	10D	3D	Teleportation	10D	3D
Clinging	5D	1D	Protection Powers		
Dampening*	12D	4D	Energy Absorption	10D	3D
Digestive Adaptability	8D	2D	Forcefield	20D	6D
Disease	8D	2D	Healing	15D	5D
Disintegration	12D	4D	Invulnerability	20D	6D
Elasticity	5D	1D	Invulnerability (wonders only)	10D	3D
Energy Projection*	5D	2D	Mental Shield	10D	3D
Environment	5D	1D	Natural Armor	10D	3D
Extra Body Part*	5D	—	Power Shield	10D	3D
Gift*	12D	4D	Resurrection	15D	3D
Immunity	5D	1D	Manipulation Powers		
Infravision	5D	—	Physical Manipulation		
Invisibility	8D	2D	Density Manipulation	15D	5D
Longevity	3D	—	Mimicry	30D	10D
Microwave Projection	12D	4D	Size Manipulation	15D	5D
Multiplicity	20D	6D	Elemental Manipulation		
Natural Weapons*	5D	—	Air Manipulation	15D	5D
Overlap	8D	5D	Darkness Manipulation	15D	5D
Plant Mimesis	5D	1D	Earth Manipulation	15D	5D
Projectiles*	5D	—	Fire Manipulation	15D	5D
Radar Sense	5D	—	Ice Manipulation	15D	5D
Redimensionality	15D	5D	Light Manipulation	15D	5D
Shapechanging	10D	3D	Plant Manipulation	15D	5D
Sonar Sense	5D	—	Water Manipulation	15D	5D
Superattributes*	8D	3D	Force Manipulation		
		(6D for lifting)	Electricity Manipulation	20D	6D
Superbreath	5D	—	Gravity Manipulation	15D	5D
Supersenses	5D	1D	Magnetic Manipulation	20D	6D
Suspended Animation	5D	—	Sonic Manipulation	20D	6D
Sustenance	5D	1D	Speed Manipulation	25D	8D
Ultraventriloquism	5D	—	Weather Manipulation	15D	5D
Vampirism*	10D	3D	Universe Manipulation		
X-ray Vision	5D	—	Astral Manipulation	20D	7D
Mental Powers			Energy Manipulation	30D	9D
Animation	8D	2D	Kinetic Manipulation	25D	8D
Astral Form	8D	2D	Matter Manipulation	30D	9D
Empathy	8D	2D	Mechanical Manipulation	25D	8D
ESP	8D	2D	Organic Manipulation	30D	9D
Explosion	15D	5D	Probability Manipulation	30D	9D
Expulsion	8D	2D	Reality Manipulation	30D	9D
Illusion	8D	2D			(20D for power emulation)
Language Comprehension	8D	2D	Temporal Manipulation	30D	9D
Mental Blast	10D	3D			
Mind Control	10D	3D			
Possession	10D	3D			
Postcognition	8D	2D			
Power Sense	5D	2D			
Precognition	10D	3D			
Psychic Blast	8D	2D			
Psychic Manifestation	8D	2D			
Speak with Animals	8D	2D			
Speak with Inanimates	10D	3D			
Speak with Plants	8D	2D			
Telekinesis	15D	5D			
Telepathy	8D	2D			

†This is the base cost for independent and ultra specializations.

* Starred powers require the hero to choose a specific manifestation of the power. See the power's write-up in the relevant chapter of Section 3 for more information. A dash (—) in the specialization base cost column indicates a powers in which no specializations may be taken.



CHAPTER 3

PHYSICAL POWERS



Physical powers alter or affect the hero's corporeal form in some way. This class also includes specific types of low-level energy projection. Unless otherwise specified in the description, no Physical power may have the Self-Only or Others-Only Limitations. Additionally, many of the powers have a range of self or don't have any range, so the Limited Range Limitation and Extended Range Enhancement do not apply to them.

ANIMAL MIMESIS

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: see description

Base Damage Value: normal (if copied ability does damage)

Managing Skill: *science (zoology)*, specific skill appropriate to ability copied

Specializations: specific class of animal (mammal, fish, insect)

Description: The hero can spontaneously develop abilities similar to (nonsentient) animals. Note that the hero

does not undergo any overt physical transformation when gaining these abilities. The hero could (potentially) breathe water without gills, climb a wall without claws, and fly without wings.

The hero can mimic one nonmagical ability of one animal per action for every die possessed in the power. Thus, at 3D, a hero could mimic, for example, three abilities of one animal or one ability each from three animals.

The base difficulty to mimic an animal's abilities equals 2, increased +1 for an obscure or not visible ability and +1 if the animal is from another planet or dimension. The hero rolls his *science (zoology)* skill to determine success. (This also counts as the action needed to activate the power; only an action, but no roll, is required to shut off the power.)

If, while the hero has the power activated, the hero decides to mimic another ability and he has no free "slots," one of the other abilities is bumped out. Typically, this is the oldest ability currently in use. With an Easy *science (zoology)* roll (which counts as an action), the hero may choose which ability to drop. Abilities cannot be "stored" for later use.

These abilities are equal in power to those of an animal that is the same size as or larger than a human. For example, using this power near an elephant would give the hero the same strength as that animal. If the animal is smaller than a human is, the newly acquired abilities are proportionately increased. For example, if a rabbit can leap three feet, a metahuman "rabbit" could leap 20 to 40 feet.

This power requires some preparation on the part of the player. The player should come up with a list of animal abilities, scaled to metahuman size, using powers if appropriate. See the sidebar for some examples.

Animal Mimesis Examples

Bat: Sonar [Sonar Sense]

Bird: Flight [Flight]

Cheetah: 60-mile-per-hour sprint [Speed Manipulation (running)]

Chimpanzee: 800-pound lifting strength [Superattributes: Physique]

Crab: Regenerate lost limb [Healing (self only)]

Dog: Tracking ability [Supersenses (smell)]

Dormouse: Hibernate five months [Suspended Animation]

Eel: Electric shock [Energy Projection (electrical sheath)]

Jellyfish: Paralyzing sting [Chemical Projection (paralyzing touch)]

Kangaroo: 40-foot leap [Jump]

Kokoi frog: Poisonous skin [Chemical Projection (poison touch)]

Owl: Night vision [Infravision]

Seal: Swim 20 mph [Speed Manipulation (swimming)]

Snake: Heat sensing [Supersenses (heat variations)]

Spider: Wall climbing [Clinging]

Starfish: Body regeneration [Healing (self only)]

Turtle: Shell [Natural Armor: Tough skin]

Whale: Dive to 3720 feet [Invulnerability (pressure)]



From 1D to 7D in this power, the hero must make contact with the animal in order to acquire its abilities. (For unwilling animals, the character will need to make a *brawling* attack or an *animal handling* attempt.) From 8D to 14D, the hero must be in normal range of the target animal. In either case, the hero is limited to whatever animals are in the vicinity. However, at the highest levels (15D and above), the hero can access the Morphogenetic Field—a vast continuum linking all of Earth's living animals, from amoebae to humans. No ability gained can be of a higher level than the die code in the power.

Sample Enhancements & Limitations: Manifesting the physical traits of the animal as well as the natural abilities is a -2D Side Effect. If the hero wants the Duration Change: Permanent, the Uncontrollable Limitation must also be taken. The hero is always copying some creature's abilities, but he never quite knows what he'll be getting. The abilities last for a number of minutes equal to the die code in the power before a new ability is copied. With the Duration Change: Semipermanent Enhancement, the hero retains the mimicked ability of the animal for a number of hours equal to die code in the power. With a specific form of Mastery, abilities can be "memorized" for later use.

MEMO

Subject: Animal Mimesis

Interviewee: Harry Haly, Haly Brothers Traveling Circus

Excerpt from Interview: "Our circus train had jumped its tracks. The animals were in a panic, running wild. We were trying to recapture them before any of them got hurt, but we were running out of nets and trunk darts. Then Animal Man appeared. He touched Mona the Gorilla and ran toward the lion that was roaring at some of the crew. Animal Man punched the lion, knocking it backward off its feet. Then he grabbed the lion and threw it into a cage."

"We heard Jumbalina, our Indian elephant, down the road, running onto the highway. Animal Man stroked a cheetah that was sleeping off a trunk. Suddenly he was off, running after the elephant, running 50 miles an hour at least! The rest of us take off after him and the elephant. When we get there, he had Jumbalina by one leg, and she wasn't going anywhere. I don't know how he did it, but we didn't lose a single animal that day."

BIND

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: normal

Base Damage Value: 3 x die code; see also description

Managing Skill: *know-how (Bind), melee weapons, thrown weapons*

Specializations: projection from specific body part (eyes, hands, chest)

Description: The hero can project filaments or nets that can be used to strike an enemy down (using the *melee weapons* skill) or entangle and prevent her from moving (using *thrown weapons*). The hero can also use the power for

movement by ensnaring an object and swinging with the filaments (using *thrown weapons* to ensnare and *acrobatics* to swing).

The power has a normal range, but with Elasticity linked to it, the hero can reach further out or wrap around a larger target. When the hero purchases the power, it must be determined what energy or material the bonds are made of and what form they take when manifested.

Once a target is successfully ensnared, she will be unable to perform any other actions until she makes a successful *Physique* or *lifting* roll against the die code of the power and breaks free, or makes a successful *escape artist* skill roll with a difficulty of the die code of the power. If the hero succeeds in the opposed roll, however, the target takes three times the power's die code in damage from constriction (if the hero chooses).

Linking this power to other powers can produce webs with effects other than simple restraints. For example, combining Bind and ESP enables the hero to "see" anyplace he has strung a web. Combining Bind and Gravity Manipulation produces apparently lightweight webs that feel like a ton of bricks.

Prehensile hair is a specific manifestation of Bind that thus far has only occurred in super heroes. The hero's hair strands are capable of independent, controlled movement, as if the head were covered in tens of thousands of thin tentacles. The hero is able to use her hair as one or several limbs, performing a number of simultaneous tasks, with the appropriate multi-action penalties. The prehensile hair has the same strength as the hero's other limbs. It can punch like a silky fist, ensnare victims like a net, or perform finely detailed actions like pick locks, at normal difficulties.

While normal human hair tends to fall out after growing a few feet, prehensile hair strands may grow to 10 feet, 20 feet, or more (that is, have the normal range of this power). Regardless of its length, when not actively deployed, the hair contracts to a thick mass not extending past the hero's calves.

The motivating force for prehensile hair may be muscular or telekinetic. In the either case, anything that Dampens the hero's power causes the hair to collapse into a tangled mass, severely limiting her mobility.

When using this power with wonders, it can only be purchased as specializations (that is, it can only be shot from specific portions of the item). However, the equipment can have any number of specializations. The designer decides where the power emanates from on the wonder.

Sample Enhancements & Limitations: The Limited Abilities (-2D) Limitation can be used to simulate forms of Bind that do not provide filament swinging, such as nets and bolos, as well as forms of Bind that can't do damage to a character that fails an escape roll. Stickiness is an Additional Effect, which adds +2 to the difficulty of escape for each +1D of Additional Effect. (The +2 to difficulty only applies to the *Physique* or *lifting* roll if the target is stuck to an object with a Passive Defense Value of at least half the target's *Physique*, thus depriving the victim of leverage.) Specific Mastery allows the hero to use Bind filaments for fine control, effectively providing extra arms with a *lifting* strength of half the die code in Bind.



CHEMICAL MIMESIS

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: see description

Base Damage Value: 3 x die code (if copied characteristic does damage)

Managing Skill: *science (chemistry)*

Specializations: specific group of elements, solids, liquids, gasses

Description: The hero can spontaneously develop abilities reflecting chemical properties. For example, the hero could take on the characteristics stainless steel, malleable plastic, radiation-resistant lead, transparent quartz, or slippery graphite.

The hero may mimic one nonmagical characteristic of one chemical per die code in the power. (Chemical, in this instance, refers to any inanimate, nonliving item.)

The base difficulty to mimic a characteristic of a chemical equals 2. Increase this by +1 or more if the hero is trying to gain a characteristic of a chemical that is part of a larger one and +1 if the chemical is not native to the hero's planet or dimension. The hero rolls his *science (chemistry)* skill to determine success. (This also counts as the action needed to activate the power; only an action, but no roll, is required to shut off the power.)

If, while the hero has the power activated, the hero decides to mimic another characteristic and he has no free "slots," one of the other characteristics is bumped out. Typically, this is the oldest characteristic currently in use. With an Easy *science (chemistry)* roll (which counts as an action), the hero may choose which characteristic to drop. Characteristics cannot be "stored" for later use.

This power requires some preparation on the part of the hero and the player. The player should make up a list of chemical properties, translated from the inanimate to a metahuman power. See the sidebar for some examples.

Chemical Mimesis Examples

Glass: Transparency [Invisibility]

Gold: Conductivity [Electricity Manipulation (conductivity)]

Granite: Hardness [Natural Armor: Hard skin]

Iron: Strength [Superattributes: Physique]

Lead: Radiation shielding [Invulnerability (radiation)]

Mercury: Liquid form [Elasticity]

Phosphorus: Flammability [Energy Projection (flame sheath)]

Radium: Light and radiation emission [Energy Projection]

Water: Expanding ice, liquid, vapor [Water Manipulation (self-transformation)]

From 1D to 7D of this power, the hero must make contact with the chemical in order to acquire its characteristics. (The hero does not take damage from the object he touches—unless someone is trying to hurt the character with it.) From 8D to 14D, the hero must simply be in normal range of the target chemical. In either case, the hero is limited to whatever chemicals would be in the vicinity. However, at the highest levels (15D and above), the hero can access the planet he is on and all of its component elements and compounds.

Note that normal tracking methods may be thwarted by this power because the hero's body changes its scent and other detectable properties. All tracing difficulties against the hero are at a +4.

Sample Enhancements & Limitations: As a -2D Side Effect, the hero is transformed into a form chemically resembling a chosen substance. (His actual shape does not change if he has taken on the properties of a solid; if he takes on the properties of a gas or liquid, he retains a vaguely humanoid form. Note that the hero does not undergo any permanent physical transformation when gaining the chemical's characteristics, nor does he suffer any permanent harm as result of the transformations.) If the hero wants the Duration Change: Permanent, the Uncontrollable Limitation must also be taken. The hero is always copying some chemical's characteristics, but he never quite knows what he'll be getting. The characteristics last for a number of minutes equal to the die code in the power before a new ability is copied. With the Duration Change: Semipermanent Enhancement, the hero retains the mimicked characteristics for a number of hours equal to die code in the power. With a specific form of Mastery, characteristics can be "memorized" for later use.

CHEMICAL PROJECTION

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent

Range: see description

Base Damage Value: see description

Managing Skill: *marksmanship, invent (chemicals), science (chemistry), medicine* (for medicine projection only)

Specializations: specific subtype of substance, specific body part from which to project chemicals

Description: The hero can create a variety of chemical substances, which she can spray, inject by touch, or sheath her body with as a protective or offensive layer.

When creating a new hero, the player must choose the basic type of chemicals the hero can project. The player then needs to do a bit of research and make a list of compounds in her preferred category and their effects. Some examples include acids, corrosives, gases, glues, lubricants, medicines, pheromones, poisons, and so on.

Acids, corrosives, toxic gases, and poisons do damage equal to the die code in the power each round, until the substance is neutralized. For poisons and toxic gases, the *resistance* difficulty for the target is the die code of the power. Gases have an area effect of five feet around the target, and any characters in the vicinity continue to take damage until they leave the area. Acids and corrosives must be washed off.

The most common type of medicine, the antidote, adds a success bonus equal to the die code of the power to any *resistance* roll. The antidote lasts for a number of hours equal to one-half the die code rounded up, before evaporating or breaking down, though the effect of the antidote is permanent.

Medicine can also be used to enhance the *medicine* skill. In this case, the serum (administered to the patient) adds the die code of the power to the *medicine* die code of who-



ever is working on the patient as the serum speeds up the healing process. Each dose of serum affects one *medicine* roll.

Pheromones enable the hero to emit mind-controlling vapors. The hero gains a bonus of up to the die code in the power to the *charm* or *persuasion* skill, but not to both at the same time. Characters can detect the use of pheromones by making a Heroic *search* skill roll. If a character with Supersenses fails this roll, however, the pheromone user receives twice the usual bonus against that character.

Glue or sticky material can cause items to be bonded together. Any target trapped in a sticky substance must make a *Physique* or *lifting* roll against a difficulty equal to the die code of the power to separate himself from whatever has been glued to him. Add +3 to the difficulty if the target has been attached to something with a Defense Value of at least half the target's *Physique*, thus depriving the victim of leverage. The glue can usually be washed off with water. If the hero prefers another solvent (such as acetone or peanut butter), the glue maker must first succeed at an Easy *invent (glues)* roll, increased by +1 or more, depending on how common the solvent is.

Lubricants can make the ground or other surfaces slicker. Anyone who crosses or touches a surface coated in a lubricant adds the die code of the power to all relevant difficulties, such as *running* or *climbing* when trying to cross a slick surface.

Knockout gas, instead of doing damage, renders a target unconscious for a number of rounds equal to the die code of the power. The target makes a *Physique*, *resistance*, or *willpower* roll against the die code of the power plus the Effect Value. If the target fails, then he's knocked out. The Narrator can increase the difficulty if the hero wants to knock the target out the target for a specific number of rounds.



MEMO



Subject: Chemical Projection

Interviewee: Barry Allen, the Flash (deceased)

Excerpt from Interview: "Mr. Element was robbing the box office where the Central City Chemical Engineering Society was having a charity benefit. He'd driven off most of the people by shooting bromine from his Element Gun. The smell was pretty bad, even when you're running at 200 miles per hour! He was firing a stream of diamond dust to cut open the safe when I ran in. I ran toward him and my feet slid out from under me. He'd covered the floor with mercury! I crashed into a buffet table filled with drinks and food 30 feet away from him."

This power can be combined with another power, creating a Linked power that enables it to cling to the target. In this case, the power Linked to the Chemical Projection power continues to affect the target until the chemicals that are affecting the victim are removed from his system. If the chemical affects the target by entering the body (for example, a gas or drug that causes the target to suffer from the Illusion power), the victim is affected by the Linked

power until she makes a successful *resistance* roll equal to the die code of the power. If the chemical affects the target on the surface (for example, a sticky Dampening substance) then the Linked power affects the character until the chemical is washed off or otherwise removed.

The hero can also come up with new chemicals, of her chosen type, such as an acid that eats through only certain substances or pheromones that cause insanity. The base difficulty to generate it is +2 to the *marksmanship* difficulty, or a Difficult *invent (chemicals)* roll. For exceptionally complex compounds, the Narrator may also require a *science* roll to see if the character has the required knowledge to dream up the compound, but the Effect Value from that roll may be added to the generation roll.

When including Chemical Projection in a wonder, it can only be purchased as specializations (that is, it can only be shot from specific portions of the item). However, the equipment can have any number of specializations. Additionally, the specialization base cost is reduced to 2D. The designer decides where the power emanates from on the wonder.

CLINGING

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: touch

Base Damage Value: none

Managing Skill: know-how (*Clinging*), *climbing*, *acrobatics*

Specializations: particular type of material (stone, glass, metal)

Description: Clinging enables users to travel across vertical or inverted surfaces as if they were moving along a horizontal surface. Thus, all *climbing* difficulties are reduced by 6 and relevant *acrobatics* difficulties are reduced by 3. The hero also adds his die code to the applicable managing skill when attempting to climb or maneuver along a surface.

Clinging can be accomplished in a variety of manners. The best-known version is a form of adhesion, in which the user makes a high-friction contact with the surface he is traveling on. It is as if the user was strongly glued to that surface momentarily. The user can amplify the natural adhesion between himself and the targeted surface; there is no detectable chemical residue.

Alternatively, the user manipulates the effects of gravity in her immediate surroundings. In effect, the user feels as if she is walking or crawling across a normal horizontal surface. The direction of her personal gravity goes toward her feet. Movement rate is the same as if traveling on a normal horizontal surface. Objects or people carried by the user are still subject to the normal direction of gravity.

The most sophisticated form of Clinging enables the user to alter the direction of gravity for himself and for anything he is carrying. Note that when the user releases his hold on the carried object, the normal direction and effect of gravity are restored and the object plummets to the ground. This last variant is a +2D Additional Effect.

Heroes need to remember that the structural strength of a wall or floor might not necessarily support their weight.



DEPARTMENT OF EXTRANORMAL OPERATIONS



Forget about walking along a drop-panel ceiling. However, if the hero has some form of Gravity Manipulation, that power can be used to circumvent this.



MEMO



Subject: Clinging

Interviewee: Carl "Loco" Lindstrom, burglar

Excerpt from Interview: "So I'm outside the thirty-eighth floor, climbing on these special suction cups I made. I'm outside the diamond exchange window, about to cut my way in, when I see this guy walking toward me—walking on the outside wall carrying a bag that's swinging down towards the ground. I mean, he's walking! Just like he was strolling on a sidewalk and I was lying on the ground! He looks at me and says, 'Too late,' and walks off laughing! I watch him get to the edge of the building and he turns 90 degrees, as if he's lining himself up with the other wall. Then he disappears outa sight. I hear a rap on the window, and there are two cops with their guns pointed at me. Cops still don't believe I'm not the guy who robbed the place."

Notes: The other individual is as yet unidentified.

DAMPENING

Base Cost: 12

Specialization Base Cost: 4

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: *brawling, know-how (Dampening), marksmanship, martial arts*

Specializations: specific power, specific aspect of power type

Description: The hero can reduce or negate another being's powers, temporarily reducing a metahuman to a normal human. (This power does not work on natural abilities or magic-based powers.) The hero makes a *know-how (Dampening)* roll, opposed by the target's *willpower*, or *know-how (targeted power)* if appropriate. Power Shield adds its die code to the target's skill. If the hero succeeds, the target's die code in one power is reduced by the die code of the hero's Dampening power plus any extra successes gained. If this reduces the targeted power to zero or less, then the power is unavailable to the victim until the hero deactivates the Dampening power or is knocked unconscious. If the targeted power's die code is not reduced to zero, the power remains available to the victim. All aspects that the target was capable of using are still available, but they function at an effectiveness of the lowered die code. Only one power may be affected at a time, except in the case of Linked powers, which are all affected simultaneously by a single use of Dampening.

When Dampening is initially taken, the player must choose what the hero is capable of Dampening. This must be some basic category of powers, including power class (Physical, Transportation, Manipulation), special effect (psychic, metagene, technological), or power source (electricity, sunlight, the Source).

Sample Enhancements & Limitations: Multiple Targets can be used either to affect multiple characters, or multiple powers in a single target. A specific form of Mastery can allow a hero to use Dampening against all of a character's powers simultaneously.

DIGESTIVE ADAPTABILITY

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: touch (bite)

Base Damage Value: 3 x die code (if target is bitten)

Managing Skill: none

Specializations: specific type of material

Description: The hero can swallow and digest any material without harm. In fact, the hero can actually derive nutritional value from apparently nonnutritional sources. The power functions like an internal form of matter conversion. The digestive tract is able to break down the ingested material into useable substances or convert it into nutritional forms.

In order to bite, chew, and swallow a variety of substances, the power includes discreet modifications of the hero's mouth. There are two possible models. In one model, the teeth, soft tissue, and other parts of the digestive tract are invulnerable and the jaw muscles have sufficient strength to bite through metal. In the second model, the power actually begins at the mouth rather than the stomach; contact with the saliva and teeth initiates transformation to softer, edible forms.

In either case, the hero does three times the die code of the power in damage to any object bitten, if it can't be swallowed in one bite. For reasons that should be obvious, this power does traumatic damage to living beings. Eating part of a sentient, living, higher lifeform gains a hero a Villain Point and probably gets any character an unsavory reputation with any potential colleagues.

The power confers automatic protection from ingested natural toxins (such as organic poisons like hemlock or cobra venom). The hero gains a number of automatic successes equal to the power's die code to related *resistance* rolls; the toxicity of substances is reduced upon being swallowed. Note that injected or inhaled substances are still effective. Furthermore, energized or radioactive materials can be consumed; these quickly lose their energy as transformation and digestion occurs.

The hero may suffer two side effects of this power. His sense of taste may be somewhat skewed by the bizarre variety of materials passing by the tongue. Also, the hero's body tissue, fluids, and excretions may become toxic materials. Neither of these side effects changes the power sufficiently to be an Enhancement or a Limitation; however, the player must decide during character creation which, if any, are applicable, and can't change the decision later.

This power may not be included in equipment.

Sample Enhancements & Limitations: The Delay Enhancement allows the hero to transport objects by eating them. If the hero swallows an object whole and then...regurgitates it before the Delay period ends, the object is undamaged. Combined with a specific form of Mas-



tery, the hero could carry objects in this manner indefinitely, but this effect has a weight limit of half the hero's weight.

DISEASE

Base Cost: 8

Specialization Base Cost: 2

Duration: Concentration

Range: see description

Base Damage Value: see description

Managing Skill: *brawling, martial arts, marksmanship, know-how (microbiology, diseases)*

Specializations: diseases afflicting a specific class of life forms (humans, dogs, plants), specific disease

Description: The hero has mastery over disease-causing microbes, from viruses to bacteria and parasitic fungi. The hero's body can retain a variety of these germs, storing them at full potency and projecting them as needed. The germs then strike a victim and rapidly spread throughout the body. There is no incubation period; victims exhibit the effects of that disease within moments.

Range is a function of the hero's power level. Low levels of the power (1D to 7D) require the hero to make skin contact. Die codes from 8D to 14D enable the hero to sneeze or spit microbes up to Short range. High levels (15D and above) are able to infect a victim at normal range distances as long as there are no intervening barriers.

The hero is normally immune to the effects of the microbes she carries. If something disrupts or dampens the power, the hero may succumb to the effects of her internal biological armament.

Curiously, the victims are not usually contagious to others. The power curtails the lifespan of the microbes once they leave the hero's body to the duration of this power's effects. With the cessation of the power, the microbes are rendered inert matter and disposed of by the victim's immune system. The disease can be overcome through a resistance roll equal to the die code of the power, which can be aided through the application of appropriate medicine.

The hero can also consume live cultures, safely trapping them within her body. This can be used against petri dishes in a lab or biological weapons in the field.

This power requires the player to do some preparations beforehand. Although the hero's diseases typically do a damage of three times the die code of the power only once per target, specific diseases can have various side effects on the target. The player should make up a list of diseases the hero can utilize and their effects on a victim, such as skin inflammations, a headache, achy joints, and so on. Heroes are limited to relatively nonlethal diseases; purposeful use of lethal diseases will give the hero Villain Points. With a +3D Additional Effect, the diseases can continue to inflict damage equal to one-half the die code in the power, rounded up, each round.

For game purposes, this power should be limited to terrestrial diseases. If the campaign includes contact with extraterrestrials, the hero may be able to add exotic diseases to her internal armory. The player and Narrator should agree on a list of imaginary diseases.

Sample Enhancements & Limitations: A rather unpleasant -3D Side Effect makes the hero (and any targets) contagious. General Mastery allows the hero to determine which symptoms develop as well as the amount of damage taken by the victim. A +4D Additional Effect gives the power a beneficial side effect: In order to replenish or acquire a disease, the hero is able to extract microbes from someone already infected with that disease. Upon making skin contact, the hero is able to draw out all microbes of a particular disease-causing strain. While the now formerly infected subject still has the effects of that infection, his immune system can now work to heal that damage.

MEMO

Subject: Disease

Interviewee: Sergeant Tim Fredriksen, UN peacekeeping forces

Excerpt from Interview: "I was on peacekeeping duty with UN forces in Transbelvia. A Krasny army unit fired a smallpox-bearing shell into a marketplace in Transbelvia. The shell exploded on contact, releasing a cloud of smallpox germs. As the Transbelvians ran to avoid the cloud, one individual ran toward it. I don't know what he did, but the cloud actually moved toward him. It contracted around him, as if he was a vacuum sucking up the cloud. Then the cloud was gone. [REDACTED] When the biohazard crews arrived, they couldn't find any trace of smallpox aside from inert samples on shell fragments.

"We later found a Krasny mortar team dead of smallpox. I think our mystery man found them first."

DISINTEGRATION

Base Cost: 12

Specialization Base Cost: 4

Duration: Semipermanent

Range: normal

Base Damage Value: normal; also see description

Managing Skill: *know-how (Disintegration), marksmanship, brawling, martial arts*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body parts

Description: The user has the ability to break down the bonds of atomic structure, transforming a target into either fine dust or energy. Note that under normal use, this power cheats in regards to the $E = mc^2$ formula; the disintegration produces harmless levels of nondestructive energy. One theory is that the act of disintegration actually shunts most of the energy to another location or plane.

The higher the die code, the more powerful the act of disintegration.

At 1D-5D, the user can cause a target to structurally collapse, instantly reducing it to gravel, sand, or a coarse dust. At 6D-10D, the user can reduce a target to a fine powder. At 11D or more, the user destroys the target utterly, transforming it into harmless, dissipated energy.

When used as an offensive power, the hero is concerned more with the maximum damage he can do. However, the power can be used for precision work, like sculpture, sur-

gery, or dismantling a dangerous device. In such cases, the skill determines the hero's ability to disintegrate precise amounts while the hero's visual acuity determines the accuracy of the removal. In practical terms, anything the hero can see through a magnifying glass is the minimum area that can be accurately disintegrated. Of course, if the hero is somehow miniaturized, such minimum areas are also reduced.

Normally, the disintegration is permanent. If the player wants, when creating the hero he can specify a temporary duration for the disintegration instead of permanent. In such a case, a target reforms after a number of hours equal to the Effect Value of the attack, with a minimum of one hour. In such cases, the hero can use Disintegration on living beings without gaining Villain Points.

Because this is an energy-based power, the Natural Armor power does not protect against it.

When using this power with a wonder, it can only be purchased as specializations (that is, it can only be shot from specific portions of the item). However, the equipment can have any number of specializations. Additionally, the specialization base cost is reduced to 3D. The designer decides where the power emanates from on the wonder.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to disintegrate objects permanently or temporarily, which must be determined at the time of attack. An object disintegrated temporarily can be reintegrated at the hero's leisure, up to a number of days equal to the die code in the power, at which point the victim rematerializes within Short range of the hero. A Duration Change to Activated, while requiring the hero to make a separate action to turn on and off the power, also allows the hero to have a Disintegration sheathe. This sheathe provides an Armor Value equal to the die code of the power. If the Disintegration has the Duration Change: Permanent Limitation, the hero not only has the sheath, she also does the die code in the power in damage to everything the hero touches for more than one round. (In the instances of Semipermanent and Concentration durations, the power is only on long enough to do its thing; it is not activated for enough time to provide protection.)

ELASTICITY

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: self

Base Damage Value: none

Managing Skill: know-how (*Elasticity*)

Specializations: bouncy, specific body part (legs, arms, fingers)

Description: The hero can alter the dimensions and mold the basic shape of his body; stretch out any part of his body without losing leverage, strength, or bodily functions; or flatten himself into a wide form. It appears that the hero's body is composed of malleable rubber or plastic although normal coloration remains unchanged by the elongation.

The basic use of the power is to increase the hero's reach or walking stride, with a maximum range of 100 times the

die code of the power in feet. With a Moderate know-how (*Elasticity*) roll, heroes can use the power to extend small body parts such as eyes, ears, and noses. Heroes that are more skilled are able to change their external appearance, from altering facial features to becoming simple shapes like chairs or parachutes. For facial features, see the *disguise* section on page 220 of the rulebook for difficulties, and add half the die code of the power, rounded down, to the *disguise* skill. (However, *Elasticity* used for disguise by itself does not allow changes in coloration.) Mimicking objects requires a Difficult know-how (*Elasticity*) roll, with +2 to difficulty for each part in a shape that would not normally be contiguous, such as a pair of wheels on an axle (which counts as one part).

Despite the apparently flimsiness of the elongated body part, the hero retains his normal strength. For example, a fist at the end of a 30-foot arm could still deliver a knock-out blow.

Since the power gives the hero a malleable, resilient body, it provides an Armor Value of 1 for every 5D in the power against blunt force attacks, whether physical blows or that sudden stop after a long fall. The power also adds 1D to the *dodge* skill, as well as the Arm Pin, Bear Hug, Choke, Clothesline, Flip, Flying Kick, Instant Stand, Leg Sweep, Slam, and Throw maneuvers for the *brawling* skill only, for every 5D in the power. In the case of the maneuvers, the hero must have the maneuver in question to gain the bonus.

If a hero is punched, not only does his body alter form to absorb the blow, it may actually trap the fist and arm within! (This is a +2D Additional Effect.) With a successful blow, the attacker makes a *Physique* roll versus a roll of the power. If the attacker fails, her fist is enveloped in the defender's body. To break free, the defender must let go, or the attacker succeeds at an opposed *Physique* versus a roll of the power. To keep the opponent trapped or to break free each count as actions.

Bouncy is a specialization that the hero can alternatively take as a +3D Additional Effect. The hero can then ricochet off of reasonably flat surfaces. He takes no damage from being thrown into an object by making an *Elasticity* roll, opposed by the attacker's *Physique*, or from falling damage, gaining Invulnerability to falling damage equal to the die code in the power. He can also leap greater distances, though not as far as with the Jump power. The hero can add automatic successes up to the die code in the *Elasticity* power to the *leap* skill. Bouncy can take a variety of forms, such as the hero's transformation to a human ball or surrounding his body with an invisible field that acts as springs or rubber balls.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to gain some of the benefits of assumed shapes, such as increased speed when creating wheels (add the power's die code in automatic successes to the *running* skill), greater force with attacks from enlarged or specially shaped limbs (add the power's die code in damage to attacks), and increased protection from attacks by either hardening into a shield or softening into a blob, against traumatic or blunt damage respectively (gain the power's die code in Armor Value).



ENERGY PROJECTION

Base Cost: 5

Specialization Base Cost: 2

Duration: Semipermanent

Range: normal

Base Damage Value: normal

Managing Skill: *brawling, know-how (Energy Projection), marksmanship, martial arts, melee weapons*

Specializations: projection from specific body part (eyes, hands, chest), sheathe specific body part

Description: The hero can project a beam of force from her body or sheathe a body part in it. When the power is bought, the player must select what form of energy the hero can project. This might be ice, fire, hard radiation, kinetic energy, laser beams, plasma, concentrated sound, or something as abstract as concussive force.

The Base Damage Value equals three times the die code in this power. Most forms of this power are energy based and thus go through Natural Armor. Natural Armor, but not Energy Absorption, protects against kinetic and similar attacks. If the name is generic, the hero must decide whether Natural Armor or Energy Absorption protects against it.

Regardless of the type of energy projected, there are no additional effects after the initial damage is done. These simply don't occur or they dissipate too rapidly to do any harm. One or more Additional Effect Enhancements can be included, the value depending on what the additional effect is (such as further damage from frostbite or being on fire).

When including Energy Projection in a wonder, it can only be purchased as specializations (that is, it can only be shot from specific portions of the item). However, the equipment can have any number of specializations. Additionally, the specialization base cost is reduced to 3D. The designer decides where the power emanates from on the wonder.

Sample Enhancements & Limitations: The ability to create a wide-angle beam is a +3D Additional Effect. All Defense Totals are at -1, and the hero can attack any number of targets (with the relevant multi-action penalty) in an arc of any width up to 30 degrees. The ability to generate a stunning beam (which is never traumatic damage and never does a massive damage modifier) is a +2D Additional Effect, which is also one of the benefits of having Mastery of this power. Stun beams do no damage to inanimate objects, which is useful for avoiding collateral damage but a problem when the hero has to blast through a wall. As an Additional Effect, the power only stuns, while specific Mastery allows the hero to switch between a normal attack and a stunning attack. For a +1D Additional Effect, the hero can have the energy manifest in the form of a missile-style weapon (such as a bow and arrows or a slingshot and stones). For a +7D Additional Effect, the damage can be continuous. For example, cold might cause frostbite damage or energy might give radiation poisoning. In any case, the additional damage equals one-half of the die code of the power, rounded down, per round, until the effects are neutralized, such as by warming up for frostbite.



MEMO



Subject: Energy Projection

Agent: Operative 4182

Excerpt from D.E.O. Personal Armor Pilots Orientation Session:

"The standard D.E.O. hardsuit includes a moderate weapons package, including a sonic stunning burst, a laser, and a vibration generator. Although it's a fairly impressive suite of weapons, it does *not* mean that you're ready to mix it up with Domsday."

ENVIRONMENT

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: type of environment, environmental awareness

Description: The hero can survive in any environment, though the hero still needs to eat, sleep, and otherwise take care of his body. While this does not provide protection from most attacks, which are too sudden and invasive for this power to negate, the hero can exist in any hostile environment, resisting effects up to the die code in damage from environments only. This does apply to changes in ambient temperature, gravity, and other gradual, all-encompassing effects created by Manipulation powers, but not to power storms.

The hero either adapts to the environment in some way (or has a permanent adaptation in the case of specializations) or generates an atmospheric "aura." The power regulates the pressure, gravity, temperature, and breathability around the hero, plus filters out minor annoyances (such as rain or snow). It even gives the hero something to stand on if there is nothing else available. The power provides an Armor Value equal to the die code of power against flames, toxic gases, cold, high pressures, ambient radiation, high gravity, and so on, but not by sudden blasts, changes, or attacks of the same. If a sleep gas or something similar that does not do damage gradually enters the hero's area, the Environment offers a number of automatic successes to the *resistance* roll equal to the die code of the power. While the Environment screens out airborne viruses, it does not protect against the Disease power. The Environment also has no effect on the amount of light, noise, or visibility in the area.

As a +3D Additional Effect or a specialization of this power, the hero has increased sensitivity to local conditions, including things that influence or disturb it. She is aware of weather patterns, flora and fauna, and environmental contaminants. The die code in the power is added to any skill used to determine the state of the local environment.

When this power is found in a wonder, the user gains the power by using the wonder. The piece of equipment can't tap into the power. Instead, the wonder should have an appropriate Protection power to gain an Armor Value that protects it from the ravages of the environment.



Sample Enhancements & Limitations: The Extended Range Enhancement allows the hero to create a safe environment in an area equal to one cubic foot per die code of the power. (To be able to project it at normal range, the power must have a second Extended Range Enhancement.) The environment is one that is safe for the hero, so anyone else in the area of effect must be native to the same environment or suffers from that environment's effects. In this case, specific Mastery allows the hero to create environments tailored to each individual within the field of effect.



Department of Extranormal Operations

SPECIAL REPORT: HOSTILE ENVIRONMENTS

For some effects of possible hostile environments, see the sections on cold, fire, and radiation on pages 197–198 of the rulebook. Use the poison guidelines on pages 197–198 of the rulebook, as well as notes accompanying specific characters and powers, for the effects of toxic gases. Relevant powers, such as Fire and Ice Manipulation and Chemical Projection powers, describe the effects of continuous exposure to these powers. Use this information to determine how much damage the Environment resists.

Environment and certain Protection powers can also help heroes survive in space. An unprotected character takes at least three points of damage per round. (One point comes from the exposure to the vacuum, one from the exposure to intense temperatures, and one from the lack of oxygen; the Narrator may increase the damage because of a space debris shower, the intense heat of a nearby sun, and so on). While these aspects should be considered one Damage Total for the purposes of Environment, the Narrator can allow other powers to protect against parts of the damage. Invulnerability, Forcefield, Natural Armor, and sheathes from Manipulation powers can protect against the vacuum exposure and the intense temperatures. Sustenance can protect against the lack of oxygen, as can Superbreath (or at least for as long as the person holds his breath).

Likewise, Environment protects against the high pressures, coldness, and lack of air in the deep sea. Normal humans need to take breaks as they ascend, beginning with a 10-minute rest at 50 feet below water level, a 20-minute break at 40 feet, a 30-minute break at 30 feet, a 50-minute break at 20 feet, and a 90-minute break at 10 feet. If this doesn't happen, then the character succumbs to decompression sickness and takes 1 point of damage per round and all actions are at a +10 to the difficulty until she receives recompression treatment. (Recompression treatment can last from 2 to 14 hours and may include repeat treatments, depending on the severity of the decompression sickness.)

Furthermore, normal humans need special equipment (beyond standard scuba gear) to travel below 210 feet below sea level. After this point, unprotected characters take two points of damage per round (one from the intense pressure and one from the cold).

Other powers, aside from Environment, can protect against these dangerous side effects of the deep. Sustenance, and Superbreath can aid against lack of air. Heroes with Water Manipulation need not worry about the adverse affects of rapid ascent, the cold, or the lack of air. Invulnerability can protect against the rapid ascent, the cold, and intense pressure. Forcefield, Natural Armor, and sheathes from Manipulation powers can aid against the cold and intense pressure.

Extra Body Part

Base Cost: 5

Duration: Permanent

Range: touch

Base Damage Value: as unarmed combat attack

Managing Skill: skill appropriate for task using the body part

Specializations: none

Description: The character has one or more extra limbs or organs. Each 1D in the power adds one body part or increases the usefulness of an already taken Extra Body Part. These may be duplicates of normal limbs or parts not normally found on a human (or whatever species the hero is). If external, these may be secondary arms or legs, a tail, or some more exotic bodily addition, such as fins, tentacles, or antennae. If internal, the parts are organs such as extra eyes, hearts, or mysterious glands. Unless specified as a weakness or Limitation, the extra parts are fully functional and added to the hero's body tastefully. This could alter the hero's body to accommodate the extra parts.

Each Extra Body Part provides some benefit. A hero with extra arms or other prehensile appendages (such as a tail, tentacles, or trunks) gains one extra action for every two limbs, which can only be used by those limbs. There are no penalties associated with using these extra limbs, except on tasks for which the limbs are not designed (such as using a tentacle to play a complex piano piece). The hero can also increase the usefulness of a limb by dedicating more dice to it. For each die beyond the first associated with the additional limb, the hero gains a +1D to any relevant *Reflexes*, *Coordination*, or *Physique* rolls when using that limb.

Extra legs (which come as a pair for the same cost) provide two automatic successes for the *running* skill per die dedicated to the extra motivators. Extra sensory organs, particularly eyes, extend the hero's field of vision, with each sensor adding two automatic successes to *search* and *surveillance* skills per die dedicated to the sensory organ. Extra internal organs provide five Body Points and +1D to all *resistance* rolls per organ (or die associated with the organ). All bonuses are cumulative.

A tail or tentacle that cannot manipulate objects but that can strike should be purchased as a Natural Weapon. However, a tail that does damage as well as manipulate should be taken as two powers (Extra Body Part: Tail and Natural Weapons: Tail), which both emanate from the same source.

A vestigial tail that can't strike or manipulate objects costs no dice. Such a tail might be the explanation for some types of Advantages or Disadvantages, but it will mark the hero clearly as something not entirely human.

This extra body part(s) may provide the basis or release point for superpowers possessed by the subject. Antennae or a tail are good places to emit energy, for example. Extra organs may explain the cause of increases to the hero's attributes.

Wings are a special version of Flight.

Because of the additional anatomy, the hero might have trouble maintaining a secret identity or disguising himself. If the hero has another power such as Shapechanging or the Super-Hero Form Limitation, the extra appendages may



be fully retractable. A body search of the hero in his secret identity would at most show a slit or flap where the limb retracted.

This power cannot be taken with wonders.

Sample Enhancements & Limitations: No power can be Linked to Extra Body Part: Organ. However, a power can be associated with an organ for no extra cost. For example, the hero might explain that, in addition to providing her with a greater endurance, her extra organ is the source of her powers. If the extra organ does nothing except explain how the hero has her powers (that is, the hero does not take the bonuses associated with Extra Body Part: Organ), the extra organ is a +1D Side Effect.

GIFT

Base Cost: 12

Specialization Base Cost: 4

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: know-how (*Gift*)

Specializations: specific attribute, specific power, specific aspect of power type

Description: The hero can enhance or amplify another being's attributes or powers, temporarily raising their values. This can also impart superpowers to an otherwise normal human, temporarily making him a metahuman. Normally, this process is automatic, but if the recipient is for some reason unwilling, the hero must make a *know-how* (*Gift*) roll, opposed by the target's *willpower* or *know-how* (with appropriate specialization), if applicable. If the target has Power Shield, that power's die code is added to the appropriate skill. If the hero succeeds, the target's die code in one power is increased by the die code of the hero's Gift power. The recipient retains the powers until the hero ceases using his Gift power or is knocked unconscious. Only one power or attribute may be affected at a time, except in the case of Linked powers, which are all affected simultaneously by a single Gift.

When the Gift power is initially taken, the player must choose what the hero is capable of bestowing. This must be some basic category of powers, including attributes, power class (Physical, Transportation, Manipulation), special effect (psychic, magical, metahuman, technological), or power source (electricity, sunlight, the Source).

While this is a benevolent power, it can be used to commit mischief or wreak havoc. For example, normal humans could be suddenly presented with powers they cannot control. Worse, while superpowered, they might get themselves into hazardous situations that may turn lethal when their new powers disappear. Even metahumans may suffer potential injury to their bodies or reputations if their existing powers are suddenly raised to levels beyond their control.

Generally, the Gift power is not one that the hero can use on himself! However, when this power is in a wonder, the user can gain the effects of the power by using the item. The series of "Dial H For Hero" dials are the best known examples of this. Such wonders are extremely difficult to make but disturbingly easy to use.

Sample Enhancements & Limitations: Multiple Targets can either affect several characters, or give multiple powers to a single target. One specific form of Mastery can allow a hero to use Gift against all of a character's powers simultaneously. Another +3D Additional Effect is the ability to push a target's powers beyond his control, a favorite tactic of Superman's enemies. In this case, the target adds the hero's die code in Gift to all difficulties in using the powers. The target may even be required to make a *know-how* (with appropriate specialization) roll to prevent its use! Linking Gift to Vampirism or Energy Manipulation allows the hero to use damage, Body Points, or power dice (relevant for the power) drained to augment the hero's own powers (but not this one). No specializations of Gift can be taken when it is Linked in this manner. (The rate is five Body Points or points of damage or 1D of power for 1D of power.) This is one of the few cases in which Gift can be used on the user.



Subject: Gift

Interviewee: Dru Monaco, Metropolis Window and Glass

Excerpt from Interview: "Superman was way out of control, man. His heat vision was flashing everywhere, melting cars and buildings. He flew so fast he broke the sound barrier, breaking windows everywhere. Was I ever busy replacing windows! And when he landed, he cracked the pavement, throwing chunks everywhere! I got hit with a piece. Kept it, too. Oh, and he was getting really freaky looking. He was getting big, man, as if he was starting to have the kind of muscles you'd need to lift a building. Made me swear off going to the gym!"

IMMUNITY

Base Cost: 5

Specialization Base Cost: 1

Duration: Permanent

Range: self

Base Damage Value: none

Managing Skill: *resistance*

Specializations: specific disease or toxin

Description: The hero possesses an enhanced immune system and metabolism, giving him increased resistance to diseases and toxins. The hero either recovers from a disease speedily or never contracts it to begin with. Additionally, the hero's body fights infection rapidly. She naturally heals 1 extra Body Point per day for every 2D she has in this power, rounded down, regardless of the amount of rest she's had. Thus, if she has 5D in the Immunity power, she may heal an extra 2 Body Points.

Assuming a toxin has any effect, the hero may recover quickly as the toxins are metabolized and rendered harmless. She adds the die code in automatic successes to her *resistance* skill when battling a foreign substance within her body. For game purposes, the term "toxins" also include drugs with potentially harmful effects, such as sedatives, anesthetics, physical- or mind-altering substances,

or alcohol. This can sometimes be a drawback to this power, especially if the hero is in need of surgery.

If the hero's automatic successes exceed the *resistance* difficulty, then the hero doesn't have to roll against that skill to check for damage; the power easily overcomes the toxin. (See pages 197-198 of the rulebook for suggestions on common poisons.)

When the Immunity power is found in a wonder, the user gains the power by using the piece of equipment. The wonder can't tap into the power.

Sample Enhancements & Limitations: Extended Range allows the hero to add Immunity's extra successes to any character within range.

INFRAVISION

Base Cost: 5

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: know-how (*Infravision*), *search*, *tracking*

Specializations: none

Description: The hero's eyes are sensitive to infrared light, enabling him to see in the absence of visible light frequencies. The hero can see heat patterns, whether they are warm air currents or the residual heat left by contact with an object. The die code of the power is added to the managing skill when looking for anything that gives off heat. The hero can gauge the temperature of an object by its infrared level. He can track a warm body by following the footprints or other places contacted by the quarry's passage, even estimating the time elapsed by the amount of heat remaining. He is immune to darkness penalties for any nonmagical darkness.

Infravision may be perceived as a second visual image superimposed on normal vision, as extra "colors" beyond what normal humans can see, or it may be a separate visual mode. In the latter case, the hero can switch between the two vision modes.

This power may be a compensation for the Physically Limited (blind) Disadvantage, if it's the hero's only means of vision. If so, the hero should seek means to negate opponents' vision, converting Infravision to an asset.

The hero may be "blinded" by excessive heat or infrared light, the same way normal vision is overwhelmed by bright lights. For this reason, the power is difficult to use in daylight environments, although it can be used indoors or in shadow.

When this power is found in a wonder, the user gains the power by using the wonder. The piece of equipment can't tap into the power unless it has its own *Perception* attribute.

Sample Enhancements & Limitations: Mastery prevents the hero from being blinded by extreme heat. A possible -1D Side Effect is that the hero's eyes glow red; while any color is technically possible, red seems to be the most common variant. A +3D Additional Effect could allow the hero to "see" ultraviolet radiation as well, allowing the hero to see in the absence of both normal light and heat.

MEMO

Subject: Infravision

Agent: Operative 4182

Excerpt from Field Report: "I have motion. Two metas, five neutrals, all armed. One of the metahumans has a significantly higher body temperature than normal....No, he's not on fire. I would have noticed that. Stay focused."

Notes: During a period in which his constantly changing metahuman ability allowed him to see into the infrared range.

INVISIBILITY

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: self

Base Damage Value: none

Managing Skill: *hide*, know-how (*Invisibility*), *sneak*

Specializations: specific body part, specific sense (sight, sound, smell, taste), mechanical imaging systems

Description: The user has the ability to become invisible to onlookers and mechanical imaging systems (such as cameras or electronic eyes).

The most typical form renders the user completely undetectable visually or any imaging means. It involves a sophisticated energy field that apparently bends light. Light passes around the user like water, rejoining at the other side as if there had been no obstruction. This does not mean that the hero can walk through solid objects, however. She can still be detected by someone bumping into her, by a noise she makes, or by her scent.

This power may be used to make specific objects or parts of a target invisible. For example, a target can be made invisible to sight, but sound can be left unmasked.

Invisibility allows the hero to add the die code in automatic successes to the *sneak* and *hide* skills or to the difficulty of *Perception* rolls to find the character based on the affected sense(s). The hero adds the die code to all *brawling*, *martial arts*, *melee weapons*, *thrown weapons*, and *marksmanship* difficulties. These difficulty modifiers can be reduced or eliminated by appropriate powers such as Radar Sense, Sonar Sense, and Supersenses. They lower the number of automatic successes by the die code of that power **only** if the sense-power user is actively looking for the invisible hero. Semipermanent Telepathy and Empathy reduce the difficulty modifiers to notice or attack the hero by one-half of the mental power's die code (rounded up) if the seeker is not actively looking for the hero, and by the die code of the mental power if the mentalist wants to find the hero. If a character with Mental Blast, Mind Control, or Possession knows where invisible hero is, the attacker ignores the attack modifier. Mundane conditions such as rain, mud, and snow also can mark the hero, because hero still has a form, off of which rain and snow will drip, and she still leaves footprints.

Sample Enhancements & Limitations: By taking the Extended Range Enhancement, the hero can make targets



invisible at normal range. If the hero is unable to see while invisible, this is a -3D Side Effect. General Mastery allows the hero to become selectively invisible at will, as well as providing the die code of the power in Invulnerability to light-based attacks only. The hero can also choose to be "invisible" or undetectable to a sense other than sight. Some examples include: being inaudible but not invisible or registering on mechanical imaging systems are each -2D Side Effects, and being undetectable to any other sense (but still visible) is a -3D Side Effect.

As a -1D Side Effect, the hero (and her clothes) becomes transparent. The first drawback is that, like glass, the body refracts light and thus is visible to the careful observer. The second drawback is that anything put on after the hero turns invisible remains visible. For instance, consumed materials remain visible, even while within the body, until digestion is complete. Sprays or clouds may mark or show the outline of the hero. For an additional -1D Side Effect, this power only affects the hero's body; costumes or carried objects remain visible.

As a +3D Additional Effect (or as a specialization), the hero can hide herself from one additional sense—sound, smell, or taste. She cannot hide herself from physical contact unless she has another means of turning intangible.

character is in the present day. This can help build a character and determine possible actions. For example, if the hero is nearing the end of 10,000 years of life, he may become reckless ("I'm finally going to die, so who cares!"), hesitant ("I'm going to die, but I don't have to do it today!"), or desperate ("I don't care how old I am, I want more time!"). Unless circumstances allow such knowledge, the hero is probably unaware of his potential lifespan and may have even forgotten how old he actually is!

If the hero has been alive for over 100 years, the Narrator might allow the hero to increase the maximum starting skill level for that character by 1D for each level in this power, not to exceed 15D in any case. Furthermore, for every 200 years the character has been alive, the hero may take an additional 1D in Advantages and 1D in Disadvantages. These additional Disadvantages do not count toward the maximum allowed by the Power Level for the starting character. However, the total value of Advantages and Disadvantages gained from this power must be equal. Thus, a hero could have a Wealth of -4D, a Contact of -1D, a Dark Secret of +2D, and an Enemy of +3D, because the total value of Advantages (-5D) equals the total value of Disadvantages (+5D).

The hero can still be killed by suffering damage from normal causes like combat, disease, or toxins. The die code is added to any attempts to resist aging effects, including uses of Organic and Temporal Manipulation.

Because of his great age and experience, this power also bestows upon the subject a +1D bonus to all *willpower* rolls at every 5D in the power (rounded down).

Admittedly, this is not a power that gets much use during a game campaign. It tends to be used to give the character a background history. However, if time travel or an immortal foe is involved in an adventure, this power may become crucial in order to play out events. Another advantage of this power is that if the hero is already quite old, he has had time to amass an interesting array of experiences, skills, and resources. For example, if the hero needs money, he could always sell that da Vinci sketch he's been hauling around for sentimental reasons or dip into one of those savings accounts he started a century ago with a minimum deposit.

When Longevity is found in a wonder, the user gains it by using the piece of equipment. The wonder can't tap into the power. Instead, the wonder should have an appropriate Protection power to have an Armor Value that protects it from the ravages of time.

Sample Enhancements & Limitations: With the Uncontrollable Limitation, the Narrator should roll the appropriate die at the beginning of each adventure. If the roll indicates the power doesn't work right, the Narrator decides what *apparent* age the hero has changed to. When Mastery is taken with Longevity at a die code of 10D or higher, the hero does not physically age, instead appearing to be in his prime until the end of his existence.

Longevity cannot be Linked to any other power, and only Sustenance, Immunity, and Healing can be Linked to Longevity. Sustenance and Immunity work as normal, including taking damage as described in the powers. However, once the hero reaches zero Body Points, he goes into a coma

MEMO

Subject: Invisibility

Interviewee: Mister Terrific (newest)

Excerpt from Interview: "I got the idea from old pulps. You know, 'you can't see me because I have the power to cloud your mind' stuff. That and the 'vampires don't show up in mirrors' bit. It all got me to thinking. I won't give you the details but, well, machines can't see me. People, animals, even photo film—though I'm working on that—sure, but mechanical imaging systems like TV cameras and robot's eyes don't even see a blur. But I have no idea why androids can see me. Must be something in the intellect processor. [REDACTED]"

LONGEVITY

Base Cost: 3

Duration: Permanent (cannot have the Duration Change Limitation)

Range: not applicable

Base Damage Value: none

Managing Skill: none

Specializations: none

Description: The hero's aging processes have been greatly slowed or even stopped, giving him an increased lifespan and the possibility of immortality. The character's potential lifespan is equal to 1,000 years times this power's die code.

Note that this is the total lifespan, not time remaining. The Narrator and player should determine how old the

MEMO

Subject: Longevity

Interviewee: Vandal Savage

Excerpt from Interview: "When you number the millennia the way lesser men number weeks, you have advantages. You have time to make plans and time to set the plans in motion. Shall I tell you about the bombs I planted in key locations 75 years ago? You'd be surprised whom I could blow up with a flick of a rusty button. Of course, resources are easy for one with patience. I have 1,317 bank accounts I started a century ago with one-dollar deposits. And there is always the time to acquire things, whether they are skills or languages or just stray *objets d'art*. Would you like to know why Mona Lisa has that look on her face? I can tell you, because I was there."

(instead of dying), until he is able to recover at least 5 percent of his Body Points—or he reaches the end of his Longevity lifespan. Healing regenerates 2 Body Points per die code per round, keeps the hero at a minimum of 1 Body Point (regardless of the amount of damage taken), and keeps the hero from going into a coma from excessive loss of Body Points. The base cost for Healing Linked to Longevity is 2D for the first die, because the Healing is specialized to the character's race and it has the Self-Only and Linked Limitations. It cannot be further reduced.

MICROWAVE PROJECTION

Base Cost: 12

Specialization Base Cost: 4

Duration: Semipermanent

Range: normal

Base Damage Value: normal; also see description

Managing Skill: *know-how (Microwave Projection), marksmanship, brawling, martial arts*

Specializations: projection from specific body parts (eyes, hands, chest), sheathe the specific body part

Description: The hero can generate and project microwave energy. This may take the form of a directed beam, a field effect, or an energy sheath surrounding the body. At minimal levels, the power can disrupt radio transmissions or electronic devices. If used as a directed attack, the power agitates the molecular structure of the target, causing it to melt or explode. The Base Damage Value is three times the die code of this power. Normally the target is melted or set afire but if the target's Body Points are reduced to zero by a single blast, the object explodes. The explosion is harmless but messy, unless the target is itself an incendiary or explosive, in which case the explosion does normal damage for that substance.

Because this is an energy-based power, the Natural Armor power does not protect against it.

When using this power with a wonder, it can only be purchased as specializations (that is, it can only be shot from specific portions of the item). However, the equipment can have any number of specializations. Additionally, the specialization base cost is reduced to 3D. The designer decides where the power emanates from on the wonder.

Sample Enhancements & Limitations: General Mastery, as one example of its effects, allows the hero to seal wounds and to cook food to any level desired in one round. (This adds the power's die code to appropriate *medicine*, *know-how (cooking)*, and *artist (cooking)* skill rolls.)

MULTIPLICITY

Base Cost: 20

Specialization Base Cost: 6

Duration: Activated

Range: see description (for duplicates)

Base Damage Value: none

Managing Skill: *command*

Specializations: duplicate shift

Description: The hero can spontaneously create a number of exact duplicates of herself. The hero temporarily shares the same space as the newly created duplicate; the original moves to one side as the duplicate moves in the other direction. Because of this, it is difficult to identify the original and the duplicate. Since the hero and her duplicate(s) are mentally and physically identical, the question is philosophically important but otherwise irrelevant.

The number of exact duplicates able to be created is equal to this power's die code. One duplicate appears per round. This is the only action the hero can commit that round.

Each duplicate is fully self-aware and capable of independent action. The hero and her duplicates are not in automatic communication with each other, unless some means such as Telepathy or a transceiver is used. When the hero and her duplicates rejoin, all newly acquired memories are merged together. When duplication occurs the next time, all duplicates possess the combined knowledge.

Unlike other Activated powers, duplicates do not disappear if the hero is unconscious. As long as one duplicate remains conscious, the Multiplicity power remains fully functional. (If the hero and all of her duplicates are all knocked unconscious, all the duplicates vanish, instantly reabsorbed, leaving only the original in existence.)

For every hour that a duplicate exists, it gains a small amount of independence. Duplicates start with a *command* of zero, but for every hour they are independent, they gain +1D, up to a maximum of +6D. When the hero attempts to reabsorb a duplicate, she makes an opposed roll of her *Presence* or *command* against the duplicate's *command* if it has a *command* skill above zero. If the original fails the roll, the duplicate continues to exist. Once a duplicate is reabsorbed, the original's personality dominates, though the original gains all the new memories of the duplicate.

The hero may try to reabsorb each duplicate once per round. Duplicates can make and reabsorb other duplicates (up to a number equal to the die code of the power of the original; this includes the duplicates made by the original). Duplicates cannot reabsorb the original. When reabsorbing a duplicate, if the duplicate is hurt, the absorbing original or duplicate takes 1 point of damage for each injured duplicate.

If a duplicate dies, the hero loses 1D from her Multiplicity power. If the hero dies, the duplicate with the highest *command* skill becomes the new "original." The hero's *command* skill increases or decreases to this new level. Regard-

less of the skill level, the hero remains unchanged except that the power's die code drops by -1D. If the hero dies with no duplicates in existence, she remains dead, unless some other means are used to revive her.

If the hero or duplicate undergoes a drastic change such as mutation, rejoining may be impossible. If the hero suffers the mutation, the duplicate with the highest *command* skill becomes the new "original" and the hero either loses the Multiplication power or now creates new duplicates to reflect her altered form. If a duplicate is altered, she becomes a new "original" but cannot generate duplicates herself.

Sample Enhancements & Limitations: One specific form of Mastery can prevent the hero from losing 1D in the power when a duplicate dies. Optionally, it can allow a hero to communicate with all duplicates mentally. Both forms of Mastery can be purchased. Reduced Range limits the range at which the hero can reabsorb a duplicate; normally, the hero can simply decide to cause a duplicate to vanish as long as the *command* roll is successful.

Duplicate shift is a -3D Side Effect where each duplicate is slightly different. If the hero has multiple powers, each power is assigned to a specific duplicate. Only that duplicate possesses that power. The hero herself can manifest only a single power, that of Duplicate Shift; all other powers remain latent until given physical form. The hero can select what power she wants to appear. If a shift duplicate is killed, the hero needs to gain possession of the body in order to rejoin and preserve her ability to manifest that power. If this is not done (for example, if the unlucky shift duplicate was disintegrated), the hero loses the ability to use that specific power in the future. All powers purchased by a hero with the specialization should be Linked to the power.

NATURAL WEAPONS

Base Cost: 5

Duration: Permanent

Range: Point Blank

Base Damage Value: 3 x die code; also see description

Managing Skill: *know-how (Natural Weapons), brawling, martial arts*

Specializations: none

Description: The hero's body possesses anatomical features that function as weaponry. Examples include the relatively normal (claws, fangs, horns, spikes) and the exotic (bone sword, stinger, prehensile tail). These features may be permanent or retractable, but the hero is always attached to them somehow.

When the character is created, the player must determine whether the Natural Weapons do traumatic or blunt damage. Heroes with Natural Weapons that do traumatic damage risk Villain Points when using them against living opponents, but they may gain bonuses to penetrate the Defense Value or Armor Value of inanimate objects at the Narrator's discretion. A skill bonus of half the die code in the case of Defense Value, or reducing the Armor Value of a target by the power's die code, is the recommended adjustment if this option is used.

The Base Damage Value of the Natural Weapons power is three times its die code. It replaces the normal Base Damage Value for *brawling* or *martial arts*, although damage bonuses for using *brawling* and special maneuvers are added to this power. If the Natural Weapons are damaged during a fight, the hero suffers injury the same as if a foot or hand was injured.

Natural Weapons: Claws (or something similar) can provide some benefit to the character's climbing ability. At hero creation, the player decides who many of the dice in the Natural Weapons power to devote to a *climbing* bonus. The rest are used to determine damage (which is now three times the remaining die code). This takes into account that shorter claws do less damage but are more useful in scaling walls and such than bigger claws.

The player must specify the particular natural weapon including its composition. Normally the Natural Weapons are composed of bodily materials such as bone, chitin, or enamel, but if the hero has other powers that alter his body, these weapons may be of a wider variety of materials. Also, alien characters may have unusual body chemistries that also affect the composition of Natural Weapons.

Sample Enhancements & Limitations: This power can be Linked to Superattributes: Physique, which increases the *Physique/lifting* bonus only when the hero strikes with his Natural Weapon. Alternatively, the hero can include a +4D Additional Effect of increased damage. In this case, the hero adds half the die code in the power (rounded up) to the amount of damage done by any blow. The explanation can be anything from bony protrusions all over the body to weapons of stronger material that can deal greater force. General Mastery, as one example of its effects, allows the hero to determine, before each attack, whether it does traumatic damage, as well as how much damage is done. With a +5D Additional Effect, the hero can detach his natural weaponry from his body. He uses *melee weapons* to fight with it in hand-to-hand combat and *thrown weapons* to toss it. In either case, the weapon does the normal damage of three times the die code of the power.

OVERLAP

Base Cost: 8

Specialization Base Cost: 5

Duration: Activated (cannot be Permanent)

Range: self

Base Damage Value: none

Managing Skill: *willpower*

Specializations: powers, attributes

Description: The hero has the ability to draw upon his future life force and use that energy to assist his present-



MEMO

Subject: Overlap

Excerpt from Classified Project Cadmus Report: "Subject PM18-1990, a 25-year-old male in good health. Metaboost serum was administered at 11:00 a.m. Subject began strength tests, holding up a press exerting 100 pounds of pressure. The pressure was increased 100 pounds per minute. The series was concluded when the press reached 20,000 pounds. The subject had been able to maintain an even lift throughout. Subsequent medical tests showed premature aging consistent with an age of 34. Subject was not given this information."

day activities. The drawback is that the hero shortens his life by each application of the power.

The basic concept is that people have a total amount of energy they will use during their entire life for functions like thought, movement, muscle strength, and healing. The Overlap power enables the hero to draw upon energy from the end of his life and move it to the present day.

Suppose the hero has a task to perform. If he needs to double that effort, he draws upon five years of future energy; this adds 1D to the affected attribute or power. Theoretically, an otherwise normal young human could attain Superman-level strength, but it would cost him a big chunk of his future lifespan.

To activate this power, the hero makes a *willpower* roll, which counts as an action. Each success on the *willpower* roll allows the hero to add 1D to an attribute or power (but not the Overlap power). The maximum number of dice that the hero can add to a single attribute or power is the die code in the Overlap power. The hero can continue to make *willpower* rolls (at one action each) until the die code in the power has been completely distributed. Until the Overlap power is deactivated, each new *willpower* roll must be used on a different power or attribute.

The Overlap power is not normally a factor in a short campaign, provided the player uses it in moderation. Also, if the hero possesses Longevity, his available power reserves expand greatly.

Overlap can be used by Narrator's characters in serums or rays to generate metahuman-like adversaries. Such temporary metahumans may not be aware of the terrible price they've paid for their enhanced attributes. Worse, some may be fully aware and not care! This is a terrifying power in the hands of terrorists. However, no *willpower* roll is necessary; the serum or ray may only enhance attributes or power that are specified at its creation.

When the Overlap power is found in a wonder, the user gains the power by using the wonder. The piece of equipment can't tap into the power.

Sample Enhancements & Limitations: A specific version of Mastery allows the hero to distribute the dice among one or more attributes or powers on each *willpower* roll. The power may have the Self-Only or Others-Only Limitations. This power cannot be Linked to Longevity, and Longevity cannot Link to it.

PLANT MIMESIS

Base Cost: 5

Specialization Base Cost: 1

Duration: Activated

Range: see description

Base Damage Value: normal (if copied ability does damage)

Managing Skill: *science (botany)*

Specializations: specific types of plants

Description: The hero can spontaneously develop similar abilities to a specific plant. Note that the hero does not undergo any overt physical transformation when gaining these powers. For example, the hero can gain nourishment through photosynthesis, develop tree-like strength, or drift on the wind like a dandelion seed. The hero can mimic one nonmagical characteristic of one plant at a time for every die possessed in the power.

The base difficulty to mimic a plant's abilities equals 2, increased +1 for an obscure or not visible ability and +1 if the plant is from another planet or dimension. The hero rolls his *science (botany)* skill to determine success. (This also counts as the action needed to activate the power; only an action, but no roll, is required to shut off the power.)

If, while the hero has the power activated, the hero decides to mimic another ability and she has no free "slots," one of the other characteristics is bumped out. Typically, this is the oldest characteristic currently in use. With an *Easy science (chemistry)* roll (which counts as an action), the hero may choose which characteristic to drop. Abilities cannot be "stored" for later use.

These abilities are equal in power to those of a plant larger than a human. For example, using this power near a sequoia would give the hero the same strength as that tree. If the plant is smaller than a human, the newly acquired abilities are proportionately increased to that of a human-sized version of the plant.

This power requires some preparation on the part of the hero and the player. The player should compile a list of plant abilities, scaled to metahuman size. See the sidebar for some examples.

Plant Mimesis Examples

Balsa: Lightness [Density Manipulation (decrease self only) with no intangibility]

Bamboo: Rapid growth [Size Manipulation (growth of self only)]

Cactus: Protective spines [Natural Weapons: Spines]

Milkweed: Gliding on wind currents [Flight (gliding)]

Poison ivy: Skin-irritating touch [Chemical Projection with Limited Range (touch)]

Redwood: Strength [Superattributes: Physique]

Toadstool: Poisonous touch [Chemical Projection (poison touch)]

From 1D to 7D of the Planet Mimesis power, the hero must make contact with the plant in order to acquire its abilities. From 8D to 14D, the hero must simply be in proximity of the target plant. In either case, the hero is limited to whatever plants would thus be in the vicinity. However, at the highest levels (15D and above), the hero can tap into



DEPARTMENT OF EXTRANORMAL OPERATIONS



a planet's biosphere, allowing the hero to gain access to all of the planet's plants, from bacteria to redwoods.

Sample Enhancements & Limitations: Manifesting the physical traits of the plant as well as the natural abilities is a -2D Side Effect. If the hero wants the Duration Change: Permanent, the Uncontrollable Limitation must also be taken. The hero is always copying some plant's abilities, but she never quite knows what she'll be getting. The abilities last for a number of minutes equal to the die code in the power before a new ability is copied. With the Duration Change: Semipermanent Enhancement, the hero retains the mimicked ability of the plant for a number of hours equal to die code in the power. With a specific form of Mastery, characteristics can be "memorized" for later use.

PROJECTILES

Base Cost: 5

Duration: Semipermanent

Range: normal

Base Damage Value: 3 x die code

Managing Skill: know-how (*Projectiles*), marksmanship

Specializations: none

Description: The hero fires projectiles from the specified body part, which may alter the form of her body. The power does no damage to her body as it leaves. The player must decide the particular manifestation of this power, everything from the form the projectiles take to how they are fired. The hero may only shoot out one material per variation of this power. Thus, to shoot out two different materials requires the power to be bought twice.

The hero creates projectiles out of spare bits or slivers of bone, ingested solid material, or solid material formed by her body (which generally must be simple, such as rock, thorns, or razor-sharp leaves). The Base Damage Value equals three times the die code of this power. The hero may be able to use conventional ammunition such as ball bearings or rifle cartridges; in this case the hero's body forms "ammo clips" that hold the ingested ammunition until needed. If the hero has some form of matter-manipulating power, that can be linked to this power to make exotic ammunition that provides additional or alternate effects. For example, by combining this power with Chemical Projection, the hero could form her body into an acidic squirt gun or a paintball gun or coat other projectiles in a harmful substance, to do even more damage.

If the hero also has Shapechanging, her entire body may transform to resemble a larger weapon, such as a howitzer or tank.

When using this power with a wonder, it can only be purchased as specializations (that is, it can only be shot from specific parts of the item). However, the equipment can have any number of specializations. Additionally, the base cost is reduced to 3D. The weapon's designer decides where the power emanates from on the wonder.

Sample Enhancements & Limitations: One +3D Additional Effect allows the hero to have variant ammunition, such as armor-piercing (negates 3D of Natural Armor or technological armor, but not Forcefield or Invulnerability), tracer (adds +1 success each round of continuous fire at a single target, with a maximum bonus of +3), or explosive (has an explosive range of 1/2/4).

RADAR SENSE

Base Cost: 5

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: know-how (*Radar Sense*)

Specializations: none

Description: The hero has the ability to emit and sense radio waves, using the reflections to orient or "see" by. The hero is immune to all darkness penalties when using this power. Additionally, the power adds to the hero's willpower when determining the presence of illusions. However, if the area is flooded with radio static, the difficulty may be increased. A power used to interfere with Radar Sense adds its die code to the difficulty of all uses of this power.

Due to his sensitivity to ambient energy, the hero suffers twice the normal damage from electromagnetic attacks when Radar Sense is in use.

The range for this power depends on the ambient energy level and the intensity of radio frequencies on which the user is concentrating. Normally, the power is limited to line of sight. At ground level, that's the horizon line. If the hero is above the ground or scanning the skies, range is greatly increased and limited only by the hero's sensitivity. Search difficulties should be increased based on the hero's height in the air and the relative "size" of the target, however. For example, a hero one mile in the air can be considered to be looking for a "microscopic" object if trying to find a single person on the ground.

When this power is found in a wonder, the user gains the power by using the piece of equipment. The wonder can't tap into the power unless it has its own *Perception* attribute.

Sample Enhancements & Limitations: General Mastery allows the hero to filter out electromagnetic fields, though electrical attacks still do normal damage. With a +2D Additional Effect, the hero can use this power to see posteriorly. The hero negates most surprise modifiers, as well as being able to attack opponents from behind, assuming the hero can get an attack rearward. A -2D Side Effect could interfere with other forms of radar, implying a broadband transmission from the hero and alerting villains to the hero's presence.



MEMO



Subject: Projectiles

Interviewee: Guy Gardner, Warrior

Excerpt from Interview: "Now this is a man's power. None of that Green Ring stuff for me. I need firepower, I make it myself. Here, watch this. I need a little gun, see how my finger reshapes itself into a barrel? And I want a bigger gun, I turn the other arm into a bazooka. Hell, I can keep making new guns for any size or job. Want to see my World War Two impersonation?"



REDIMENSIONALITY

Base Cost: 15 **Specialization Base Cost:** 5

Duration: Semipermanent

Range: self

Base Damage Value: none; see also description

Managing Skill: know-how (*Redimensionality*)

Specializations: specific dimension

Description: The hero has the ability to alter the number of dimensions her body physically occupies.

The most common use lets the hero become something resembling a flat cutout. Normal body functions continue unaffected despite the hero's apparent thinness. At 1D, the hero appears to flatten to paper thin, but walls and other three-dimensional objects still can prevent movement. At 6D, the hero actually leaves the third dimension behind and can slide sideways through three-dimensional barriers. At 11D, the hero sheds two dimensions and becomes a line. At 16D, the hero can shed all dimensions and becomes a point. She is indestructible, but she can do nothing until adding dimensions again.

Because of this thinness, the hero is difficult to see or hit from the side. If she has completely shed the depth dimension, she is completely safe from edge-long attacks, since technically she's not there to be attacked.

When shedding the third dimension, the hero's *Reflexes* and *Coordination* double, but she cannot use skills (other than *dodge*) under those attributes. *Physique* and its skills (other than *resistance*) are reduced to 0D, reflecting the inability to handle objects in the three-dimensional world. These effects do not apply to objects in the appropriate dimension; all attributes function at their normal levels when used on the plane to which the hero has traveled. A Very Heroic *Perception* or *search* roll is needed to see the hero edge-long.

Note that any dimension can be reduced. While most people conceive this power transforming the body into a flat cutout poster, it can also be used to transform the hero into a moving silhouette or flatten her straight down, like a cartoon character run over by a steam roller.

The power can also be used to add dimensions, making herself appear larger. Every 5D of power allows the hero to add another dimension. By gaining an additional dimension, the hero can surround herself with a tessellated space. *Physique* (and related skills except *resistance*) increases by 10D for every dimension, but *Reflexes* and *Coordination* rolls (and related skills) have +3 difficulty added to all actions, due to the skewed perspectives.

Despite her appearance to the outer world, the hero perceives herself as normal. It is the outer world that changes. For instance, when she flattens out, the world to her left or right appears to stretch out the same proportional amount she thins out.

Example: Assume the hero's body is about nine inches deep. When she flattens herself to an apparent quarter inch, the world at her sides appears to expand by a factor of 36. The world directly in front or behind her appears normal.

Sample Enhancements & Limitations: One specific form of Mastery eliminates the penalty to *Reflexes* and *Coordi-*

nation rolls when adding dimensions and allows the hero to manipulate objects in the third dimension while she is two dimensional, giving her the ability to use skills associated with the physical attributes. If the hero can attack with the dimensionless edge, the Natural Weapons power should be Linked to Redimensionality. The power can take the Self-Only or Others-Only Limitation.



MEMO



Subject: Redimensionality

Interviewee: Mr. Mxyzptlk

Excerpt from Interview: "So Supes, mind if I call ya Supes?" I asks, and that big blue fink says 'Yes!' I mean, can ya imagine the gall of the guy! So I turn him into a wall painting. Makin' his body as two-dimensional as his personality knocked the big lug down a few pegs, let me tell ya. Of course then he has to go and trick me again. Cigar?"

Notes: Sole recorded D.E.O. interview with. When the agent in question refused the cigar, Mxyzptlk turned him into an exact physical duplicate of Claudette Colbert and vanished.

SHAPECHANGING

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated

Range: self

Base Damage Value: none

Managing Skill: know-how (*Shapechanging*), *disguise*

Specializations: specific body part, human evolutionary stages, specific class of animal, specific type of objects

Description: The hero can manipulate the shape, color, and overall appearance of her body, though mass and body compositions remain the same. Body Points and the *Knowledge* attribute remain unaffected by this power, but the dice in the *Reflexes*, *Coordination*, *Physique*, *Perception*, and *Presence* (although the die code in the *willpower* skill remains the same regardless of the change in form) are redistributed to match the new form. Additional dice in skills remain the same, though the total dice in each skill changes to reflect the adjustments in the base attribute. Likewise, not all skills will be usable in the new form.

Furthermore, the powers of the new form are not acquired. (For example, a hero cannot change into a Kryptonian, though she could look like one.) However, certain natural abilities of the new form are adopted (such as a hawk's ability to fly and see incredible distances or a bear's claws and immense strength). For each 1D of a natural ability gained, 1D of an attribute must be "spent" on a power that mimics that the ability. For example, a hawk may be considered to have the natural ability of wings, at 1D (one for a set of wings—see the *Flight* power for details), so the hero gives up 1D from *Presence* to gain this ability while in hawk form. The corresponding skills (such as *piloting* when in a hawk's form) are not gained. If the hero doesn't have enough attribute dice to duplicate a form's natural ability at its full strength, the Narrator may rule that that ability



can't be duplicated at all. However, the physical form is taken, even if the ability can't be. For example, while a hero could turn into a hawk, complete with wings, if no attribute dice are sacrificed, the character still can't fly.

If whether a trait is a natural ability or a power is in question, and no sample character is available, determine whether the trait is an innate physical function of the target's species' anatomy (that is, a feature of the genetics of a typical member of the species). If so, then the trait is a natural ability. Otherwise, it is a power, and the hero can't duplicate it through Shapechanging. If there is any real doubt regarding a trait's nature, it is best to err on the side of caution, particularly when a hero is taking the form of a sentient species. In addition, the Narrator might well decide that even if a trait is a natural ability, the hero couldn't acquire it if the trait isn't entirely physical in nature. For more on the differences between natural abilities and powers, see the "Powers & Natural Abilities" sidebar in Part 1.

Examples: Even if Martians were all telepathic naturally, as a mental ability, this wouldn't be something that could be replicated with Shapechanging. Likewise, a hero could duplicate a Tritonian's fin and swim better, but she could not copy a Daxammite's cell structure and gain the power to fly under a yellow sun.

Although heroes with Shapechanging cannot duplicate the powers of another, neither do they gain the target's weaknesses. For instance, if a hero makes herself look like a Kryptonian, she neither gets the Kryptonian powers nor does she get their vulnerability to kryptonite.

The new form must be approximately the same size as the original form (within six inches). The Size Manipulation power can be combined or Linked with Shapechanging to overcome this barrier. To change her physical substance, the hero must possess (combined or Linked) the Matter or specific Elemental Manipulation power (or the transmutation specialization of them). Note that the hero doesn't re-

quire another power to look like an inanimate object, but her body will still be flesh and blood and will feel like flesh to the touch. No extra protection is gained by taking the appearance of an inanimate object, though the hero could theoretically take an Armor Value as a natural ability by trading dice from various attributes.

Regardless of the shape and substance of the hero's form, the basic life processes (for example, breathing) remain constant, though they may be somewhat modified by the form taken (for example, a fish shape could breathe underwater). If the hero changes her form into a completely new one, the process takes one round and no other actions may be taken, though she can still take damage. If the hero changes only a portion of her existing form, however, the process counts as one action, and she may take other actions as well.

The difficulty of the change depends upon the new form, familiarity with the new form, and how much of her existing form is being changed. The difficulty numbers are the same as for the *disguise* skill (which can be found on pages 220 and 221 of the rulebook), with the additional modifiers from the "Shapechanging Modifiers" chart. Additionally, the die code in this power is added to the *disguise* skill when determining the success of the change.

Upon changing to a new form, the hero recovers up to half of the damage she took in her other form (rounded down).

It is highly recommended that the hero comes up with some typical forms and their stats and difficulties before beginning play.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to distribute the die code of the Shapechanging power among attributes and natural abilities appropriate to the new form. The Specialist Limitation can further restrict the hero's Shapechanging power to a particular likeness.

Shapechanging Modifiers

These modifiers are in addition to any relevant ones under the disguise skill. Modifiers are cumulative. (For example, to change completely to the appearance of a plant, the difficulty would be increased by +5, because the plant is a complex, inanimate object of a different order, class, and kingdom.)

Change	Modifier
One body part changed	+2
Half body changed	+1
Complete change in form	0
Familiarity with new form (per each 5 times hero has changed into this shape)	-1
Simple inanimate object*	+1
Complex inanimate object*	+2
Nonliving object	+1
Imaginary form*	+5
Different order†	+1
Different class†	+1
Different kingdom†	+1

*For living or nonliving objects. †Refers to classifications of living creatures.

SONAR SENSE

Base Cost: 5

Duration: Semipermanent

Range: normal; see description

Base Damage Value: none

Managing Skill: know-how (*Sonar Sense*)

Specializations: none

Description: The user's auditory canals are modified in such a way as to pick up minute noises and interpret them as signals for the brain to orientate or "see" by. The user is immune to all darkness penalties when using this power. Additionally, this power adds to the hero's *willpower* when determining the presence of illusions. If the area is noisy, the difficulty may be increased. The hero suffers twice the normal damage from any sound-based attacks when the power is activated.

The range for this power depends on the ambient noise level and the intensity of sounds on which the user is focusing. Under most circumstances, it has a normal range, but high levels of ambient sound can reduce the maximum range of the power to Medium or even Short range, tops, while virtual silence can effectively double it. The Sonic

MEMO

Subject: Sonar Sense

Interviewee: Kurt Langstrom, Man-Bat

Excerpt from Interview: "I enjoyed this new world of perceptions. The high-pitched screeches I emitted came bouncing back and painted the blackness. I know these were sounds but my human mind conceived them as visual images. Buildings in front of me were a pale white. Receding edges were grey, darkening to black. The noise of cars below transformed the streets into streams of glowing dots. But the thing I was seeking was in the air ahead of me, a red dot pulsing with the white screeches of another bat's sonar. The dot expanded rapidly into a familiar winged form, my wife, Francine."

Manipulation power can create interference noise, which reduces the effectiveness of Sonar Sense by 1D for every 1D in the Sonic Manipulation power.

When a wonder has this power, the user gains the power by operating the piece of equipment. The wonder can't tap into the power unless it has its own *Perception* attribute.

Sample Enhancements & Limitations: General Mastery allows the hero to screen out foreign sounds, requiring a character generating disruptive noise with Sonic Manipulation to have a die code higher than the hero's Sonar Sense to affect the power. In this case, each 1D in Sonic Manipulation higher than the hero's Sonar Sense die code allows the character to reduce the hero's Sonar Sense by 1D. This effect is not cumulative over time. A -2D Side Effect requires the hero to emit sounds that are harmless but audible to human hearing.

SUPERATTRIBUTES

Base Cost: 8

Specialization Base Cost: 3 (6 for *lifting*)

Duration: Permanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: specific skill

Description: The hero has one or more attributes exceeding the maximums for his race or species. The die code for this power is added to the attribute die code originally chosen (1D to 5D for humans) and to all the skills under it. This power only affects one attribute and its dependent skills, but it can be taken more than once, each additional time affecting another attribute. In order to affect all six attributes, the power must be chosen six times.

Specializations add the die code to the skill on which it focuses. Up to three specializations may be taken for each attribute.

During hero creation, Body Points are calculated after powers are purchased. If the Superattributes power increases *Physique*, the total *Physique* (including the Superattributes: *Physique* power) is used to calculate Body Points. With the Narrator's approval, Body Points can be taken as a specialization of Superattributes: *Physique*. In

this case, the die code of the power is added to the character's *Physique* score for the purposes of determining initial Body Points only.

If the hero takes a die code of Superattributes that raises an attribute to 7D or above, the player may still purchase skills for any such attributes during character creation. However, no attribute raised to 7D or greater can have a skill with more than 1D assigned to it when the character is created. No such limits apply after game play begins, however.

Heroes with Superattributes can also get a number of bonus Advantages and Enhancements at no extra cost. Unless stated otherwise, a bonus can be taken more than once, though many bonuses don't offer any useful benefit from being added more than once. Likewise, some bonuses cost more than others. The hero can purchase any of these as +2D Additional Effects as well as automatically gaining one for the first die in the power and then one for every full 5D in the power. (So, at 2D, a hero would have one bonus slot, while at 5D, the hero would have two bonus slots.) These are only suggestions, and the Narrator should feel free to design more.

Reflexes

✕ Improved surreptitiousness. Add half the die code of the power (rounded up) to the difficulty of tracking or watching the character with Superattributes: *Reflexes*.

✕ Acquire the Speed Draw Advantage (for *martial arts*, *brawling*, or a *melee weapon*).

✕ Obtain a specialization for *brawling* or *martial arts* (must have one of those skills first.)

✕ Gain the Acute Balance, Double-Jointed, or Fast Reaction Advantage.

Coordination

✕ Improved catching ability. Add half the die code of the power (rounded up) to all *catching* attempts.

✕ Get the Speed Draw Advantage (for a weapon associated with *marksmanship*, *missile weapons*, or *thrown weapons*).

✕ Reduce scale modifiers by die code in the power to target objects smaller than the hero is, as long as the target can be seen (or otherwise sensed). See page 196 of the rulebook for scale modifiers suggestions.

Physique

✕ Increase the *Physique/lifting* bonus against inanimate objects only to +1 for every die in *Physique* or *lifting* that the character has (instead of the normal bonus). The "Power Punch" maneuver from the *Metropolis Sourcebook* does an additional one-half of the hero's *Physique* or *lifting* die code in damage to inanimate objects when this bonus is taken. This bonus can only be taken once.

✕ Lift large, heavy objects without such objects collapsing under their own weight around the hero's handhold.

✕ Increase throwing range. For each column an object is below the hero's ability to lift automatically, the distance an object can be thrown increases. One column of difference (Human to Metahuman, for example) multiplies the



DEPARTMENT OF EXTRANORMAL OPERATIONS



distance by 10. Two columns changes the distance from yards to miles. Three columns multiply the distance in miles thrown by 10. Four or more columns of difference—a hero with Mythic strength dealing with an object easily lifted by a normal human—allows the hero to project the object into orbit.

X Get the Hardiness Advantage.

X Create a sonic boom by clapping. (This bonus costs two slots.) The difficulty is a marksmanship roll against the targets. The boom does the *Physique* die code in damage to everyone without adequate protection in Short range. Everyone struck must make a *Physique* or *willpower* roll of a difficulty of the hero's *Physique* or be rendered deaf for a number of rounds equal to half the hero's *Physique* die code.

Knowledge

X Gain the Obscure Knowledge, Photographic Memory, or Gifted in Learning Advantage.

X Use two bonuses to gain one level of the Technologically Advanced Advantage.

X Easily make intuitive leaps. When creating new pieces of equipment, the hero may skip the *research* or the *invent* rolls. (This bonus may be taken twice to skip both skill rolls.)

X Perform enhanced calculations. This adds +4 successes to all *science* (*mathematics*)

Expanded Lifting Difficulties

Note: See pages 207–208 of the rulebook for information pertaining to this table, including modifiers.

Difficulty					Weight
Physique is:					
Human (1D–5D)	Metahuman (6D–10D)	Superhuman (11D–15D)	Legendary (16D–25D)	Mythical (26D–40D)	
1	—	—	—	—	20 pounds
2	—	—	—	—	50 pounds
3	—	—	—	—	100 pounds
4	—	—	—	—	200 pounds
5	—	—	—	—	400 pounds
6	—	—	—	—	1,000 pounds
7	—	—	—	—	1,500 pounds
8	—	—	—	—	1 ton
9	—	—	—	—	2 tons
10	1	—	—	—	3 tons
11	2	—	—	—	4 tons
12	3	—	—	—	5 tons
13	4	—	—	—	6 tons
14	5	—	—	—	7 tons
15	6	—	—	—	8 tons
16	7	—	—	—	9 tons
17	8	—	—	—	10 tons
18	9	—	—	—	20 tons
19	10	1	—	—	30 tons
20	11	2	—	—	40 tons
21	12	3	—	—	50 tons
22	13	4	—	—	100 tons
23	14	5	—	—	150 tons
24	15	6	—	—	200 tons
25	16	7	—	—	250 tons
26	17	8	—	—	300 tons
27	18	9	—	—	400 tons
28	19	10	1	—	500 tons
29	20	11	2	—	600 tons
30	21	12	3	—	700 tons
31	22	13	4	—	800 tons
32	23	14	5	—	900 tons
33	24	15	6	—	1,000 tons
34	25	16	7	—	1,100 tons
35	26	17	8	—	1,200 tons
36	27	18	9	—	1,300 tons
37	28	19	10	—	1,500 tons
38	29	20	11	—	2,000 tons



Department of Extranormal Operations

SPECIAL REPORT: THROWING RANGES

There are several items listed with throwing ranges in Chapter 4 of the rulebook. Use these as guidelines for the ranges of similar items that are small or designed for throwing. For items not meant to be tossed (such as a street sign or a bus), the base Long range is a *Physique* or *lifting* roll in feet. For someone with the Superattributes: *Physique* "increased throwing range" bonus, multiply the listed or base range by the bonus modifier. For example, a small rock has a range of

Physique/lifting roll –1, *Physique*/lifting roll, *Physique*/lifting roll + 1 (with a range factor of each times 10 feet). If someone of Metahuman *Physique* tried to throw this, the range factor is times 100 feet, while someone with a Superhuman *Physique* would have a range factor of times 10 miles. If the character with a Metahuman *Physique* tried to throw a street sign, the base range would be multiplied by 10 feet.



Expanded Lifting Difficulties, cont.

Physique is:		Difficulty			Weight
Human (1D-5D)	Metahuman (6D-10D)	Superhuman (11D-15D)	Legendary (16D-25D)	Mythical (26D-40D)	
39	30	21	12	—	2,500 tons
40	31	22	13	—	3,000 tons
41	32	23	14	—	3,500 tons
42	33	24	15	—	4,000 tons
43	34	25	16	—	4,500 tons
44	35	26	17	—	5,000 tons
45	36	27	18	—	5,500 tons
46	37	28	19	—	6,000 tons
47	38	29	20	1	7,000 tons
48	39	30	21	2	8,000 tons
49	40	31	22	3	9,000 tons
50	41	32	23	4	10,000 tons
51	42	33	24	5	11,000 tons
52	43	34	25	6	12,000 tons
53	44	35	26	7	13,000 tons
54	45	36	27	8	14,000 tons
55	46	37	28	9	15,000 tons
56	47	38	29	10	20,000 tons
57	48	39	30	11	25,000 tons
58	49	40	31	12	30,000 tons
59	50	41	32	13	35,000 tons
60	51	42	33	14	40,000 tons
61	52	43	34	15	45,000 tons
62	53	44	35	16	50,000 tons
63	54	45	36	17	55,000 tons
64	55	46	37	18	60,000 tons
65	56	47	38	19	65,000 tons
66	57	48	39	20	70,000 tons
67	58	49	40	21	75,000 tons
68	59	50	41	22	80,000 tons
69	60	51	42	23	85,000 tons
70	61	52	43	24	90,000 tons
71	62	53	44	25	100,000 tons
72	63	54	45	26	110,000 tons
73	64	55	46	27	120,000 tons
74	65	56	47	28	130,000 tons
75	66	57	48	29	140,000 tons
76	67	58	49	30	150,000 tons

lost. This bonus only compensates for one sense each time it is taken. No matter how many times it's taken, however, at least one sense must remain functioning to be able to compensate for other lost senses.

X Have superior awareness of surroundings. The hero adds an additional one-fifth of the power's die code, rounded up, to *research*, *shadowing*, *surveillance*, and *tracking* rolls.

Presence

X Gain the Acting Ability, Attractive Appearance, Courage, Intimidating Grin, Leadership Ability, or Self-Healing Advantage.

X Develop an uncanny instinct for one art form. (Add +3 successes to one specialization in the *artist* skill—the muses love you.)

When the hero takes specializations of any version of the Superattributes power, he may obtain bonuses just like with the full power, but they must be relevant for the skill taken. For example, Superattributes: Presence (willpower) could have the Courage, Intimidating Grin, or Self-Healing Advantage bonus, but not any other bonuses associated with that attribute.

The Superattributes power does not give a wonder attributes. Instead, it enhances the user's attributes and/or skills. There are certain restrictions to this: Superattributes: Physique does not improve the user's *resistance* skill, nor is it used to

determine Body Points at hero creation. (However, the Narrator may allow a Superattributes: Physique drug to

increase the user's *resistance* skill. This could be considered a wonder, if it's one-time event, or the Rechargeable Limitation for the power.) When determining which level the character rolls on when using the *lifting* skill and the wonder, add the equipment's Superattributes: Physique or Superattributes:

The weight chart near Gravity Manipulation in the Manipulation powers chapter can be handy for picking lifting difficulties.

rolls, and +1 to all other *science* and *engineering* rolls where mathematics is relevant, which is most of them.

Perception

X Gain the Acute Sense of Direction, Acute Senses, Gifted in Learning, Mechanical Aptitude, Observant or Sixth Sense Advantage.

X Extend peripheral vision to 270 degrees. The only angles the hero can't see are 45 degrees to either side of the space directly behind the head.

X Gain sensory compensation. The hero only suffers from half the value of relevant penalties (rounded up) for being blinded or deafened; the other senses make up for what is



Department of Extranormal Operations

SPECIAL REPORT: BODY POINTS

When determining starting Body Points, players should be sure to include the Superattributes: Physique value, if they have it, in the number of dice that they are rolling. Remember that, instead of adding successes, you compare the faces of the dice to the chart on page 38 of the rulebook. Total those results. Finally, add this total to 20 to determine the character's starting Body Points total.

Some of the Limitations that can be associated with Superattributes: Physique, such as the Duration Change, Linked Powers, and other Limitations that could cause the power to disappear, can affect the character's starting Body Points. Typically in these cases, the extra Body Points that the hero gains from the Superattributes: Physique power are temporary. At hero creation, two sets of Body Points are determined: One set based on the hero's unenhanced *Physique* (the Wild Die is included in this roll), and one set based on the hero's Superattributes: Physique (the Wild Die is not included in this roll). Damage is taken off of the

unenhanced Body Points first, and then the Body Points from Superattributes: Physique. If the power goes away before the hero has a chance to heal the lost Body Points from the power, he falls unconscious, with a Body Point total of zero. The hero hovers in a coma until he regains at least one Body Point.

With a specific Mastery Enhancement, the hero can take damage off of the Body Points from the Superattributes: Physique first. However, if the hero does not heal the lost Body Points from the power, when the power disappears, the hero falls unconscious for one round. Alternatively, with another specific form of Mastery, the hero takes damage off of the unenhanced Body Points first and then off of the Superattributes: Physique Body Points. If, when the power shuts off, the hero has enhanced Body Points left and his unenhanced Body Points equal zero, he transfers the remaining enhanced Body Points to his normal total.

Physique (lifting) to the hero's *Physique* score. The Imbue Enhancement, if appropriate, allows the wonder to have the Superattributes as well as the hero.

culty of the hero's die code in the Ice Manipulation power. Strangely, this use of the power on living creatures rarely seems to do any damage.

SUPERBREATH

Base Cost: 5

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: see description

Managing Skill: know-how (*Superbreath*), *marksmanship* (when blowing)

Specializations: none

Description: The hero has metahuman lung control. He can hold his breath for an extended period, maintaining normal activity without needing to breathe. The hero can hold his breath for up to the die code in hours, after which the hero must expel the air or faint.

The hero can inhale increased amounts of air, compressing it within his lungs. This can be released as a high-pressure blast of air. If someone or something has a Defense Total equal to or less than the die code of the power, the hero can blow the target back, using his *marksmanship* to aim the breath. He can then send that person or item backward up to 50 times the die code in feet. The power itself does no damage, but if the target strikes something as it is being blown backward, see the charging section on pages 190-191 of the rulebook for determining damage.

A blast of air with *Superbreath* can also be used to blow out fires. With a successful Difficult *know-how* (*Superbreath*) roll (or more, depending on the size of the blaze), the hero can put out any ordinary fire, or counter up to the power's die code in another heat- or flame-based power.

Sample Enhancements & Limitations: By Linking Ice Manipulation (blast) to *Superbreath*, and then making a Heroic *know-how* (*Superbreath*) roll, the hero can coat the target in ice. This action harmlessly freezes it in place unless the target can make a *Physique* or *lifting* roll at a diffi-

SUPERSENSES

Base Cost: 5

Specialization Base Cost: 1

Duration: Semipermanent

Range: die code in miles; see also description

Base Damage Value: none

Managing Skill: know-how (*Supersenses*), *search*, *surveillance*, *tracking*

Specializations: specific sense

Description: The hero has heightened senses. For example:

Eyesight: The hero can see over incredible distances, including telescopically and microscopically.

Hearing: The hero can hear minute sounds, including ultrasonic and subsonic.

Smell: The hero can discern scents and their origins at a distance and smell residues for hours.

Taste: The hero can distinguish materials that make up a substance and possibly their amounts.

Touch: The hero can feel amazing detail. For example, he can read newsprint with his fingertips and sense minute vibrations and temperature variations through his skin.

Except for the taste, touch, and microscopic sight aspects, the range of this skill is the die code in miles. The touch and taste aspects are limited to no greater than a few inches from the hero. Furthermore, the hero can see (and otherwise sense) microscopically at a factor equal to double the die code in scale value (see page 196 of the rulebook for scale modifiers suggestions).

The hero adds his die code in *Supersenses* to relevant *Perception*, *search*, *surveillance*, or *tracking* rolls. The hero receives a +1D bonus at every 5D in the power when using it with *marksmanship*, *missile weapons*, or *thrown weapons*. The power also gives a +1D bonus to initiative at every

5D in it. Furthermore, the hero suffers twice normal damage from any sense-affecting attack while relying on the particular aspect of the power. For example, a hero attempts to listen at a great distance. Because his ears are sensitive to sound, sonic attacks do more damage. His tolerance to scents, however, would not be lowered unless he was also trying to smell a very faint odor.

When a wonder includes the Supersenses power, the user gains the power by using the piece of equipment. The wonder can't tap into the power unless it has its own *Perception* attribute.

Sample Enhancements & Limitations: With a +1D Additional Effect, the hero can see perfectly in a 180-degree field. For a +2D Additional Effect, he can see in a spherical field. The hero negates most surprise modifiers, as well as being able to attack opponents from behind, assuming the hero can get an attack rearward. The hero can taste or touch objects at range with a +1D Additional Effect. One specific form of Mastery prevents the hero from taking extra damage from sense-affecting attacks. The Uncontrollable Limitation can cause the hero to see, hear, and sense anything within range, randomly or as the Narrator needs to direct information to the player. Extra "senses" can be added by Linking another "sensing" or detection power (such as ESP or an appropriate specialization of a Manipulation power) to Supersenses; the player should describe exactly what the sense does.

MEMO

Subject: Supersenses

Excerpt from *Silver Age* File, Report #1: "I can hear the crawl of amoebae. I can see Neptune. I can taste the sun. My God...I never dreamed it would be like this..."

Notes: Quote allegedly from Lex Luthor (in Superman's body), from an early case of the Justice League of America.

SUSPENDED ANIMATION

Base Cost: 5

Duration: Semipermanent (see description; cannot be Permanent)

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: none

Description: The hero has the ability to enter a somnolent state, stopping biological functions yet retaining his life force for as long as the power is in effect. The power can last a preset duration or be under the hero's control. In the latter case, the sleeper's consciousness maintains an awareness of his surroundings despite an otherwise complete lack of brain activity; when the hero judges conditions right, he can reawaken quickly. The hero is only aware of generalities, however. For example, the hero will know if human-sized creatures are nearby, but not who (or even what, exactly) they are.

In any case, the slumbering hero can survive conditions that would be otherwise lethal. This power acts as a combined form of Environment and Sustenance (with a value equal to the die code) to protect the sleeper from the ravages of time, lack of air, extended immersion in water, or other hostile conditions short of bodily destruction. Use the Sustenance Time Chart to determine the maximum length of time that the hero can remain in suspended animation.

While the Suspended Animation power is in effect, the hero does not age. Thus, it can serve as a form of Longevity. The hero retains the same lifespan, but the suspended periods in between the active parts of his life greatly extend the total length of it.

Typically, the slumbering hero retains his normal appearance. An onlooker would mistake the hero for a deep sleeper or a recent corpse (in such a case, the hero may have some future problems when he awakens). However, if the hero has some body-altering power, it may be linked to Suspended Animation and thus alter the hero's body when he slumbers. For example, Linking Natural Armor to this power might produce an armored cocoon that materializes around the sleeper. Combining the power with Matter Manipulation might transform the sleeper into a stone statue.

At 10D or greater, the hero undergoes total stasis, effectively separating his body from the time stream and anything that might affect or harm him. In this form, the power truly becomes a form of Invulnerability, again at the die code of the power. The hero can safely sleep through conditions that would not only kill him but destroy his body as well. For example, the hero might safely sleep on a bed of lava or drift through space waiting to hit a planet and reawaken.

If the power is used on others, the hero controls how long they slumber and what conditions will reawaken them. If other powers are linked to this, those combined effects are used on the targeted sleepers. For example, the hero might simulate the effects of a Gorgon by leaving a trail of slumbering stone statues. This requires specific Mastery and Extended Range to be able to perform this effect at range. In this case, the power can be directed with *marksman* and resisted with a *willpower* roll on a successful strike, opposed by the hero's die code in the power. Power Shield adds its die code in automatic successes to the *willpower* roll.

When the Suspended Animation power is found in a wonder, the user receives the power by using the piece of equipment. The wonder can't tap into the power. Instead, the wonder should have an appropriate Protection power to have an Armor Value that protects it from the ravages of the environment.

Sample Enhancements & Limitations: Another type of specific Mastery allows the hero to be fully aware of his surroundings while in stasis and can awaken at any time. Uncontrollable could be disastrous, causing the hero to enter stasis at any time. A -1D Side Effect could cause the hero to look different while in stasis, such as having a shimmering field around the body or appearing to be a corpse.



SUSTENANCE

Base Cost: 5 **Specialization Base Cost:** 1

Duration: Semipermanent (cannot be Permanent)

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: eating, sleeping, drinking, breathing

Description: The hero's body draws nourishment (including sleep) from a source other than foodstuffs and rest. The die code of the power determines the amount of time the hero may rely on this source of nourishment. The time in the chart represents when the hero uses the power. If he gains nourishment from another source, then there is no need to use this power.

After the hero can no longer rely on the power, he must replenish his resources or begin to weaken, taking 1 percent of his starting Body Points in damage per day until he gets the sustenance he needs. He needs to consume a normal amount of sustenance (such as eight hours of sleep and three hearty meals each day) for an amount of time equal to time he spent without sustenance. For example, a hero has 2D in the power and goes for one day without eating or sleeping. He must spend the next day eating and sleeping regularly before he can rely on the power again.

Sustenance becomes Permanent at 40D. At this point, the hero may include the Duration Change Limitation.

When a wonder has the Sustenance power, the user may tap into the power by using the piece of equipment. The wonder can't rely on the power. If the wonder can operate for long periods, then it should simply not have the Rechargeable Limitation.

Sample Enhancements & Limitations: Sustenance can be Linked to other powers. For example, the Flash's Sustenance is Linked to his Speed Manipulation power because the Speed Force provides his nourishment. The nature of this power can change somewhat by taking the following specific form of Mastery: The hero no longer needs normal human forms of sustenance, and the die code represents how long the hero can go without the variant form of sustenance before beginning to suffer from deprivation. The variant sustenance must be something that the hero can reasonably be deprived of, such as light or magic. If it is a force with a universal presence, such as the Source, there has to be a minimum concentration that the hero requires to avoid hunger.

ULTRAVENTRILLOQUISM

Base Cost: 5

Duration: Semipermanent

Range: 10 x die code in miles

Base Damage Value: none

Managing Skill: know-how (*Ultraventriloquism*)

Specializations: none

Description: While there is an Advantage called Ventriloquism, this exceeds that in ways that would be physically impossible without metahuman powers. The hero has the ability to project her voice incredible distances, even mak-

Sustenance Time Spans

Die Code	Amount of Time
1D	12 hours
2D	1 day
3D	1 week
4D	1 month
5D	6 months
6D	1 year
7D	5 years
8D	1 decade
9D	50 years
10D	1 century
11D	500 years
12D	1 millennium
13D	50,000 years
14D	100,000 years
15D	500,000 years

Note: For each die beyond 15D, increase the time span by 500,000 years.

ing herself audible despite intervening barriers like walls or vacuum. With a high enough power level, the hero can actually speak to listeners on another planet.

Sound waves generated by the hero's voice actually bypass the intervening space. Conceptually the power is a form of Telekinesis in which the hero is able to agitate air or water molecules at the desired location, producing audible results. Because of this, the power enables the hero to be heard at extreme distances and without the time lag associated with the speed of sound. The only barriers that can stop this power are those that stop energy or psionic powers.

The hero can make her voice heard in any location within range, but if she wants to reach a particular location, she has to be able to sense the target area somehow. Powers like ESP, Telescopic Vision, or X-ray Vision can be used to guide this power to the target. If the hero has some means of seeing into other dimensions or time, that can be used to extend this power to those otherwise unreachable zones.

This power can also enhance other powers the hero possesses. The power can be linked to sonic powers in order to increase their range or enable them to affect targets that were otherwise beyond their reach. If the hero has communication powers, those can be linked to this power in order to communicate with the appropriate groups. For example, combining Ultraventriloquism and Speak with Machines, the hero can influence mechanical systems at a distance, even in non-modem-equipped systems.

From 1D to 4D of Ultraventriloquism, the hero can only recreate the sound of her own voice. At higher levels of control (5D or more), the hero can make imitations of other voices or sounds. For example, a female hero might use the power to "speak" in a masculine voice, use an alien tongue, or simulate gunfire to distract the bad guys. At 5D and above, the die code in this power is added to the *artist* skill for mimicking sounds only.

Sample Enhancements & Limitations: General Mastery allows the hero to mimic any sound that she can imagine, as well as functioning as a bullhorn, increasing her vol-

MEMO

Subject: Ultraventriloquism

Interviewee: Ken Gurney, mining engineer

Excerpt from Interview: "When the cave-in hit, I was trapped in the Number 7 shaft. Lot of dust in the air, and the air wasn't too good to begin with. Too much rock to move. I was going to be dead long before rescuers dug through to me. Then I heard a voice, a woman telling me where to move to. I didn't see anyone. No way anyone was in there with me. I figure I was delirious but what the heck, I did what she said. I started stumbling through the mine, walking blind since the power was out and my lamp was dead. I don't know where I was going, but that lady kept talking to me, giving me directions. And then I saw it, the lights of a rescue party coming toward me. They'd come in through the cross tunnels. I heard her say, 'You're going to be fine,' and then she was gone. I don't know who she was, but she saved my life."

ume to impressive (but not harmful) levels. The Uncontrollable Limitation broadcasts the hero's conversations randomly to people within range, causing a high potential for embarrassment.

VAMPIRISM

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent (cannot be Activated)

Range: touch

Base Damage Value: see description

Managing Skill: know-how (*Vampirism*), *brawling*, *martial arts*

Specializations: specific class of the Animal kingdom (humans, mammals, birds, insects, aliens)

Description: The hero can drain some quality from a person or other living creature and use it for nourishment and the restoration of lost Body Points (not to exceed the hero's maximum Body Points). Despite the name, Vampirism does not necessarily have anything to do with the so-called Living Dead.

The player must determine how the hero manifests this power, which may be through the draining of blood, psychic energy, life force, or another such substance. If the hero drains an actual physical substance, Vampirism is resisted as a normal physical attack, with Forcefield, Invulnerability, or Natural Armor.

Normally, this is the victim's life force, the raw energy that powers the body and comprises the soul. Some users of Vampirism specialize in draining the victims' mental energy, reducing them to imbecility. (See the Mental Combat sidebar at the end of the Mental powers chapter for options involving Mind Points and mental damage.) Another class drains the raw power that fuels metahuman abilities, reducing the victim to powerlessness.

Regardless of the quality drained, the victim can oppose vampiric attacks with *Physique* or *willpower*. Mental Shield offers protection against the draining of mental energy, while Power Shield protects against power draining. Each

adds the die code of the power to the relevant counteraction roll.

The Vampirism user first makes a *brawling* or *martial arts* attack to touch the victim. Damage is not determined from the attack. Instead, the user rolls the Vampirism power to determine potency. Three times the Effect Value is the number of Body Points gained by the vampire and the number of Body Points (or other quality) lost by the target. If the hero drains power "energy," one die of power equals six Body Points, rounded down. (Powers return at the rate of 1D per day.) The vampire may drain up to six times the die code of the power in Body Points (or Mind Points) in one round, regardless of the number of times the power user employs Vampirism or the number of Character Points, Hero Points, or Villain Points he attaches to the roll. He cannot take more Body Points or power dice than the target has remaining, however.

Users of Vampirism have a problem with controlling their feeding. It's hard to take only a little nourishment; the tendency is towards gluttony. Despite their intentions to only drain enough to live, the power use may induce a frenzied state that leaves the victim totally drained and possibly dead. The hero must make a *willpower* roll with a difficulty equal to the number of rounds already spent using the power, or continue to attack until the target has no Body Points remaining.

When Vampirism is found in a wonder, the user gets the power by using the piece of equipment. The wonder can't tap into the power. Mechanical "vampirism" can be taken as Digestive Adaptability (which would require the wonder to have an appropriate orifice) or as a specialization of Mechanical Manipulation.

Sample Enhancements & Limitations: The general Mastery Enhancement removes the need to make a *willpower* roll to stop using the power. Linking Gift to this power allows the hero to use Body Points or power dice drained to augment the hero's own powers (but not this one). No specializations of Gift can be taken when it is Linked in this manner. (The rate is six Body Points or 1D of power for 1D of power.) This is one of the few cases in which Gift can be used on the user.

X-RAY VISION

Base Cost: 5

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: know-how (*X-ray Vision*), *search*, *surveillance*, *tracking*

Specializations: none

Description: The hero can see through opaque barriers such as walls, mud, or dense clouds. He perceives real-color images of areas scanned by this power.

The hero can see through solid material up to 10 feet times the die code of the power. For example, the hero wants to look into an area a few rooms away. Since there are three walls each one foot thick in his way, he would need X-ray Vision at 1D or greater to see all the way through.



Less solid barriers such as mud, paint, or dense clouds do not cause as much difficulty. The hero can see through opaque liquids at a rate of 100 feet times the die code and dense clouds at a rate of 1,000 feet times the die code of the power.

X-ray Vision can be used to see through objects at a great distance. The power needs to be combined with a sight-enhancing power like Supersenses or direct-sight device like a telescope or binoculars. Note that X-ray Vision will not work with an indirect sight device, such as a television camera.

The name is a bit misleading. The hero's eyes do not necessarily emit or receive X-rays. On the other hand, the power typically has the Ineffective Limitation, usually to lead barriers; Ultra Boy's "Penetra-Vision" is a known exception to this feature. Current theory suggests X-ray Vision is a psionic power that functions as a physics-based power.

Note that the power may give the hero vulnerability to vision-based attacks that he might not otherwise have been affected by. For example, if a hero uses X-ray Vision to look into a sealed room containing a Gorgon, he runs the risk of turning to stone.

When X-ray Vision is found in a wonder, the user may employ the power by operating the piece of equipment. The wonder can't tap into the power unless it has its own *Perception* attribute.

Sample Enhancements & Limitations: X-ray Vision is usually Ineffective against at least one material.



MEMO



Subject: X-ray Vision

Agent: Operative 4182

Excerpt from Field Report: "There was a young girl trapped in the rubble—about seven, I think—and my power of the day showed me that air wasn't getting through. I was about to try forcing a power shift when this guy walks up, looking like he just walked out of a bad action movie. He gives me a funny look from behind his sunglasses, nods to himself, and says, 'The girl you're lookin' for is down there.' He points at a section of the collapsed building and starts to walk away. I asked him to be a little more precise, and promised him we wouldn't hassle him. He gives me another funny look, longer this time, and agrees. It only took us 10 minutes to find the kid. He took a walk while we were looking the poor, frightened kid over.

"Yeah, I know it was Monaghan. Believe me, I'd love to bust him, but if I have to choose between saving a child's life and rolling a guy who kills super villains for a living, I know what I'd choose, every time."



Department of Extranormal Operations

SPECIAL REPORT: DRAINING POWERS

By Linking Mimicry (powers) to Vampirism, the hero can steal the powers of others. This works almost exactly like the Vampirism power with some exceptions. When the hero successfully attacks someone with powers, the target makes a *willpower* roll with a difficulty of a roll of the hero's power. If the target has the Power Shield power, she gains a number of automatic successes equal to the power's die code. The *willpower* roll does not count as an extra action for the target. If the target succeeds, the power has no effect.

If the target fails the roll, then the hero gains dice from all of the target's powers equal to a total of two die code in Vampirism. (This total is split equally among all powers, with fractions rounded down). The target loses the same amount from the die code in all of her powers. If the target has any dice remaining in any powers and the hero is still in contact with her, the hero can continue to draw off dice from the target at a rate of one die from each power per round. The hero receives these additional dice up to a maximum in all stolen traits equal to the die code in Vampirism.

The stolen powers remain with the hero for the Mimicry (powers) die code in rounds, at which point they vanish. The target starts regaining her missing characteristics in the round after the hero loses the stolen powers, at a rate of one die in each power per round.

Sample Enhancements & Limitations: A particularly unpleasant Side Effect worth -3D is duplicating the mind of the target in the hero's own mind, resulting in +1 to all difficulties for each mind the hero has duplicated. (In this case, the hero does not gain access to the skills that the duplicated mind knows.) The duplicated mind has -5D to its *Presence*. If the target has any rating at all in the *willpower* skill after the penalty is applied, she can attempt to take over the hero's mind. The hero must make an opposed *willpower* check against the target's modified *willpower*. This requires an action. If the hero succeeds, the target's mind is suppressed. If the target succeeds, however, the hero's mind is suppressed until the target regains her powers! This Side Effect can also be taken at -4D, in which case the penalty to the target's *Presence* does not apply.

A possible +2D Additional Effect allows the hero to duplicate the target's managing skills for the stolen powers. If this is taken along with the mind duplication Side Effect, all of the target's skills are copied. Should the target be rendered unconscious on a failed *willpower* check to resist the power, that is an Additional Effect worth +3D. The hero can purchase the Extended Range Enhancement for this power, in which case the power gains the normal range for a power and the *marksman* skill is used to aim the beam that conducts the power-draining Vampirism.

If the hero purchases five levels of Extended Time span, then he can steal powers *permanently*. The hero must drain all of the dice in the target's powers, maintain contact for a full round thereafter, and win a contested *willpower* roll with the target. The hero then gains all of the target's powers permanently, though the Narrator should apply a penalty to the hero's Character Point bonus for each adventure thereafter. A hero who does this deliberately also gains two Villain Points. Finally, the hero permanently suffers from having a duplicated mind, as per the -3D Side Effect, whether the hero has that Limitation or not. This can be bought off with Character Points as a -3D Limitation, though the Narrator must approve and the player must provide an appropriate story-related explanation.



CHAPTER 4

MENTAL POWERS



The Mental powers classification refers to the use of mental energy to perform a variety of devastating effects. No Mental Power except Telekinesis and Expulsion may have the Self-Only or Others-Only Limitations. For all wonders with Mental powers, the user gains the power by using the wonder. A piece of equipment can't tap into these powers unless it has all three mental attributes (*Knowledge, Perception, and Presence*), effectively making it a character in its own right. An android without emotions can use separate wonders that have these powers.

ANIMATION

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: normal

Base Damage Value: none

Managing Skill: *artist, command, know-how (Animation)*

Specializations: specific objects, animate image

Description: The hero can impart independent movement to otherwise inanimate objects. The target object may be previously constructed, a mass of raw material, or a corpse. The hero can alter the object to a limited degree, but only to the extent that the changes are necessary for the tasks the hero wants them to undertake. For example, a walking table may develop flexible or jointed legs, or a pile of gravel may be reshaped into a humanoid form in order to perform a required task.

The more control a hero has over this power, the finer control he has over the shape of the animated object. A hero with low levels of control would shape the final appearance of the gravel into a vaguely humanoid form, while a well-practiced adept could mold the same gravel into a rocky self-portrait.

The hero also has the ability to bring to life any flat image, whether drawing, photograph, or comic book panel. The flat image appears to peel itself away from its original location and stands on its own, but it is definitely two-dimensional. Like three-dimensional objects, the image functions as a puppet under the hero's conscious control. When the hero loses or releases control of any animated image, it freezes, flattens, and vanishes back to its original location.

In order to create the solid, semisolid, or holographic form of the newly animated image, the hero needs to possess a power such as Energy Manipulation, Light Manipulation, Matter Manipulation, or Psychic Manifestation. To have it increase in size—for example, a comic book panel yielding a full-sized Superman—requires the Size Manipulation power.

The base difficulty to animate anything is 2, modified by how naturally suited the item is to the desired task. To add detail to an amorphous form, the hero needs to make a

Animation Modifiers

Situation	Modifier
Object well suited for task (a walking straight-leg table)	0
Object requires some modification (a straight-leg table that can grasp; a gravel pile with tentacles and legs)	+1
Object requires extensive modification (a platter that can bite; a gravel pile with arms and fingers)	+3
Affect an amorphous solid	+1
Affect a liquid	+3
Affect a 2D image (make an image in a painting step out as if a paper cutout)	+2
Assign a simple task to an object (object becomes inanimate once task is completed or power stops; object will do nothing else)	+2



separate *artist* roll with a base difficulty of 2, adjusted by the level of detail desired.

An affected image or object appears to have been “brought to life” under the hero’s control. It will follow his commands until the hero shuts off the power, the hero is rendered unconscious, or it is destroyed. In all cases, the object becomes inanimate once again. The animated objects have no additional dice in skills nor do they have any dice in the *Knowledge*, *Perception*, or *Presence* attributes. Their Base Damage Value, Defense Value, Armor Value, and Body Points depend on the type of materials from which they were created (see pages 198–199 of the rulebook for some suggestions). Usually, they rely on the hero to direct their actions. The animated object has a *Physique* equal to the hero’s die code in the power, and *Reflexes* and *Coordination* equal to the hero’s *command*. The animated object does not have any skills, which means that all actions are at +1 to difficulty. The hero dictates all of the object’s actions; the object will not make any independent decisions. It can operate as long as it remains within the hero’s sight.

Normally, the animated object or image lacks any powers or abilities beyond its apparent form. However, if the hero is able to link other powers to this one, he can make the image apparently utilize those powers. For example, if the hero also had the power *Telekinesis*, he could make a Superman image fly or do feats of superstrength. If the hero has a power that extends the range of his senses, he can send the animated image or object farther away or into places he can’t directly see.

The changes wrought in the affected object are temporary. Objects will snap back to their original shape and state when released from this power.

The amount of matter, in pounds, that the hero can animate depends on the die code of the power. At 1D–5D, he can animate up to 1,000 times the die code; 6D–10D, up to 3,000 times the die code; 11D–15D, 5,000 times the die code; 15D or more, 10,000 times the die code. Furthermore, the hero may animate one object per die in the power, up to a total weight equal to the maximum amount for that die code.

A wonder with Animation can animate other objects, but it can’t animate itself. To have its own mobility, the equipment must have attributes or an appropriate power, such as *Flight*.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to use skills through the animated object. If the hero has a skill, the object doesn’t suffer from the penalty for lacking a skill. Also, the hero can choose to control one animated object completely, effectively gaining the animated “puppet” as a surrogate body. If the hero tries to act with both the animated puppet and the hero’s own body, however, this results in a multi-action penalty. The Multiple Targets Enhancement negates that penalty. The Continuous Enhancement causes an animated object to continue to obey its last instruction from an unconscious hero for a number of rounds equal to the die code in the power.

ASTRAL FORM

Base Cost: 8

Specialization Base Cost: 2

Duration: Activated

Range: 10 x die code in miles

Base Damage Value: none

Managing Skill: *know-how (Astral Form)*, *willpower*

Specializations: astral awareness

Description: The hero can separate his consciousness from his body in the form of an invisible, immaterial wraith-like presence that resembles the hero’s physical form. The hero’s body remains unconscious and vulnerable while the hero is in his astral projection.

The hero may retain the use of some of his powers while in astral form. These are primarily mental powers or ones activated by some nonphysical means. Powers that are dependent on a physical form remain with the comatose body.

The Astral Form can travel a considerable distance from the slumbering body. Maximum range is 10 times the die code of the power in miles. The number of hours the hero can remain in his astral form and can spend in the Astral Plane equals the die code.

Note that this power only provides the creation of an astral form. The form exists as a disembodied spirit in the physical world. It does not automatically include a means to actually travel to the Astral Plane dimension; the hero would need the *Dimension Travel* power or some other means to get there.

Normally, an astral form can return to its physical body without difficulty, automatically homing in on its location, even if it has been moved. Some conditions may prevent this from happening, such as powers that would hide the body’s location (such as *Illusion*) or set up ethereal barriers to prevent body reentry (such as through *Astral Manipulation*). Failure to return to the physical body within the time limit may have disastrous effects for the hero. As time passes, the link between the body and the spirit fractures. The body goes into a coma and, without adequate care, will eventually die (the character takes four points of damage per day she goes without care). The astral form



MEMO



Subject: Animation

Interviewee: Lee Schneider, head of the MIFF

Interview Excerpt: “The Metropolis International Film Festival was in full swing when Mr. Mxyzptlk appeared, wearing baggy pants and carrying a megaphone. ‘Okay, we’re going to show you how a real movie gets made.’ He pointed at a billboard for *Dino Park III*. The Tyrannosaurus on the billboard started puffing out, then it tore its way clear of the billboard and stood there roaring! ‘Okay, cue the hero!’ He pointed at the billboard for *The Last Commando* and a moment later, a 30-foot-tall Sly Schwarz is standing there, yelling, ‘I’m back, ‘cause this time it’s personal!’ and waving a honking big gun! What followed was very messy, very loud, and not one person got it on film!”



Astral Form Modifiers

Activity	Modifier
Traveling (per each 100 miles past the base range)	+1
Stay in astral form (for each hour after the base time)	+2
Appear solid (per hour in astral form)	+3
Hear	+1
Smell	+2
Whisper	+3

Note: The hero cannot touch or handle any physical objects while in astral form, even if she appears solid.

becomes a ghost or spirit. The duration of the power changes to Permanent, until the hero reunites with her body.

When this power is active, the hero is sensitive to other astral forms. She may communicate or interact with other astral forms (such as ghosts and spirits) or even engage in combat, using powers capable of affecting astral forms. The hero is also capable of "physical" combat with other astral entities, replacing *Presence* for *Physique* to determine the damage bonus. If the hero is slain while in astral form, the physical body dies.

If the hero's physical body perishes while she is in her astral form, the duration of the power becomes Permanent. Essentially, she becomes a living ghost. Difficulty modifiers related to traveling or staying in the astral form no longer apply.

A hero with a permanent Astral Form has OD in *Physique*, using the *Presence* attribute for any *Physique* skills that might still be applicable (such as *flying*). The *Presence* attribute also determines the Body Points of a being that exists in a solely mental or spiritual form. If using the Mind Points option found in the Mental Combat sidebar at the end of the Mental powers section, the hero's Mind Points are determined normally, and Body Points are ignored. The Narrator may also wish to limit the *Reflexes* and *Coordination* skills available to a ghostly hero.

The difficulty to use this power depends on the activities the hero wishes to undertake while in her astral form. The base difficulty for any action while in astral form is 2, with modifiers determined by the Narrator.

Sample Enhancements & Limitations: The Duration Change: Permanent Limitation is used to create a character with no physical form, as explained in the power description. All powers purchased for a noncorporeal hero function normally, though the Narrator may want to restrict the Physical powers available to the hero. A hero who can create elementals (see the Manipulation powers chapter for details) can use an elemental as a "body" by taking a +2D Additional Effect for both powers. The hero then has a *Physique* equal to the *Physique* of the elemental form, and can take physical actions normally. An elemental "body" has no time limit. The Uncontrolled Limitation can be especially dangerous, causing the hero to be ejected from her own body without any forewarning.

EMPATHY

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: know-how (*Empathy*), *willpower*

Specializations: particular people or animals

Description: The hero can detect and affect the emotions of others through direct mental contact. She can read surface emotions or discern the subject's overall emotional state. This information can be further refined to give details on the subject's physical state or location, assuming these have a direct effect on the subject's emotions.

The hero can transmit her own emotions to others. Affected beings will begin to feel the same emotions, regardless of their current conditions, and continue to do so as long as the hero feels these emotions.

The hero can alter a subject's emotions by magnifying an already present emotion or inserting a new one. The hero can select a single emotion per use of this power. The base difficulty is the target's *willpower*, modified depending on the situation. The Mental Shield power adds its die code to the hero's difficulty. If there is more than one target, each mind requires a separate roll and counts as an action. The die code of the power is added to the hero's *willpower* when using this power. The duration of the effect is based on the hero's proximity and condition. While the subject remains nearby, the empathic effect continues unabated. If the hero and subject are separated, the effect begins to wear off. If the hero goes unconscious or her power is otherwise negated, the subject regains emotional control immediately.

Empathy is a valuable tool when attempting communication with or taking mental control of nonsentient life forms or large numbers of people. An animal's likely behavior may be ascertained by determining the level of feelings like hunger, fear, or aggression. Crowd control can be attained by imposed emotions such as happiness, panic, or rage. If the hero wins the *willpower* contest, then the subject can be made to behave in a manner generally directed by the hero. The subject can be made susceptible to the hero's suggestions, though the more opposed the subject would be to a suggestion, the higher the influence modifier should become. Complete opposition to an action is at least +5 to difficulty.

In some cases, superpowers are triggered by an emotional state. In such conditions, Empathy could be used to negate such a state and therefore prevent the activation of the affected superpower.

The range depends on the die code of the power: for 1D-5D, it's 10 times the die code in feet; for 6D-10D, 100 times the die code in feet; 11D-15D, it's the die code in miles; for 16D-20D, it's 10 times the die code in miles; for 21D-30D, it's 100 times the die code in miles. With 31D-40D, the hero can reach anywhere on the planet. With 41D-50D, the hero can contact anyone within the same solar system. With 51D-60D, the character can touch any mind within the same galaxy. The target does not need to be within sight of the hero, which means that this power can be used to detect characters who are invisible or hidden.



At die codes of 20D or more, characters typically develop a subconscious link with all life in their range. They automatically filter out the ever-present emotions of others, but they now live with a constant “buzz” that subtly serves as a reminder of the presence of others. The death of a close friend, the complete destruction of that life, or the loss of the power can have an adverse physiological affect on the character. This ranges from an extreme headache (lose all actions for the next round) to a coma (which lasts for one or more days), depending on the character’s proximity to the tragedy, how devastating it is, and the significance of it to the character.

Sample Enhancements & Limitations: General Mastery can allow the hero to filter out nearby minds, negating the modifier for people near the target and the hero. Uncontrollable Empathy, on the other hand, causes the hero to pick up on others’ emotions regularly. The hero may have to make an opposed *willpower* roll just to avoid having the strong emotions of another person imposed on her. As a +1D Side Effect, whenever the hero attempts to influence others, she leaves her “signature,” which can be easily detected by anyone with Empathy, Telepathy, or Power Sense who looks for such tampering.

Empathy & Telepathy Modifiers

Condition	Modifier
Target experiencing intense thoughts/emotions	-1
User experiencing intense thoughts/emotions	+1
Target alone	-1
People near the target (for every 5 people within 15 yards)	+1
People near the user (for every 5 people within 15 yards)	+1
Target(s) not visible (for every 100 miles beyond base range)	+1
Read surface thoughts/emotions	0
Read deeper thoughts/emotions	+1
Influence thoughts/emotions (or more, depending on amount of influence; use the <i>bluff</i> and <i>charm</i> modifiers listed on page 220 of the rulebook for other suggestions)	+1
Broadcasting/influencing a group (for every 10 people; instead of multi-action penalty, but must be same, single thought or emotion)	+5

ESP

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how (ESP), search, surveillance, tracking*

Specializations: clairaudience, clairvoyance, other specific sense, vulnerability cognition, illusion detection, specific locations, specific beings or objects

Description: Extrasensory Perception (ESP for short) is the psionic means to extend the range of the hero’s senses, even beyond the distance possible through the Supersenses power. It includes such commonly known powers as clair-

voyance and clairaudience but also covers powers without special names, like the ability to sense smells, flavors, textures, or temperatures at a remote distance. More importantly, unlike Supersenses, ESP is not affected by time lag. This is especially significant when vast distances are involved.

Because the hero is not directly contacting the target being sensed, he is able to perceive things that would otherwise harm or kill him. For example, the hero could taste lava, smell nerve gas, or feel the texture of a nuclear blast.

All features of the specializations described here also apply to the full power.

Clairaudience is the specialization that enables the hero to perceive sound despite intervening barriers, interference, or a lack of a carrier medium. This power enables the hero to “hear” someone scream in space.

Clairvoyance is the specialization that enables the hero to receive visual information from a distant site. Visual barriers such as clouds, walls, or simple perspective are no hindrance. For example, a hero with enough power could see the interior of a sealed chamber on Titan on the far side of Saturn.

Another use of ESP is discerning the vulnerabilities of a target. The difficulty starts at 5 and depends on the amount of detail the hero seeks. The hero must first locate the target; then he rolls his ESP power die code against the weakness-sense difficulty. Furthermore, the hero can add one-half of the die code in the power, rounded up, to any attempts to detect illusions or see through disguises or concealment of any kind. (If illusion detection is taken as a specialization, then the full die code of the power is added.)

Likewise, ESP can extend the range of some powers, allowing a more precise application of various Mental powers, such as Mind Control, Possession, or Telekinesis.

The base difficulty to use various aspects of ESP is 2, modified depending on the circumstances. Compare the roll to the *surveillance* and *search* difficulties pages 216 and 218 of the rulebook to get an idea of the information gained. Failure means the character receives indistinct or no information about the distant place or object or he can’t find what he seeks.

Distraction is an unfortunate feature of this power. While the power is operating, the hero may pay less attention to his surroundings. In fact, the ESP input may temporarily block the hero’s awareness of his actual surroundings. While the power is normally under the hero’s conscious control, an uncontrolled flood of ESP information might render the hero helpless.

The range depends on the die code of the power: for 1D–7D, it’s 10 times the die code in miles; 8D–15D, it’s 100 times the die code in miles; for 16D–20D, it’s 300 times the die code in miles; for 21D–30D, it’s 500 times the die code in miles. With 31D–40D, the hero can reach anywhere on the planet. With 41D–50D, the hero can seek out places within the same solar system. With 51D–60D, the character can go to anywhere within the same galaxy.

A roll is required each time the hero wishes to perform any activity with his power, such as looking around a room, hearing a conversation, or move to a new room. While using this ability, a character does not notice events happening at his body’s location (his mind is elsewhere).

ESP Modifiers

Activity	Modifier
Seeing fuzzy visions of places within the range	0
Seeing fuzzy visions of other places (for every 100 miles beyond base range)	+1
Know location of place	0
Guessing at location of place	+2
Adding clarity to visions	+2
Hear	+3
Smell	+3
Touch	+4
Target using ESP	-2
Weakness Sought	Modifier
Physical	0
Mental	+4
Power	+8

Sample Enhancements & Limitations: General Mastery allows the hero to use ESP and physical senses at the same time without penalty. A -4D Vulnerability is detection by another psychic character. The observed psychic must make an active attempt to look for ESP intrusion, and make an opposed roll against the hero's *know-how (ESP)* skill. If the hero wins, the target doesn't notice anything. With the Duration Change: Permanent Limitation, ESP becomes a constant insight into the cosmos. Unless the hero also has a specific form of Mastery to prevent this, this will eventually overload the character with a flood of extraneous information, causing the hero to go insane. With Mastery, the power generally allows the hero to filter out the information he seeks.

The hero can take Duration Change: Permanent for the specialization of danger precognition. In this case, the hero has a "danger sense" that automatically shows him a potentially threatening situation (such as a squad of armed guards) at the normal range for this power. This does not interfere with the hero's other perceptions, nor does it require an action. The power is automatic, making surprising the hero nearly impossible unless an opponent has a power that can counter the ESP power (such as Illusion or Mental Shield). In this case, the hero must make an opposed roll of his rating in the power against the target's power. If the hero succeeds, he receives the warning; otherwise, the opponent is capable of surprising him.

ESP may act as a conduit for directing attacks towards the hero with a -6D Vulnerability to attacks. The hero can use the power normally, sensing most hazardous situations, as long as they aren't sudden and violent events or attacks directed at him.

EXPLOSION

Base Cost: 15 **Specialization Base Cost:** 5
Duration: Semipermanent (cannot be Activated or Permanent)
Range: normal
Base Damage Value: see description
Managing Skill: *willpower*
Specializations: type of materials (glass, lead, gold, wood)

Description: The hero can cause a catalytic or molecular change in a target, making it explode at his command. This power can even make inert matter detonate, even if its chemical components are not volatile.

Note that this does not create actual explosive compounds. A chemical analysis of something subjected to this power shows blast effects consistent with an explosion but no traces of any actual explosive.

To target the power, the hero makes a *willpower* roll versus a living being's *Physique* or an inanimate object's Defense Value. The Narrator can modify the difficulty based on the precision desired by the hero. If the hero ties or beats the difficulty, he makes another roll, this time with the die code of the power against the target's *Physique* or Defense Value, as appropriate. If this second roll succeeds, the object explodes, losing all its Body Points. Otherwise, or when the hero chooses not to make this second roll, the power does damage equal to its die code.

Armor, unless specifically designed as a defense against mental attacks, does not protect against Explosion, though Invulnerability and Mental Shield do. With protection that can defend against mental attacks, add the die code of the power or the Armor Value of the armor to the target's *Physique* roll or Defense Value before comparing it to the hero's roll.

Example: a hero with Explosion at 4D attempts to destroy a street sign that's been thrown at him. (This would have to be a simultaneous.) The hero rolls his *willpower* of 5D against the street sign's Defense Value of 3. Because the roll was successful, the player rolls the die code in the hero's power. If the hero rolls less than or equal to the Defense Value of the sign, it takes 4 points of damage. If the hero rolls more successes than the sign's Defense Value, the sign loses all its Body Points, and it explodes.

When an object explodes, it does damage to nearby objects as with any explosion. Objects within one-half of the power's die code in feet of the exploding center take the Effect Value plus the Defense Value (or Armor Value or other relevant factor) of the exploding object in damage. Objects up to the die code in feet away take half this amount in damage, and objects up to twice the die code away take one-quarter this amount (round up all amounts).

Any character using the Explosion power to kill a living being automatically gains five Villain Points each time.

Sample Enhancements & Limitations: The Expanded Effect Enhancement doubles the blast radius for all three values. The -1D Conditional Limitation of "make physical gesture" is common for heroes with this power.

EXPULSION

Base Cost: 5 **Specialization Base Cost:** 2
Duration: Activated
Range: normal
Base Damage Value: none
Managing Skill: *willpower*
Specializations: specific types of possession
Description: The hero has the ability to expel an external controlling force from a person or other targeted being.



MEMO



Subject: Expulsion

Interviewee: Patrolman Terry Moore, Euclid Police Department

Excerpt from Interview "Officer Fred Scheibe had gone berserk, firing wildly in the squad room. Nobody'd gotten hit yet, but it was just a matter of time. Suddenly, this stranger appeared out of nowhere, like a phantom, and grabbed Scheibe with both hands. I don't remember what the stranger said, but it did something. There were lights and a cloud that shot out of Scheibe's mouth and nose. Scheibe collapsed like a wet sack. The smoke solidified into this ugly monster. I tell you, we weren't about to shoot a fellow cop, but this thing we could shoot! Twenty-seven clips unloaded into a monster make a mess. Scheibe was okay. The stranger vanished like some phantom."

Expulsion also can break psionic or hypnotic controls or even expel a parasitic entity from its host victim.

The power can offer defense to the hero from such forms of control. When an external force attempts to control the hero, a subconscious alarm usually alerts the hero to the impending threat. Note that if the hero is distracted, disabled, or otherwise unable to act on the warning, such controlling attacks may succeed.

The hero can use this power to negate the various forms of Mind Control and Possession. The die code of the power is added to the *willpower* of the hero or the victim when opposing the possessor to determine the potential for success. Use of this power automatically forces an opposed roll, no matter how long the victim would otherwise have to wait for the next opportunity.

Expulsion can disrupt attacks by users of the Vampirism power. Success on an opposed roll between the hero's *willpower* and the vampire's *know-how* (*Vampirism*) means the link between Vampirism user and victim has been severed and the victim can begin to recover.

Normally, this is a nonvisual power. There is none of the light show displays typical of many metahuman powers. In rare cases where the possessing entity has physically invaded the host victim, a successful use of this power expels the entity and makes it visible. Such an entity may then be attacked directly without risk to the former host victim.

Sample Enhancements & Limitations: An exciting visual display of lights and smoke is a common -1D Side Effect. The -1D Conditional Limitation of "recite ritual" is also typical. This power can take the Self-Only or Others-Only Limitations.

ILLUSION

Base Cost: 8

Duration: Activated

Range: see description

Base Damage Value: none

Managing Skill: none

Specializations: specific kinds of illusions, illusory invisibility, illusory duplication

Specialization Base Cost: 2

Description: The hero can create realistic images of apparent solidity directly in a target's mind by triggering the appropriate sense receptors. A mentalist can influence any sense, even touch, though the illusions are not detected by mechanical means. However, the sense receptor is damaged (such as blinded eyes), then an illusion cannot be made to affect that sense.

The illusion can be anything the hero can imagine, from a realistic scene to his most fanciful creation. It can even generate bursts of "light" or sound to confuse or dazzle a target. Since this power alters the target's perception of reality, it presents a wide range of potential effects from offensive to protective to just plain confusing.

Illusions have a prerecorded feel to them. When the hero first creates an illusion, the player describes its appearance, sounds, movements, and so on. The illusion does not change from this, unless the player makes a new roll based on the adjustments to the image. To control the illusion as a puppet, the player needs to roll for each round the hero uses the illusion in that manner. Dynamic illusions are more difficult to maintain than static ones. However, the Narrator may reduce the difficulty or number rolls if the adjustments are minor or familiar to hero (such as "clothing" himself in his costume, which moves with him).

The base difficulty is 1, modified by the level of complexity of the image and the number of people it affects. The hero rolls the die code in this power to determine if the image was created. If the hero succeeds at constructing the image, the target must make a *willpower* roll versus the hero's Illusion roll to notice if anything seems odd or out of place, or to disbelieve the illusion. The hero can add the die code of a Mental Shield to the *willpower* roll. The Narrator allows this roll depending on the situation—the more out of place the illusion, the more reason for the roll. The Narrator may allow a bonus to the victim's roll if the character (not the player) has a reason to suspect an illusion.

Once the illusion is disproved, the target is free to ignore it, even if the illusion's creator makes minor modifications to it (and thus rerolls the Illusion attempt). However, unless the target rolls exceptionally well, the illusion does not automatically go away. In fact, a disproved illusion can disguise an actual object or person. The idea is, once a person detects one illusion, they may be inclined to believe there are other illusions and thus ignore things that really are there!

The initial range of the Illusion is line of sight; the hero must be able to match his illusion with its surroundings. In practical terms, a hundred feet is the maximum distance to cast an illusion and make sure the little details are correct, such as whether the illusion's feet are actually touching the ground. (ESP or Supersenses can increase this.) If the hero is not concerned about the reality of his illusions, this limit can be ignored. In fact, the hero can even attempt to create illusions in places he cannot directly see. Such blind illusions are translucent, free-floating apparitions. Note that vision-enhancing devices or powers also extend the hero's range for casting the illusion.

Illusions last as long as the hero has the power activated. If the hero loses or turns off his power, the illusion abruptly vanishes.



DEPARTMENT OF EXTRANORMAL OPERATIONS



Other powers can be used in conjunction with Illusion to simulate the illusion's effects on its surroundings. For example, casting the illusion of a fire-breathing dragon at the same time a power like Energy Projection: Heat is used burns the house down but hides the actual arsonist. The greatest drawback to Illusion as a power is that the hero needs to keep the true nature of his powers a secret. Ideally, an illusion caster never admits his actual power but rather presents it as something else. If the hero's true power becomes widely realized, then illusions must be cast before the hero's presence is known to prevent targets from becoming suspicious—and thus gain a bonus to disbelieving the images.

One popular illusion, illusory invisibility, fools onlookers into ignoring or seeing through the user or a target. The trick can affect the hero, anything he carries, and even other people or objects, provided the onlookers remain within the illusionist's area of effect. Onlookers avoid the area of the invisible item or person, making up reasonable excuses if someone asks.

Illusory duplication is another effect, which can also be a specialization. The hero can make multiple copies of him-

self appear. These can be used as decoys to confuse a foe or hide the hero's true location. Because these reflect the hero's self-image, they may vary somewhat from the reality. Generally, all duplicates created at a given time will have the same appearance. The hero can also create duplicates that differ from the hero's self-image at no additional difficulty, or duplicates that differ from each other (at +1 to the difficulty).

The power can also be used to wrap a duplicate around the hero's own body. This can be useful as a means of disguise, especially if the hero forgot his super-hero costume at home and doesn't want to give away his secret identity!

With specializations only, the total difficulty to create an illusion is reduced by 2.

Sample Enhancements & Limitations: The Uncontrollable Limitation causes the hero (and others nearby) to be subjected regularly to hallucinations. This can range from the mildly annoying to the potentially dangerous. With the Duration Change: Concentration Limitation, the hero loses concentration, the illusion begins to degrade, fading or changing location or scale.

A psychological drawback that can be associated with this power is that the hero may have philosophical difficulties with the concepts of reality and illusion. In extreme cases, he may even feel that he himself is an illusion cast by some unseen metahuman. (This is a Side Effect of +1D or more)

Illusion Modifiers

Complexity Modifier

One, minor aspect of a small item (changing the color of a piece of furniture)	0
Several, minor aspects of a small item (making something small disappear), making a small (nonexistent) item appear	+1
One, minor aspect of a large item (changing the color of a room)	+2
Several, minor aspects of a large item (making a person appear or disappear), making a large (nonexistent) item appear	+3
Several, major aspects of a large item (changing entire surroundings of a room)	+4
Several, major aspects of a very large item, making a very large (nonexistent) item appear (Changing the shape of a house)	+5
Several, major aspects of a large area (changing entire surroundings of an outside area)	+6
Several, major aspects of multiple large areas (changing several large structures)	+7

Area of Effect Modifier

1 person	0
2-6 people	+1
7-15 people	+2
16-32 people	+3
33-100 people	+4
100-500 people	+5
500-1,000 people	+6
1,500-5,000 people	+7
5,000-50,000 people	+8
50,000-500,000 people	+9
1,000,000 or more people	+10 or more
1 sense	0
2 senses	+1
3 senses	+2
4 senses	+3
5 senses	+4

LANGUAGE COMPREHENSION

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: language must be in range of hearing or sight (for nonverbal languages)

Base Damage Value: none

Managing Skill: languages, computer ops

Specializations: specific language (Catalan, Croatian, Khundian, C-Turbo)

Description: This intellectual superpower enables the hero to comprehend and communicate in any written or verbal language, including electronic and computer languages. The hero can rapidly acquire mastery of any language once he is exposed to either samples of it or some being that speaks that language.

The difficulty of language acquisition is based on the complexity of the language, the amount of material he has to learn from, and what the hero wants to communicate. The die code of the power is added to the managing skill or defaulting attribute when using another language. Use the "Language Difficulties & Modifiers" chart on page 213 of the rulebook to determine the effectiveness of the power. Lower Effect Values indicate that the intended meaning was conveyed, though the word usage seemed formal or clumsy.

Once a new language is acquired, the hero usually retains permanent mastery of it. As time passes the hero may acquire so many languages that he may accidentally slip from one language to another while speaking. (If the hero learns more than twice the die code in languages beyond those which have been taken as specializations of the language skill, the Narrator may occasionally require a Mod-

MEMO

Subject: Language Comprehension

Interviewee: Gar Logan, Changeling/Beast Boy

Excerpt from Interview: "Starfire, only we didn't know that was her name yet, kept talking to us in a language that sounded like bird songs and cat purrs. Robin mimed that he didn't understand what she was saying. She looked at him and suddenly grabbed him in a really long kiss. I mean, I thought they'd never come up for air. Then she lets go of him, steps back, and starts talking English! She even had Robin's Gotham accent!"

erate *willpower* roll to avoid the use of a word or two in different languages during a conversation.)

Knowledge of a language does not automatically mean the hero can speak in that language, especially in the case of mechanical or alien languages. The hero can attempt to mimic the correct sounds, but he'll probably have an accent. Use of an appropriate power, such as Sonic Manipulation or Electricity Manipulation, allows the hero to communicate properly in these other languages, although, with practice, the hero can become fluent.

There is a beneficial side effect of the power in that it provides some defense against certain applications of sonic-based or vocalized powers. Upon being exposed to such a power, the hero automatically analyzes and translates it, giving the hero a detachment that negates any hostile effect. The hero gains a resistance to the effects of such powers (other than damage) at the half the die code of the power, rounded up.

Sample Enhancements & Limitations: General Mastery allows the hero to converse fluently in any language and removes the need to make a *willpower* check to avoid using the wrong language. A +3D Additional Effect will allow the hero to generate the ability to communicate in any medium, though he won't be able to do *anything* else with whatever the communication medium turns out to be.

MENTAL BLAST

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent (cannot be Activated or Permanent)

Range: normal

Base Damage Value: see description

Managing Skill: *willpower*

Specializations: specific type of mind (human, animal, Khund)

Description: The hero can create blasts of psionic energy that pinpoints a target's neural pathways. Only brain tissue is directly affected; damage to the rest of the body results from seizures or other effects of the Mental Blast.

The user makes a *willpower* roll against the target's *willpower*. If the user succeeds, then the target suffers injury. First, the target takes damage equal to two times the die code of the power. Next, the target makes a *willpower* roll against a roll of the power's die code. If the hero succeeds,

all of the target's *Knowledge* and *Perception* (and associated skill) rolls are at -1D for the next two rounds. The target does not need to be within sight of the hero, which means that this power can be used on characters who are invisible or hidden, if the hero is otherwise aware of their presence.

Armor, unless specifically designed for defenses against mental attacks, does not affect the amount of damage done by this power. Invulnerability, however, provides protection against the damage only. A target with the Mental Shield power adds the die code in Mental Shield to both *willpower* rolls.

Sample Enhancements & Limitations: The Self-Damaging Limitation can represent psychic or neurological strain, often taking the form of a nosebleed. The Specialist Limitation further narrows a specialization to a single animal type (such as elephants) or groups of minds (such as male humans).

MIND CONTROL

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change Limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific forms of Mind Control, specific type of minds to control

Description: The hero has the hypnotic or psionic means to control directly the thoughts and thus the actions of others. She can overpower the will and perhaps even the consciousness of a target.

The hero makes an opposed roll of her Mind Control versus the target's *willpower* each time she wishes to make the target follow a new command. The hero may attempt to control one mind for each die she has in the power. If the target has Mental Shield, the die code of that power is added to the victim's *willpower* to resist the power. The target does not need to be within sight of the hero, which means that this power can be used on characters who are invisible or hidden, if the hero is otherwise aware of their presence.

If the target has superpowers, the various forms of Mind Control may enable the hero to control the use of those powers for her own ends.

While subjects may resist orders that conflict with the subject's morals, the hero may be able to get around this by altering the subject's perceptions of his surroundings through the use of Illusion. A classic example of this is making a subject mistake a friend for an enemy or monster.

Sample Enhancements & Limitations: Controlling a mind requires a great deal of concentration, making the Focused Limitation natural for this power. General Mastery lowers the difficulty by +3, which most often will allow the hero to command the target freely unless attempting to make the target take an action that would normally be unthinkable (betray a friend, kill an innocent). These cases would allow the victim to make another attempt to break free, probably with a bonus to his *willpower*. As a +1D Side Ef-



Mind Control Sample Effects

Any of these effects can be taken as a specialization of Mind Control.

Amplification: The target's mental and sensory faculties are increased, sometimes with hazardous effects as the target becomes sensitive to normal light and sound.

Command: The subject's current behavior is altered as he obeys the hero's orders; the subject does not lose consciousness or bodily control.

Disruption: The hero stops everything but basic life-sustaining functions of the target, inducing total catatonia.

Exaggeration: The target overacts with every movement, thwarting fine motor control.

Mind Drain: The hero deletes or erases a target's mind, affecting memories, personalities, reflexes, and mentally based powers. Note that this is an act of erasure rather than transfer; the hero does not automatically gain the things she is draining from the target's mind.

Neural Manipulation: The hero alters a target's autonomic nervous system. This can cause a variety of physically incapacitating effects.

Paralysis: The target's voluntary muscle system is frozen, but he can still think and sense.

Possession: The target loses both control and consciousness while his body operates under the hero's influence. (This should not be confused with the Possession power, as the hero's mind does not enter the target's body.)

Remote Control: The target loses control of his body but does not lose awareness. The target may even be able to speak while the rest is under the hero's control.

Seizure: The hero induces uncontrolled spasms in the target.

Sleep: The hero induces in the target anything from an irresistible urge to nap to a vegetative coma.

Suggestion: The hero implants triggers to alter future behavior; the subject remains otherwise unaffected.

fect, whenever the hero attempts to influence others, she leaves her "signature," which can be easily detected by anyone with Empathy, Telepathy, or Power Sense who looks for such tampering.

POSSESSION

Base Cost: 10

Specialization Base Cost: 3

Duration: Activated (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: particular type of living being

Description: The hero can project his consciousness into the mind of another and take over that being's form. The hero's body is left in an unconscious state, making it vulnerable.

To take over a body, the hero rolls his die code in the power versus the target's *willpower*. Mental Shield adds its die code to the target's roll. If the hero succeeds at this roll, the target's mind has been successfully shoved in a corner and may never try to regain control. The only way the target may get her body back is if the possessor chooses to leave.

If the hero fails the first roll, he cohabits the body with the target's mind. The target may attempt to eject the hero immediately, making a *willpower* roll, adding the die code in Mental Shield if applicable, against the hero's die code of the power. If the hero wins this second roll, he gains control of the target's body, but the target's mind remains active. Because the target has not been subdued, she may attempt to reacquire control of her body once every few hours by rolling her *willpower* against a roll of the possessor's power. (The exact time between attempts equals the die code of the Possession power in hours. The Mental Shield power may no longer aid the target. The Narrator may also allow the target to roll if she is about to be forced to do something reprehensible to the target.) If the target fails an attempt, the possessor has complete control over the body until the target makes another attempt. If the target succeeds at any attempt to regain control, she forces the possessor out.

The range is for the initial distance from the hero's body to the host's body. The target does not need to be within sight of the hero, which means that this power can be used on characters who are invisible or hidden, if the hero is otherwise aware of their presence. There is no limit to how far the hero may be from his original body once he occupies another's form.

Should the hero's form be killed while he's in another being, he remains in the possessed being until he takes over another. If the hero's original form is dead and the body he is possessing forces him out, the hero becomes a disembodied psychic entity until he takes over another person. (See the Astral Form power for details on being disembodied.)

On the chance that the possessor freely leaves his host, the host has no recollection of the event. However, if the host forces out the possessor, the host remembers all of the details.

Sample Enhancements & Limitations: As a +1D Side Effect, whenever the hero takes over another and then freely leaves that body, he leaves his "signature," which can be easily detected by anyone with Empathy, Telepathy, or Power Sense who looks for it. The host also has a slight, uneasy feeling of having been possessed, even if she has no memories of the possession.

If the target's mind is placed (fully conscious) into the hero's body should the hero successfully take over the target's body, this is a +3D Side Effect. One specific form of Mastery, mind transferal, enables the hero to switch other people's minds from one body to another. When the hero switches other people's minds, the hero must make the initial roll against each victim's *willpower*. The victims' minds, however, cannot attempt to get back into their rightful bodies, though the Narrator may come across some special circumstances that would allow this. The accuracy of the transfer is normally 100 percent unless circumstances detract from hero's concentration. In the case of an inaccurate transfer (such as a low Possession roll), the two transferred minds retain parts of each other's personalities and memories. Debate still occurs on whether the life force is actually transferred by this power or if the two minds are simply reshaped into resembling each other.



Postcognition & Speak with Inanimates Modifiers

Event Witnessed	Modifiers
Less than an hour in the past	0
2 to 12 hours in the past	+1
13 hours to one day	+2
Two days to one week	+3
Up to a month	+4
Up to a year	+5
Up to a decade	+6
Up to a century	+7
Any period farther in the past	+8
Review of all events	0
Seek particular event	+2
Unfamiliar with target	0
Familiar with target	-1
Seeking specific detail	+2

Postcognition

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent (cannot be Activated or Permanent)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific person, specific object, specific location

Description: The hero can see into the past, viewing it with the ease of a person rewinding videotape. The hero concentrates on a target and sends her senses traveling backward through time, following the target's perception of its history. The hero can only apprehend events that directly relate to the item, external to it, and no more than one foot per die in the power from the target. Thus, she could find out what the target is and who touched it or was near it. She would not know what's inside of it, how it functions, or its capabilities unless someone nearby was discussing it. She cannot tap into memories; that is the domain of Telepathy or talking with the target.

Only the hero sees these visions. Others will have to take her word for what she discovered unless the hero has some means to share these visions with others (for example, Illusion or Telepathy).

The difficulty starts at 2 and is modified by the distance into the past the hero attempts to see. The Narrator may also adjust the difficulty depending on how much the hero already knows about the moment in question. The Effect Value determines how much detail the hero sees. (Use the *surveillance* difficulties to gauge the amount of information the hero receives. Subtract one from the *surveillance* difficulties listed on page 218 of the rulebook to get the related Effect Value.) Failure means that the hero either sees nothing or perceives inaccurate information.

People who feel strong emotions (such as intense pain, joy, or fear) while handling the target tend to impress their activities on the item, possibly blocking out other nearby (in space or time) occurrences.

Power Sense

Base Cost: 5

Specialization Base Cost: 2

Duration: Semipermanent

Range: normal (target does not need to be within sight)

Base Damage Value: none

Managing Skill: *know-how* (Power Sense), *search*, *surveillance*, *tracking*

Specializations: specific class of powers, specific type of superbeing (metahuman, alien, latent metahuman)

Description: The hero has the ability to detect superpowers in use and individuals possessing latent or unused powers (but not magic or sorcery). He can identify the power in question and locate where it is currently being used. He can identify who employed a particular power by a "signature" unique to a particular metahuman or alien species that is undetectable by normal means.

Typically, the hero cannot sense "powers" in wonders or other equipment, because the powers represent a shorthand for advanced scientific principles. As well, powers used to describe a being's natural abilities are equally undetectable. However, the Narrator may opt to allow these to be sensed at an increased difficulty (of at least +3).

The power functions like fingerprint identification, in that the hero needs to be already aware of the power characteristics of a given metahuman. The hero adds his die code in this power to relevant *Perception*, *know-how* (Power Sense), *search*, *surveillance*, or *tracking* rolls. This power requires experience and time in order to be fully usable. The base difficulty is 1, modified as indicated in the sidebar.

Metahumans are not affected by the act of Power Sense. They can resist being analyzed by this power if they have some means of hiding their own powers or confusing the hero. For example, an unwilling telepath might delude the unwitting hero into missing that power or mistaking it for something else. Also, metahumans might see this as an unwelcome intrusion into their privacy. A target with Power Shield can resist this power by making an opposed *know-how* (Power Shield) against the hero's Power Sense, but it won't take long for the hero to figure out what's blocking the Power Sense attempt.

When Power Sense is found in a wonder, the user gains the power by using the piece of equipment. The wonder can't tap into the power unless it has its own *Perception* attribute.

Power Sense Modifiers

Situation	Modifier
Locate a power in use	0
Identify the specific power	+1
Locate metahumans with active powers	+4
Identify metahumans by a power currently in use	+6
Identify metahumans by residual traces of powers recently used	+8
Identify metahumans by the power(s) they possess	+10
Locate metahumans with as-yet-unused powers	+12
Identify latent powers in potential metahumans	+14



Sample Enhancements & Limitations: If a targeted meta-human can become aware of being scanned with this power on a Difficult *search* roll (due to some tangible reaction in those sensed) this is a -2D Side Effect. If a target is automatically aware of the attempt, this is a -3D Side Effect.

PRECOGNITION

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (full power cannot have the Duration Change Limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific person, specific object, specific location, specific events (such as dangerous situations)

Description: The hero can see into the future with sufficient clarity to act on future events. The hero can take this as a warning and prepare for this event or prevent that future from occurring.

Hypertime, which suggests that there are numerous parallel timelines, allows the Narrator some flexibility in designing his campaign. The power provides a glimpse of the future with the highest probability of occurring, though the hero won't know exactly why it happens. If the heroes fight that future and prevent it from occurring, they have shunted that event to a parallel timelines, and they can get on with their lives (as well as preparing for the next vision).

Certain events may happen regardless of what the heroes do about it. This might be because the Linear Men are shaping the timeline, or it could be that other events, ones over which the heroes have no control and possibly aren't even aware of, occur to make the situation happen.

The difficulty is based on the distance into the future the hero attempts to see, rolled against with the power. The Effect Value determines how much detail the hero sees. (Use the *surveillance* difficulties to gauge the amount of information the hero receives. Subtract one from the *surveillance* difficulties listed on page 218 of the rulebook to get the related Effect Value.) Failure means that either the hero sees nothing or perceives inaccurate information.

Sample Enhancements & Limitations: Because Precognition is an awesome, devastating power, it may come with any of a number of Limitations. The Narrator and player should agree on such limits when creating or playing a precognitive. Examples of common Limitations include:

- Visions are minutes or seconds away [Limited Abilities (limited time span)].
- The Narrator deciding when a vision occurs (Uncontrollable).
- Limited to whatever the hero is currently touching (Limited Range: Touch).
- Narcolepsy (-3D Side Effect—the power only works when the hero is asleep; a vision knocks the hero out).
- No new vision until the old vision has happened or been prevented (-2D Side Effect).

The hero can take Duration Change: Permanent for the specialization of danger precognition. In this case, the hero has a "danger sense" that automatically warns him of a

threat a round per die code in the power in advance. This does not interfere with the hero's other perceptions, nor does it require an action. With a +3D Additional Effect Enhancement, the power can also provides half the die code's power as an active defense bonus to the *dodge* or *acrobatics* skill. The power is automatic, making surprising the hero nearly impossible unless an opponent has a power that can counter the Precognition power (such as Illusion or Mental Shield). In this case, the hero must make an opposed roll of his rating in the power against the target's power. If the hero succeeds, he receives the warning; otherwise, the opponent is capable of surprising him and the hero does not get the active defense bonus (if he has that Enhancement).

Precognition Difficulties

Event Witnessed	Difficulty
Less than an hour in the future	3
2 to 12 hours in the future	4
13 hours to one day	5
Two days to one week	6

Note: A character may try for visions of the future over one week away, but in these cases, the character will only be able to see what might happen, not who, where, or when. Every doubling of the amount of time between one week and the time period being seen adds +2 to the difficulty.

PSYCHIC BLAST

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: normal

Base Damage Value: normal

Managing Skill: know-how (*Psychic Blast*), *marksman-ship*

Specializations: effective only against a specific type of armor (no armor, Kevlar, Invulnerability), effective only against a specific type of material or target (humans, walls, trees)

Description: The hero can channel psionic energy into a tangible blast that damages a target's physical structure. The psychic blast is invisible except for a slight rippling effect in the air as the psionic energy slightly refracts light. The Base Damage Value is normal. The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability, and Forcefield do.

Sample Enhancements & Limitations: The attack is visible if the hero takes +1D of the Side Effect Limitation.

PSYCHIC MANIFESTATION

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: Point Blank

Base Damage Value: normal

Managing Skill: know-how (*Psychic Manifestation*), *will-power*, *melee weapons*



Psychic Manifestation Modifiers

Example Manifestation	Modifier
Dagger	0
Spear	+1
Sword	+2
Battle-ax	+3
Bow	+4
Shield	+4
Firearm	+5
Armor	+8
1 cubic foot	0
Additional volume (per 15 cubic feet)	+1

Specializations: Specific manifestation, effective only against a specific type of armor (no armor, Kevlar, Invulnerability); effective only against a specific type of material or target (humans, walls, trees)

Description: The hero can manifest her mental energy into a solid-appearing construct, whether a tool, a costume, or a weapon. It may be a familiar, regularly created object or something new that the hero just thought of. Only one object may appear at a time. To manifest any object, a hero must make a successful Easy *willpower* roll, modified based on the complexity of the construct.

The object seems to materialize from thin air. The hero needs to have a clear idea of what form the Psychic Manifestation should take and what it can do. If she imitates a real object, she does not need a detailed knowledge of such an object's internal workings; just the basic idea will do. For example, if the psychic manifestation is a machine gun, it does not need the internal gears, springs, and slides. The interior of a psychic manifestation is a single amorphous mass.

The manifested object behaves in the same manner as the real version, albeit with certain advantages due to its unusual origin. For example, it would not require fuel or ammo to operate, and it would be immune to corrosive attacks that would have demolished a normal object.

If the object is a costume, it can function as armor to protect the hero. It can wrap itself around the hero's civilian clothing or, for a more spectacular effect, burst out from the inside, destroying the original garments (and leaving the hero with a modesty problem should this power fail!). Shields and armor can absorb as much damage as weapons can generate, three times the die code in the power.

The manifestation can appear as a weapon for use in combat. The weapon can take any form the hero desires, whether one for hand-to-hand combat (such as a sword or spear) or a ranged weapon (crossbow or firearm). The hero may choose a familiar weapon to recreate each time or create a new weapon for whatever situation is at hand. If the weapon is intended for hand-to-hand combat, the hero uses the *melee weapons* skill to attack with it. Ranged weapons can be manifested only in conjunction with Mental Blast or Psychic Blast.

The Mental Shield power does not protect against this power, though armor (including the Natural Armor power), Invulnerability, and Forcefield do.

SPEAK WITH ANIMALS

Base Cost: 8

Specialization Base Cost: 2

Duration: Permanent

Range: animal must be in range of hearing or sight (for nonverbal aspects)

Base Damage Value: none

Managing Skill: *animal handling, languages*

Specializations: specific animal class (sea creatures, birds)

Description: The hero can understand and communicate of animals and nonsentient aliens. It does not confer ability to understand the languages of intelligent civilizations. Note that this does not guarantee the animal will respond to the hero, let alone obey commands. Also, while the animal may answer the hero's questions, any information will be from the point of view of the animal and thus might not be something the hero can actually use.

Some animals communicate by means other than audio. For example, insects use chemical markers for communication. In such a case, the hero can detect and translate the smells in question but he is not able to create such chemicals himself without an appropriate power.

The die code of the power is added to the hero's *languages* skill when using this power. Particularly high rolls can provide some benefit to the *animal handling* and *riding* skills, typically in the form of the Effect Value of the *languages* roll. Use the "Language Difficulties & Modifiers" chart on page 213 of the rulebook as guidelines to the effectiveness of the power. Failure means that either the hero gets nothing out of the animal or receives inaccurate information.

Sample Enhancements & Limitations: As a -2D Side Effect, the hero needs to use the sounds and body language of an animal to use the power. A specific form of Mastery adds the die code of the power to all *animal handling* and *command* rolls related to animals; the hero may not be able to compel obedience, but most animals will obey the hero instinctively. With the Specialist Limitation, the hero can further restrict the power to a specific animal type (dolphins, cats, hawks).

SPEAK WITH INANIMATES

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: normal Short range

Base Damage Value: none

Managing Skill: *languages*

Specializations: specific type of object (furniture, clothing, weapons, corpses)

Description: The hero has the ability to communicate with just about anything that is not currently alive, mechanically operational, or otherwise covered by other "Speak With" powers. The hero imparts part of his intelligence to the object, giving it the means to respond. This response is normally in the form of a voice only the hero can hear. Because he is imparting the mind power to the object, others may suspect he's just making the whole thing up. If the

See the modifier chart near Postcognition on page 76 for additional Speak with Inanimates modifiers.

hero has Ultraventriloquism, that power can be used to provide an audible voice that emanates from the object being spoken with.

Objects can only communicate things they experienced or "witnessed" (within no more than one foot per die code in the power) back to when they were first created or became "inanimate." However, they will be completely honest with the information they provide. A hidden gun will proudly announce its presence, ammo load, and whether the safety is on. A wall safe will list its contents. A person's clothing will recount its wearer's travels. The possibilities for interrogation are numerous.

When the power is used to communicate with a corpse, whether a dead body or the tree that lies rotting in a forest, the power automatically creates a simulation of the former life force. This simulation may provide information about the object's postmortem activities, but it is not the same as speaking to the actual deceased spirit. For example, a corpse could tell you about the car trunk it was transported in and the field where it was dumped. However, it couldn't tell you the name it was once known by or who killed it, unless someone was talking in its presence about such topics.

The die code of the power is added to the hero's *languages* skill when using this power. Difficulty in using this power begins at 2 and is based on the Postcognition chart, depending on how long it has been since the object has last encountered the information. For a safe, for example, the objects within it are still present, but learning details about a painting that was in it months ago will be more difficult. Extremely fine detail (whether the painting was really a forgery, or for a corpse, the license plate of the car it was transported in, for example) adds +2 or more to the difficulty. The Effect Value determines how much detail the hero receives. (Use the *surveillance* difficulties to gauge the amount of information the hero receives. Subtract one from the *surveillance* difficulties listed on page 218 of the rulebook to get the related Effect Value.) Failure means that either the hero gets nothing out of the object or perceives inaccurate information.

Because the hero can speak to both living and nonliving things, he may blur the distinction between the two states. This makes a good excuse for a Psychological Disorder Disadvantage.

SPEAK WITH PLANTS

Base Cost: 8 **Specialization Base Cost:** 2
Duration: Permanent
Range: normal Short range
Base Damage Value: none
Managing Skill: *languages*
Specializations: specific plant type (trees, fungi, Daxamite flora)

Description: The hero can communicate with any form of living vegetation, from giant redwoods to microscopic bacteria. The larger the plant (or the greater the collection of it in the case of microscopic or simple plants), the simpler the act of communication as well as the greater the amount of information that can be exchanged. The form of communication is usually in the form of a "voice" that no one else can hear, though Ultraventriloquism can help provide a means of speaking.

The amount of information a plant can impart may be limited. They can feel pain when deprived of a necessary substance or when injured, and contentment at all other times. They can relate whatever has happened to them or around them (within no more than one foot per die code in the power) since they were first seeds, spores, or something similar.

Experience has shown that beings with this power have the risk of personality disorders if they begin to identify too closely with vegetation. Vegetarianism may seem an abhorrent practice, lawn mowing a means of torture, and lumbering an act of genocide. In the cases of Poison Ivy and the Floronic Man, this has led to them becoming extremely dangerous super criminals.

The die code of the power is added to the *languages* skill when using this power. Refer to the "Language Difficulties & Modifiers Chart" on page 213 of the rulebook to decide on the effectiveness of this power. Failure means that either the hero gets nothing out of the plant or receives inaccurate information.

TELEKINESIS

Base Cost: 15 **Specialization Base Cost:** 5
Duration: Semipermanent
Range: normal
Base Damage Value: see description
Managing Skill: *know-how (Telekinesis), marksmanship, lifting, brawling, martial arts, melee weapons, flying, piloting (self)*
Specializations: specific types of objects (people, silverware, automobiles)

Description: The hero can move objects through the power of his mind. The difficulty to lift something is based on the "Lifting Difficulties" chart (in the Physical powers chapter of this book). Use the die code of the power to determine which column to use. The modifiers for time do not apply. When lifting or manipulating an object at a distance, the player rolls the die code of the power to determine the success of the action. If the hero touches what he wants to lift or manipulate, add the die code of the power to the hero's *Physique* or *lifting* die code to determine the success.

Telekinesis can enhance a hero's punch and other physical tasks. When using this power with *brawling, martial arts, or melee weapons*, add the die code in Telekinesis to the hero's *Physique* or *lifting* to determine the *Physique/lifting* bonus. For example, a hero with 2D in *Physique* and 5D in Telekinesis uses his total—7D—to determine the bonus, +3, when using the power.



To telekinetically hold someone in place, the hero rolls his *know-how* (*Telekinesis*), modified by a bonus of one-half of *Telekinesis* die code, against a difficulty equal to the target's *Physique*. The target may attempt to break free with his *lifting*, making this an opposed roll. Both of these are actions.

Telekinesis Modifiers

Action	Modifier
Levitate an object	0 to <i>lifting</i>
Levitate multiple objects* (per additional object)	+2 to <i>lifting</i>
Simple control of small objects (such as flip switches)	+1 to <i>know-how</i> (<i>Telekinesis</i>)
Fine control of small objects (such as picking locks)	+5 or more to <i>know-how</i> (<i>Telekinesis</i>)

*Each object counts toward the maximum weight based on the "Lifting Difficulties" chart (pages 60-61).

The hero may also levitate himself. When the hero decides to do this, he must first make a *know-how* (*Telekinesis*) roll with a difficulty of 4 to activate this aspect of the power. If this roll is successful, then the hero may stay aloft for a number of hours equal to the die code of the power. There is no maximum altitude the hero can attain with this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time. The hero can use his *piloting* skill for complex aerial maneuvers. To gain altitude or increase his flying Speed (which equals his base Speed), he uses the *flying* skill. (Suggested difficulties and modifiers can be found on page 227 of the rulebook.)

By accelerating an object, the hero can perform a thrust of extreme force. This "power thrust" is performed with the *marksmanship* skill. The amount of concentration required doubles any multi-action penalties that are applied in the round the power thrust is attempted. When accelerating an object via *Telekinesis*, add one-half of the die code of the power to the Base Damage Value.

For other uses of the *Telekinesis* power, the hero relies on his *know-how* (*Telekinesis*) skill. The base difficulty is Easy, modified depending on the situation.

Sample Enhancements & Limitations: *Telekinesis* normally works invisibly; any number of Side Effects could give it an appearance. General Mastery enables extremely fine control, allowing the hero to perform automatically all manner of tricks from opening mechanical locks to writing to forcing a target's eyelids closed without hurting the victim (directly). The Uncontrollable Limitation is likely to cause "poltergeist" effects, with the hero's possessions taking flight of their own accord from time to time. This doesn't count towards the hero's weight limit unless a -2D Side Effect is taken as an extra Limitation. The hero can make an attempt to control flying objects by grabbing them with active *Telekinesis*. The power essentially makes an opposed roll against itself, and if the die roll to control successfully the power (made before the opposed roll) fails, the force behind the object targeted doubles!

TELEPATHY

Base Cost: 8

Specialization Base Cost: 2

Duration: Semipermanent

Range: see description

Base Damage Value: none

Managing Skill: *know-how* (*Telepathy*), *search*, *willpower*

Specializations: transmission only, receive only, words only, images only, other telepaths only, mental duplication, life sense

Description: The hero can read the thoughts of others and communicate with them directly mind to mind. This communication is automatic in the case of a willing or unresisting subject. Otherwise, an opposed roll is needed of the hero's *willpower* versus the target's. In this case, the die code of the power is added to the hero's *willpower* when using this power for that round. The base is the target's *willpower* if she's unwilling to have the hero enter her mind, modified depending on the circumstances. If the target has the Mental Shield power, that die code is added to the target's *willpower* when determining the difficulty of contact. If there is more than one target, each mind requires a separate roll and counts as an action.

For *Telepathy*, the range depends on the die code of the power: for 1D-5D, it's 10 times the die code in feet; for 6D-10D, 100 times the die code in feet; 11D-15D, it's the die code in miles; for 16D-20D, it's 10 times the die code in miles; for 21D-30D, it's 100 times the die code in miles. With 31D-40D, the hero can reach anywhere on the planet. With 41D-50D, the hero can contact anyone within the same solar system. With 51D-60D, the character can touch any mind within the same galaxy. The target does not need to be within sight of the hero, which means that this power can be used to detect characters who are invisible or hidden.

At die codes of 20D or more, characters typically develop a subconscious link with all life in their range. They automatically filter out the ever-present thoughts of others, but they now live with a constant "buzz" that subtly serves as a reminder of the presence of others. (Though constantly having the thoughts of others, even if the character has learned to ignore them, can become distracting. This is a good reason for a Psychological Disorder Disadvantage.) The death of a close friend, the complete destruction of that life, or the loss of the power can have an adverse physiological affect on the character. This ranges from an extreme headache (lose all actions for the next round) to a coma (which lasts for one or more days), depending on the character's proximity to the tragedy, how devastating it is, and the significance of it to the character.

The full power of *Telepathy* enables the hero to communicate through a variety of means, from the psionic equivalent of a telephone conversation to immersing one's self in the subject's thoughts and experiences. Telepathic links can be made with any mind, regardless of whether the subject also possesses *Telepathy*. Unless the power is specialized or somehow limited, a common language is not necessary, though the hero doesn't gain the ability to speak the subject's language unless the hero also has Language Comprehension or "downloads" the subject's knowledge.



Learning a skill telepathically reduces the time required to one-quarter the usual length. The Narrator may also wish to halve the Character Point cost for skills learned telepathically, unless there is concern about abuse of this function of the power.

Being able to read the mind of an opponent can be an enormous advantage. If the hero's contact roll is successful, the number of successes by which the hero overcame the target's *willpower* becomes a bonus to all opposed rolls made against the target. Resisting intrusion is automatic, thus not requiring an action, but most forms of opposition—including combat—are considered intense thoughts!

One special feature of Telepathy is its ability to help the hero find other life forms. Use the *search* difficulties (on page 216 of the rulebook) as a starting point. These are further modified by how much information the telepath seeks. The difficulties and modifiers can be used in reverse; have the player roll the *search* skill and use that number to find how much the telepath has learned. (Note that the hero needs Power Sense to determine if the life form has any unusual abilities.)

Specializations limit the form of telepathic communication. Some telepaths can only transmit their thoughts, others only read minds or receive transmissions. The power may be limited to a specific form of communication, such as verbalizing thoughts or a stream of visual images.

Mental duplication, which alternatively can be a specialization, is one of several Side Effects available for Telepathy. With this effect, the user can recreate within her own mind a simulation of another person's mind, complete with thoughts, personality, and memories. It is a metahuman, active version of multiple personality syndrome.

The first form, detachment, enables the hero to maintain two minds, his own and the duplicate, examining and interrogating the duplicate at will. Normally, the hero's mind remains dominant. If he has duplicated a stronger mind, he may find the situation is reversed, and he is now the captive of this new persona. This is a -1D Side Effect.

Merge is a blending of the original and the simulated minds into one persona. The hero usually maintains control as the dominant personality but a powerful new persona may overwhelm him. This is a -3D Side Effect.

Transformation is the third form, by which the user's mind temporarily transforms into the duplicated mind. While this version of the power is in effect, the user becomes the new personality. The hero can examine the thoughts of the target for up to the die code in rounds after the transformation wears off, at which point the target's memories are lost. This is a -4D Side Effect.

Any form of mental duplication requires that the hero win the opposed *willpower* roll. The hero has a base +3 difficulty modifier, which is subject to other conditions. (See the chart given with the Empathy power for relevant modifiers.) The hero is unable to influence the original mind of the target, but the duplicated mind can be altered and examined (except in the case of transformation) at the hero's leisure. If the hero has the merge variant, an opposed *willpower* roll must be made each round to control the captured personality.

Although Telepathy can't command another's actions directly, by altering a target's train of thought, a hero can influence the overall intentions of a target. Over time, even memories can be altered. Changing a memory permanently is a +5 "influence thoughts" modifier, and can result in a Villain Point if the memory is particularly important to the target's life or is otherwise dangerous for the target not to have. (Though a true hero may feel guilt over tampering with memories under any circumstances, erasing knowledge of the target's secret identity will not result in a Villain Point.) Also, a telepath can enter the dreams of a target on a successful "read surface thoughts" roll, and alter them by making influence rolls of appropriate difficulty. A +1 to the difficulty allows the hero to make cosmetic changes, while a +5 to the difficulty gives the hero complete control of the dream's reality. The target can't be harmed, but intense nightmares—or paradisiacal dreams—can be created.

Sample Enhancements & Limitations: The traditional concept of "telepathy" and what it can do often includes a wide range of psychic talents. Any Mental power Linked to Telepathy functions normally, but the hero has to make telepathic contact first, as explained in the power description. Although the Telepathy power can't do exactly what these other powers can, through subtle use of this power, many of these abilities can be simulated, albeit weakly. By taking a +3D Additional Effect, the hero can influence one of the target's perceptions (senses, emotion, body sensations) on a successful opposed *willpower* roll, with an "influence thoughts" modifier of +3 to difficulty. If the hero increases the target's experience of pain or injury, damage is half the die code in Body Points (or Mind Points, if using that option). Other effects can add half the die code in the power to the difficulty of the target's actions while the hero maintains the effect. Round down in all cases.

General Mastery can allow the hero to filter out nearby minds, negating the modifier for people near the target and the hero. Uncontrollable Telepathy, on the other hand, causes the hero to pick up others' thoughts regularly. The hero may then have to make an opposed *willpower* roll just to keep out strong minds. As a +1D Side Effect, whenever the hero attempts to influence others, he leaves his "signature," which can be easily detected by anyone with Empathy, Telepathy, or Power Sense who looks for such tampering.

See the modifier chart near Empathy on page 70 for additional Telepathy modifiers.

Life Sense Modifiers

Situation	Modifier
Locate a life form	0
Identify the species of the life form	+1
Identify one specific life form in the midst of similar life forms	+4
Get details on specific life form's health and mental state	+6



Department of Extranormal Operations

SPECIAL REPORT: MENTAL COMBAT

When a hero with psychic powers attacks or attempts to influence a character without any psychic awareness, all the target can do is use *willpower* to resist. When two mentalists lock minds, however, the battle can be far more complex.

Traditionally, in fiction, a battle between two psychics resembles a fencing duel and a chess match in equal parts. When telepaths fight, the battlefield itself becomes a weapon, and raw power can either be an overwhelming advantage or utterly meaningless, depending on the skills and mental talents of the combatants. Keep in mind that all modifiers listed herein are cumulative.

Though any Mental power can be a weapon in a psychic battle, there are three basic tactics. The first, and most obvious, is the simple assault. Just like a physical attack, a Mental Blast (or, to a much lesser extent, certain enhanced forms of Telepathy) can hurt the target, knocking out or even destroying the mind of the opponent. Generally, mental combat is more rarefied than physical combat, so unless a combatant is deliberately trying to destroy the mind of an enemy, mind attacks are not considered traumatic damage. The Narrator may wish to apply massive damage modifiers, nonetheless.

If mental combat will be a major part of the campaign (for example, one of the heroes is designed primarily or solely around Mental powers), the Narrator might want to introduce a new statistic—Mind Points. The Mind Points of a character are determined in exactly the same manner as Body Points, substituting *Presence* for *Physique*. If higher levels of Mind Points are desired, the *willpower* skill might be used to determine a character's Mind Points, either as the campaign default or as a +3D Additional Effect to Mental Shield, Telepathy, or Superattributes: Presence. If using massive damage modifiers, when a character should have died as a result, the victim's body lives on—but the mind is gone. Memories, thoughts, emotions, all erased in one terrible blow. Resurrection is of no use, since the victim isn't really dead, but a successful combination of Postcognition and Telepathy can attempt to restore a demolished mind.

The second tactic is to disorient the enemy. Empathy, Illusion, and Telepathy can all be used to confuse and distract an opponent. Since most telepaths have at least some sort of personal method of sensing minds and thoughts, often translated by the mind through the five traditional, physical senses, the Illusion power can increase the difficulty of controlling psychic powers by altering the filter. In general, the Illusion power can increase the difficulty of using any one psychic power (per action) by Effect Value achieved in an opposed roll against the target's *willpower*. By tampering with an opponent's emotional or mental state, the Empathy and Telepathy powers can achieve much the same thing, though not as effectively. The Effect Value achieved with one of these powers is halved before applying it to the difficulty of one power's use, rounded up.

For example, a character with the Illusion power creates a distraction and a character with Empathy increases a different target's feelings of anger. They each get an Effect Value of 3. The illusionist's target gets a +3 to the difficulty of using his Mental powers, while the empath's target has a +2 difficulty to the use of her Mental powers.

Finally, an opponent's mind can be controlled. This is considerably more difficult while embroiled in mental combat than under other circumstances, but someone with powerful Empathy, Mind Control, Possession, or Telepathy can try it. As with the other tactics, Telepathy is not quite as suited to this effect as the other relevant powers. Empathy turns an enemy into an ally (or at least a neutral party), while the other two powers allow the hero to take control of the opponent, effectively ending the battle. To do this requires that the hero make five "con-

tacts" within the target's mind. These "contacts" serve as mental hooks, or control mechanisms, through which the hero can eventually control the target. The hero can make one contact per action for every +1 added to the difficulty of an Empathy, Mind Control, or Possession roll, or +2 to a Telepathy roll, instead of taking a multi-action penalty. (The normal Possession rules do not apply to a target with which the hero is engaged in mental combat.) For example, the hero can make three contacts to a target's mind by making one Mind Control roll at +3 to difficulty. The player must decide how many contacts the hero will attempt to make before the roll is made, requiring the player to decide whether to subvert an opponent's mind slowly, or take a greater risk for quicker rewards. Once the hero has made all five contacts, the target's mind has been subverted and may be commanded at will. Mind Control can also be used normally, but commands made in this manner will only last for a round, and only one power can be targeted by Mind Control per action. The Narrator may also wish to increase the difficulty of a single "knockout" roll by adding the contact difficulty modifier to the opponent's initiative, giving the target a greater chance of interfering with controlling attacks.

While the Telepathy power can be used for any of the above effects, it is considerably weaker than the powers devoted to the appropriate tactic. However, the real advantage it provides is in preparing the hero for an opponent's tactics. Not only does the hero gain the bonus for reading the target's mind (which applies to all mental combat powers and skills), a successful opposed Telepathy roll gives the victor initiative! In this case, the player must be told the target's actions, and the player can decide what actions the hero will take based on that information. If both characters have Telepathy and wish to attempt this, they make one opposed roll, and the winner gains the listed advantages. (If the defeated character has a Mental Shield, then the victor must overcome the power—gaining more successes on the opposed roll than the target has dice in Mental Shield—or gain no advantage. Only successes that surpass the Mental Shield power add to the hero's skill rolls.)

One particularly clever—but risky—tactic is using Telepathy to trick the target into thinking that the hero's mind has been penetrated, when in fact the hero is in control. In this case, not only is the hero reading the target's mind, but the target is receiving false information. This is an enormous advantage and provides the hero with twice the usual bonus, or +2 to all related rolls. But it's also difficult and dangerous. The hero is at +4 to the difficulty when attempting this trick. Worse, the target gains a +2 bonus per success if the hero lost a contested Telepathy roll, and +1 bonus per success even if the target wasn't attempting to use Telepathy, because the hero accidentally transmitted actual intentions rather than false ones. If both combatants attempt this, the actions' difficulty modifiers cancel each other out and the opposed roll is handled normally. The stakes have just been raised.

Narrators should keep in mind that a psychic duel can be incredibly exciting for the mentalists—and incredibly dull for the other players. If a group consists primarily of heroes with physical powers, the Narrator should keep detailed psychic combat to a minimum. The Multiple Targets Enhancement or the Speed Manipulation power shouldn't be allowed to mentalists (heroes or villains) in such campaigns, forcing them to stick with simple tactics in most cases. On the other hand, powerful mentalist villains often have large groups of lackeys, allowing psychic heroes to battle the villain in the landscape of the mind while their more visceral counterparts protect them from the hulking brutes or killer robots in the service of the mastermind.

CHAPTER 5

TRANSPORTATION POWERS



Transportation powers work by controlling the forces that move a person or item from one place to another. Telekinesis is also often used for travel, but it is detailed in the Mental powers chapter.

DIMENSIONAL TRAVEL

Base Cost: 10

Specialization Base Cost: 3

Duration: Concentration (cannot have the Duration Change Limitation)

Range: not applicable

Base Damage Value: none

Managing Skill: *arcane lore* (specific dimension), *know-how* (Dimensional Travel), *scholar* (specific dimension)

Specialization: specific dimension, dimensional perception, summoning pocket

Description: The user can swiftly cross the void into other dimensions or parallel worlds. Transit time is virtually immediate, although the user may be able to see the void as

he passes through, or even halt in midtransit (with an increased difficulty or because of a botched roll).

A hero may require a minimum die code to reach specific dimensions. Determining what die code is necessary is up to the Narrator, though some planes (such as the Heaven of the Pax Dei) will be naturally more difficult to reach than others (such as Limbo).

As in other travel-enabling powers, there is a risk of getting lost. Unless the hero has specialized in a particular dimension, she must make a successful Difficult *arcane lore* (specific dimension) or *scholar* (specific dimension) roll, whichever is more appropriate for the destination, to first locate the dimension. If the hero finds it (or if she has specialized in the dimension), she then makes a successful Moderate roll with the power to travel there. This roll is modified depending on how much material the hero wants to transport, how familiar the hero is with the dimension, and how precise she wants the entry point to be. When the roll to travel includes a critical failure on the Wild Die, the hero may have traveled into the wrong dimension. The Narrator rolls two regular dice (no Wild Die). If both are failures, the hero has stepped into the wrong dimension—possibly into another timeline. The Narrator chooses which dimension or dimensions the objects the hero was transporting ends up in. If only one die is a failure, then the hero or the transported items or creatures didn't go anywhere.

Realize that just because a hero can get to a dimension, it doesn't necessarily follow that the hero can survive there. The hero may need to possess other powers or equipment to accomplish that.

Stress also can hinder interdimensional navigation. If the user is making a dimension hop while under attack, under some form of control, or otherwise not in full command of his faculties, the user may face an additional Difficult roll against the hero's *willpower*.

The hero may attempt to transport other living creatures. Cooperating passengers are automatically transported along with the user. However, if the would-be passenger is an unwilling target (for example, an abductee), he may make a *willpower* roll against the hero's *willpower*. Success means the target is left behind as the dimension hopper vanishes.

One specific use of Dimensional Travel that can only be taken as a specialization is the "dimensional pocket." The hero has a personal dimension, an area of folded space, or a secret dimension that only she can get to. The hero chooses the specific features, but the dimension starts empty or containing only basic, but not terribly useful, features. It's generally no bigger than an acre of land (plus associated air space), though the hero can buy a larger size with the Additional Effect Enhancement. From here, any object that can be carried can be drawn (from coffee pots to katanas, as long as the hero put it there in the first place) or sent to



(when held solely by the hero) as desired. Normal difficulties apply. The hero can also travel to and from this pocket reality, though this requires the usual rolls. Unwilling passengers get *willpower* rolls to resist, as usual. If the power is dampened or the hero is unconscious or asleep, all objects are locked in the dimension and cannot be accessed until the hero wakes up.

Note that this is different from knowing how to get to a secret portion of a dimension, such as is the case with Prometheus's Ghost Zone. Dimensions range from the size of a house to a collection of numerous galaxies (such as our own). If the hero picks the right dimension, it's possible that he can find a location there that no one else has found—yet.

When found in a wonder, the Dimensional Travel power can only work when it is integrated into something the hero can ride in or wear. The power could also allow the wonder to travel between dimensions under its own volition, seemingly without a power source. However, in this case, the travel must be controlled by a user, through preprogramming or by remote. Without direction, the wonder travels randomly from one dimension to the next until something prevents further movement or it rolls two failures after a critical failure.

Sample Enhancements & Limitations: One specific form of Mastery prevents the risk of ending up in the wrong dimension. If a critical failure is rolled on an otherwise successful travel attempt, roll the Wild Die rather than two regular dice. On a second critical failure, the power fails. Otherwise, the hero reaches the desired destination.

Dimensional Travel Modifiers

Target Location	Modifier
Born in dimension	-2
Lived in dimension for years	-1
Been to dimension several times (or can see target)	0
Been to dimension once	+2
Studied dimension (never been there)	+3
Seen a picture of dimension	+4
No knowledge (traveling blind)	+5
Random entry point on random planet	0
Random entry point on specific planet (entry point will have hospitable environment for hero, but not necessarily in a location she is familiar with)	+1
Specified entry point	+2
Distance from current dimension to target dimension (per dimension between current and target*)	+1
Weight Transported	Modifier
Self or item up to 300 pounds	0
Up to 100 additional pounds	+1
Additional weight (per 500 pounds, plus modifier for first 100 pounds)	+1

*The Narrator determines the number of dimensions. Generally, the more similar the dimension is to the current dimension, the closer it is. Note that the hero does not actually go through the other dimensions. Instead, the hero just appears in the new location; travel to other dimensions generally takes very little time. The Narrator can also use these modifiers to adjust the difficulty of finding the dimension in the first place.

An Additional Effect at +6D allows the hero to open a dimensional rift, through which anyone can pass. The duration for this use of the power becomes Activated. The doorway has a maximum diameter of two feet per die in the power. In this instance, weight is not an issue. Also, unwilling passengers can't make *willpower* rolls to avoid being transported through the rift. Rather, they must physically avoid being forced through. If the hero attempts to close the rift while something is passing through it, the object is forced out to whichever side has the majority of the object's mass, unless the hero links an attack power to Dimensional Travel. In that case, rift attacks the object, doing traumatic damage to the target based on the die code of the damage-causing power. The rift closes immediately, either pushing the target out and away from the hero or, if the target was reduced to zero Body Points, cutting the target into two pieces, one on each side of the rift. A hero who deliberately does this to a sentient being automatically gains a Villain Point.

A +1D Additional Effect, which can alternatively be taken as a specialization, is the ability to see into another dimension without actually going there. The difficulties are the same as traveling to another dimension, with the skill roll being to find the dimension and the power roll to look into it. (The power difficulty may be further increased, depending on what the hero seeks.) However, there are no ill effects, should the hero fail any roll.

A hero with the Uncontrollable Limitation could literally end up anywhere. On any critical failure, the Narrator can send the hero (and anyone within a reasonable distance) to any location that furthers the story.

FLIGHT

Base Cost: 5

Specialization Base Cost: 2

Duration: Activated

Range: self

Base Damage Value: none

Managing Skill: *piloting (self), flying*

Specialization: gliding only, tunneling only, wings

Description: This is probably the power most normal humans would like to have. The hero can fly through air or space by sheer willpower. He does not need external help, such as wings, jetpack, or anti-gravity ring.

The die code of the power is the number of hours the hero can stay aloft before needing to rest. The default flying Speed equals the hero's base Speed. There is no difficulty to move at this Speed. When he increases his flying Speed, it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time.

For complex aerial maneuvers, the hero must make a *piloting (self)* skill roll. (Suggested difficulties and modifiers can be found on pages 226–228 of the rulebook.) The hero can use this power to get into space, although



he still requires some means of protecting himself from its ravages.

To carry anything while flying, the hero must also make a *lifting* roll. This counts as an additional action when the hero attempts any special maneuvers, including flying faster or longer.

Note that the power can be used underwater. The hero is propelled swiftly underwater like a torpedo, though he still needs some way to breathe. The hero's Speed is slowed by one-half (rounded up).

If the hero is capable of resisting the damage and has a high enough die code, Flight can also be used for travel through the ground. The hero shoves sand, dirt, or gravel aside in an explosion of flying debris (which, surprisingly, doesn't do damage). The tunnel collapses behind the hero; add +1 to the base difficulty to create a stable tunnel. If he is traveling through solid rock, the rock is compressed or turned to powder by the force of the hero's passage. The hero's Speed is slowed by one-quarter (rounded up).

Tunneling requires the hero to be protected in some manner, or else he will end up like a bug encountering a windshield. The hero must have Invulnerability with a value of at least half the Flight die code, or an Armor Value against physical attacks of at least twice the Flight die code, to fly into and through solids without harm. Most importantly, the hero must also be able to do enough damage on a charging attack to penetrate the obstacle, or his travel will stop suddenly regardless of whether he takes any damage.

Gliding, a specialization of Flight, enables the hero to fly by soaring on wind currents without the need of wings. Actual wind speed determines maximum flying Speed. The hero may attain faster velocities by diving toward the ground, then leveling off and using the gained momentum to increase horizontal speed temporarily. The effect is akin to riding a roller coaster. The hero cannot swim underwater or tunnel with this specialization.

The hero can fly with wings, as a specialization of this power. These could be batlike, butterfly-like, feathery, or whatever the player and Narrator think are suitable. The hero cannot tunnel or swim with wings. They also make great targets; if the hero takes more than half of his Body Points in damage, he's in too much pain to use his wings. Furthermore, wings are difficult to hide.

When found in a wonder, the user can take advantage of this power only when it is integrated into something the hero can hold onto or wear. The power could also allow the wonder to fly under its own volition, seemingly without a power source. However, in this case, a user must control the flight, through preprogramming or by remote. Without direction, the wonder travels in a straight path until something prevents further forward movement or the time limit dictated by the power's die code expires.

Sample Enhancements & Limitations: If the duration is changed to Permanent, the hero cannot quite reach the ground. The nearest he can come to the floor, ground, or sea level, whichever is closer, depends on the die code of the power: 1D-4D, 6 feet; 5D-9D, 2 feet; 10D-14D, 1 foot; 15D-19D, 6 inches; 20D or more, 3 inches. There is no restriction on how long the hero can stay aloft. One specific form of Mastery Enhancement allows the hero to make sud-



Department of Extranormal Operations

SPECIAL REPORT: SPACE TRAVEL

To simulate the lack of friction in space, characters may add together their Flight or an appropriate Manipulation power and Speed Manipulation or Speed Manipulation (supermobility) die codes. (This formula applies even if the hero gains one or both of the powers through Mimicry.) On the Speed Manipulation chart, use this total die code to determine space travel Speed. *Flying* is used to increase space travel Speed, while *piloting (self)* is employed for maneuvers. Even so, regardless of how fast the hero could potentially travel, unless he has the full Speed Manipulation power or some device that protects him from the vagaries of relativistic speeds, he cannot move in space at speeds greater than the speed of light without an almost-certain chance of unfavorable results.

The Dimensional Travel power can also aid in traversing distances in space. Hyperspace is a quasi-dimension in which space is folded upon itself and distances between locations in space are reduced. To get to the hyperspace dimension, not only does a character need Dimensional Travel (hyperspace), he also needs a way to reach a point where he can cross over to that dimension. Using Flight or a relevant Manipulation power [possibly combined with Speed Manipulation or Speed Manipulation (supermobility)], the hero needs to get out of Earth's gravity well (that is, get beyond the moon) before he can employ Dimensional Travel (hyperspace) to access the hyperspace dimension.

The Dimensional Travel (hyperspace) power reduces the distance between two points by 10 percent per die code in the power. (Die codes of 10D or more reduce the distance by 100 percent, making interplanetary travel instantaneous.) Furthermore, there are no speed limits in hyperspace. Even those without the full Speed Manipulation power can journey faster than the speed of light without fear of adverse consequences.

Under normal circumstances, the hero can't use the Jump power to travel through space. However, a Narrator may allow players to Link a space travel specialization of Teleportation: Long Range to the Jump power if it would work with the setting or character concept.

The ability to fly in space does not provide any protection from the vacuum or cold of space, however. A hero traveling in space or hyperspace needs the Environment power at 3D, or the Sustenance power along with at least 1D of Invulnerability or Forcefield, to survive. The Superbreath power combined with 1D of Invulnerability or Forcefield allows the hero to exist outside of a breathable atmosphere for the Superbreath power's die code in hours.

A *navigation (space travel)* or *scholar (target world)* skill roll is required for a hero to find a specific star system, with the difficulty depending on the hero's familiarity with the area of space being traversed. If the hero has no information on a location other than a name, then the difficulty level is at least Legendary.

Trying to fly at relativistic speeds or get into the hyperspace dimension in an atmosphere can be extremely dangerous—to the person and/or to the environment. Although the Speed Force automatically compensates for what a speedster does to the fabric of space and time, a hero combining Speed Manipulation with Flight or a relevant Manipulation power may not be so lucky. Likewise, any attempts to access the hyperspace dimension within a gravity well can be similarly dangerous. The Narrator determines the dangers, basing them on the possible effect of the ability on the campaign. Some possibilities include getting lost, traveling forward or backward in time, and ending up in another dimension. The difficulty level (against the appropriate transportation skill) to fly at extreme speeds or go into hyperspace from within the atmosphere by using space travel-enhanced Flight (or a similar power) defaults to +3 to the *flying* difficulty. Failure to attain the goal at these speeds means that something horrible and unexpected happened.



den stops and avoid crashing into anything behind the target of a failed charging attack. Another character can still throw the hero into an object after a successful grappling attack, however.

This power may not have the Self-Only or Others-Only Limitations.



MEMO



Subject: Space Travel

Excerpt from *Flash & Green Lantern: The Brave and the Bold* File, Report #3

THE FLASH: "What? Lose the map?"

GREEN LANTERN: "I don't get it, I thought we'd be there by now..."

THE FLASH: "You lost the map. Ask the ring again!"

JUMP

Base Cost: 5

Duration: Semipermanent

Range: self

Base Damage Value: see description

Managing Skill: know-how (*Jump*), *leap*, *acrobatics*

Specialization: none

Description: The user can leap incredible distances and heights. A hero with 1D-8D can jump up to 100 times the die code in feet; with 9D-15D, he can jump up to 100 times the die code in yards; and 15D or more, he can jump up to 500 times the die code in yards. The die code is added to the managing skill when he attempts a jump. This may be a leap straight up, the maximum horizontal distance covered by the jump's arc, or a combination of horizontal and vertical distance. Each jump takes one round for every total multiplier traveled (for example, 100 feet for 1D-8D values). Jumping the maximum distance. However, the hero isn't required to jump the maximum distance. A jump of less than 100 feet allows the hero to take other actions in the same round, though multi-action penalties still apply.

The power provides the hero with automatic safeguards that prevent him from suffering injury when he lands. To the hero, a 3,000-foot leap is the same as a normal person's broad jump. However, there may be damage to the landing area. The leap may produce a crack or crater, or even break when the hero lands on it, depending on how heavy the hero is. To determine if any damage is done, decide on what the effect would be if something about five times the hero's weight slammed into it.

Although the hero knows the direction he wants to the jump to go, chances are, he can't see the landing zone. Generally, the hero has enough control to avoid deadly landing zones (such as a moving car or a gas storage silo). If the hero makes a blind jump or otherwise lacks full control, the hero may end up landing in a dangerous situation.

To carry anything while jumping, the hero must also make a *lifting* roll. This counts as an additional action when the hero attempts any special maneuvers, such as bouncing off walls.

The hero may use the power to vector off surfaces like a human racquetball. The base difficulty (against the hero's *acrobatics*) starts at Moderate, modified by the +1 for each surface the hero lands on (including a target he intends to damage). Unless the hero also has *Clinging*, the hero must end up on a horizontal surface.

While normally used for transportation, Jump can also be used to attack. The hero uses his power to propel himself into a target, using his momentum and inertia to do damage. Again, innate safeguards in the power prevent the hero from suffering similar damage. When using Jump to propel a charging attack, rather than adding damage for each round spent charging, the Jump power adds its die code to the Base Damage Value of the attack. As with any failed charging attack, however, a jump that misses the target could harm the hero! Unless the hero rolled a critical failure, he can prevent the Base Damage Value modifier from being applied to himself by spinning in the air and trying to recover. If the hero has martial arts or the ability to perform multiple actions, he can turn the spin into a kick (thereby applying the built-in shock absorption of the power to the landing). This adds the Jump die code to the damage, but it requires a +3 to the difficulty of the second attack. Otherwise, the hero can try a Very Difficult *acrobatics* roll, which can't be attempted unless the hero actually has the *acrobatics* skill, with an appropriate multi-action penalty. If the attack or recovery fails, the hero takes damage for a missed charging attempt.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to land after jumps of any length without damaging surfaces landed on. The hero also doesn't take damage from a missed charging jump. This power cannot have the Limited Range, Self-Only, or Others-Only Limitation.

TELEPORTATION

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent (cannot be Activated or Permanent)

Range: normal range to target; to destination depends on type of Teleportation (see description)

Base Damage Value: none

Managing Skill: know-how (*Teleportation*), *willpower*

Specialization: specific items or creatures (humans, crates, plants), specific location (nation, planet, interstellar, intergalactic), troubleseeker

Description: The hero can move between two places instantly.

When first choosing the Teleportation power, the hero must decide whether it's long or short range. (The hero can purchase both versions as separate powers.) For either version of Teleportation, base distance is 10 multiplied by 10 for every five dice in the power (rounded down) and by the die code in the power. (For example, the base distance for 1D is 10, while 15D is 15,000.) For Teleportation: Short Range, the distance to the destination is in feet. For Teleportation: Long Range, the distance to the destination is in miles, up to 41D. With 41D-50D, the hero can seek out places within the same solar system. With 51D-60D,

the character can go to anywhere within the same galaxy. A hero with Teleportation: Long Range must travel at least a mile in one teleport. Furthermore, Teleportation: Long Range can be specialized to distances (such as within the same solar system or within the same galaxy).

The difficulty of this power is based on the distance traveled, the amount of material that is to be carried, and the familiarity the hero has with the target location. The difficulty begins at 1. If the Teleportation roll fails with a critical failure on the Wild Die, the teleportation went wrong. Roll a Wild Die to find the result: If a success or failure show up, the teleportation failed. If a critical success shows up, the hero or what he was teleporting appears several feet above the destination—and falls. If a critical failure shows up, the hero or whatever he was teleporting appeared in something solid. The teleported being or object must make an Extremely Difficult *Physique* roll or lose a number of Body Points each round equal to the Base Damage Value of the item teleported into. To remove himself or whatever he teleported from the object, the hero must make a new, successful Teleportation roll.

If the hero teleports a living creature and that creature is unwilling to go, the creature may make a *willpower* roll against the teleporter's *willpower* roll. If the teleporter fails, the creature doesn't move.

A hero can use Teleportation to dodge attacks more easily. The difficulty is Moderate (rolled against with the power) and the hero can make no other actions in the round. If the hero is successful, he may add to his Passive Defense Value a number of automatic successes equal to his Teleportation die code. This extra defense lasts until the hero's next turn in the next round.

Similarly, the hero can use Teleportation to attack rapidly a number of targets in the same round. The difficulty is 1 (rolled against with the power) for each target the hero intends to attack in that round. Regardless of the combat skill used, this roll takes an action. With *martial arts*, aside from a multi-action penalty and any other penalties or bonuses the Narrator assesses, there are no other modifiers. With any other combat skill (such as *brawling* or *melee weapons*), the hero takes only one multi-action penalty,

Teleportation Modifiers

Target Location	Modifier
Within base range	0
Beyond base range (per doubling of the base range)	+1
Lived at location for years; location within line of sight	0
Been to location several times	+1
Been to location once; viewed location with Supersenses or ESP	+2
Studied location (never been there)	+3
Seen a picture of location	+4
No knowledge (teleporting blind)	+5
Weight Transported	Modifier
Self or item up to 300 pounds	0
Up to 100 additional pounds	+1
Additional weight (per 500 pounds, plus modifier for first 100 pounds)	+1

MEMO

Subject: Teleportation

Agent: Operative 4183

Excerpt from Field Report: "████████████████████"

not one for each additional attack. However, damage is split among the various targets, with at least 1D for each target. For example, a hero has a sword with a Base Damage Value of 4D and a *Physique/lifting* bonus of +3. He can attack two targets and do a damage of 1D+1 to each and another target with a damage of 2D+1; or attack three targets at 1D of damage each and another target at 1D+3; and so on. If the hero wants to do full damage, he will need to make multiple teleports and multiple attacks and take the appropriate multi-action penalties.

Another neat trick is teleporting behind or around opponents, surprising them. The Narrator should assign a bonus to attacks and attempts to surprise based on the situation.

When found in a wonder, this power teleports the hero with it only when it is integrated into something the hero can ride in or wear. The power could also allow the equipment to teleport under its own volition, seemingly without a power source. However, in this case, a user must control the travel, through preprogramming or by remote. Without direction, the wonder travels randomly from location to location until something prevents further movement or it rolls two critical failures in a row.

Sample Enhancements & Limitations: A +6D Additional Effect allows the hero to open a spacial rift, through which anyone can pass. The duration for this use of the power becomes Activated. The doorway has a maximum diameter of two feet per die in the power. Weight is not an issue. Furthermore, unwilling passengers can't make *willpower* rolls to prevent being transported; rather, they must physically avoid being forced through. If the hero attempts to close the rift while something is passing through it, the object is forced out to whichever side has the majority of the object's mass, unless the hero links an attack power to Teleportation. In that case, the object is attacked by the rift, the hero doing traumatic damage to the target (based on the die code of the damage-causing power). The rift closes immediately, either pushing the target out and away from the hero or, if the target was reduced to zero Body Points, cutting the target into two pieces, one on each side of the rift. A hero who deliberately does this to a sentient being automatically gains a Villain Point.

Troubleseeker is a form of Teleportation with the Uncontrollable Limitation. The hero has the unconscious ability to automatically teleport to a trouble spot, usually within minutes of when a crisis is about to occur. The die code equals the number of minutes before the beginning of whatever crisis attracted this power. Curiously this power never places the user in a spot where they would be killed immediately, although the hero may be killed by conditions or events there once he has arrived.



CHAPTER 6

PROTECTION POWERS



Department of Extranormal Operations

SPECIAL REPORT: ARMOR & MASSIVE DAMAGE MODIFIERS

Armor can help resist massive damage modifiers, if the Narrator uses this option. When massive damage is inflicted upon the character (one-quarter or more total Body Points in one blow), subtract the Armor Value (if it is relevant for the type of damage done to the character) from the total damage done before calculating the modifier. For most Protection powers, this is three times the die code in the power. Healing and Resurrection offer no Armor Value, while Invulnerability provides two times the die code in the power against armed attacks and the die code in the power against unarmed attacks.

The Protection powers prevent damage from being inflicted or heal damage already done. Unless otherwise limited, no Protection power interferes with the use of any other power.

ENERGY ABSORPTION

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: specific type of energy (light, gamma radiation, microwaves)

Description: The hero can absorb almost any form of energy that strikes him, including light and electricity, though not kinetic energy. (For information about absorbing kinetic energy, see the 13D aspect of Kinetic Manipulation in the Manipulation powers chapter.) This energy dissipates throughout his system.

Energy Absorption gives the character an Armor Value of three times the die code against energy attacks (in addition to any other energy-protecting armor the character may be wearing). This includes Disintegration, Energy Projection, Microwave Projection, Light Manipulation, Electricity Manipulation, Energy Manipulation, and similar powers.

Regardless of whether Energy Absorption is a power source or not, any energy absorbed above the maximum for the character is taken as damage.

When this power is found in a wonder, it gives protection to the equipment. The only way the user can benefit from this power is by integrating it into armor or a shield.

Sample Enhancements & Limitations: With Extended Range, the hero can absorb attacks on other targets by placing his Energy Absorption power on others. If in doubt, the Narrator may require a *marksmanship* roll to see if the hero protects the right target. In this case only, the hero may have the Others-Only Limitation.

One possible -2D Side Effect is that the hero glows with the energy absorbed for a number of rounds equal to one-fifth of the damage absorbed (rounded down, minimum one). The hero will be very obvious and have to avoid fragile objects but adds damage equal to one-fifth of the absorbed damage to anything struck in unarmed combat while the sheathe exists.

With the Linked Powers Limitation, Energy Absorption can be an energy source for other powers. When it is Linked as a governing power, the Base Damage Value or the amount the secondary power affects becomes the amount of energy absorbed by this power (not the die code in Energy Absorp-



MEMO



Subject: Energy Absorption

Excerpt from Field Report: "Ahh...delicious and nutritious. Remind me to thank your weapon designers."

Notes: Remark by unknown metahuman, who was capable of ignoring the stunning and laser functions of the D.E.O. hardsuit. The subject was not so fortunate against Agent Madd's .45, and used some form of light emission to evade capture.

tion). To figure out how much the secondary power affects, convert damage to dice at a rate of 3 points of damage (rounded up) to one die, up to a maximum number of dice in the secondary power. Additionally, as a power source, Energy Absorption can only take in an amount of energy up to three times the die code of the power.

With Healing Linked to Energy Absorption, the hero may restore lost Body Points by soaking up energy. The hero regains 5 Body Points for every 3 points of damage absorbed. The maximum amount of Body Points that can be restored per activation of the primary power is five times the die code of the Energy Absorption or Healing power, whichever is lower.

This power cannot have the Self-Only or Others-Only Limitations.

FORCEFIELD

Base Cost: 20

Specialization Base Cost: 6

Duration: Activated

Range: normal (for projecting the field around a target)

Base Damage Value: none

Managing Skill: *know-how (Forcefield)*

Specializations: specific type of attack (hand-to-hand attacks, edged attacks, energy)

Description: The hero can erect an invisible, protective barrier. It protects against mental attacks that have a physical manifestation that could do damage (such as Psychic Blast, Psychic Manifestation, and certain applications of Telekinesis). It does not guard against other mental attacks (such as Explosion or Mind Control) or against gradual or subtle changes in the environment (such as mist or coldness). It also protects against physical attacks (such as bullets, blows, or energy beams).

The Armor Value equals three times the die code of the power. The field may be of any shape. It may protect from any or all angles. As a bubble, the forcefield extends around the target up to one foot per die code in the power. The hero may also put the forcefield up as a shield, so it doesn't surround the target. In this case, it protects an area equal to five times the die code in square feet, one foot in front of the target. However, attacks can still get through on unprotected sides. If the hero has the *know-how (Forcefield)* skill, she can shape the forcefield into other basic geometric patterns, to protect areas that do not fit neatly into a spherical bubble. The difficulty depends on the complexity of the shape.

Sample Enhancements & Limitations: Some Forcefield powers can only take so much damage before collapsing; two different types of Side Effect can simulate this. Forcefields can have Body Points, which take damage instead of the hero. When the Forcefield runs out of Body Points, it collapses and can't be turned on again for at least one full round. Likewise, the only way to repair damage to a Forcefield is to deactivate it for a full round, then reactivate it. A Forcefield with five times the die code in Body Points has a -1D Side Effect. One with three times the die code in Body Points has a -2D Side Effect. One with the die code in Body Points has a -3D Side Effect. The second type of vulnerable Forcefield can only be penetrated so many times before collapsing. A Forcefield that withstand seven hits before collapsing has a -1D Side Effect. One that can resist five penetrations before collapsing has a -2D Side Effect. One that can endure three punctures before collapsing has a -3D Side Effect. Any Forcefield that collapses whenever it's penetrated has a -4D Side Effect. With a different -2D Side Effect, attacks that penetrate the barrier create temporary holes in the field, which seal over at the end of the round in which the attack has done its damage. Another character can target the holes, at a +5 to the attack difficulty.

Linking Telekinesis to Forcefield allows hero to shape the field around targets and pick them up or provide a means of transportation.



MEMO



Subject: Forcefield

Agent: Observation Team Epsilon

Excerpt from Field Report: "Subject Jack Knight (see file: Starman VII) assaulted by seven armed gang members. Subject held up wonder known as 'Cosmic Rod' (see file: Knight Equations) and stared at the gang. Small arms fire was deflected harmlessly by the energy field emitted by wonder. Gang members apprehended. Surveillance continues."

HEALING

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of beings, specific source of injury, regenerate limbs

Description: The hero can heal herself and others at a highly accelerated rate. The hero rolls the die code in this power and compares the number of successes to the accompanying chart to determine how many Body Points he regains. (The hero cannot heal more Body Points than her or her target's maximum.) This power costs one Character Point per use, which simulates the strain healers often experience. Furthermore, it takes two rounds to produce an effect. For example, a hero has taken 5 points of damage.

The hero attempts to heal herself while in battle. On her turn, her roll generates 4 Body Points, which she won't get until the second round after the initial roll. The next round he takes 4 more points of damage. On the third round, she finally gains the 4 Body Points.

Additionally, with a sufficiently high total rolled, which includes a critical success on the Wild Die, the hero may regenerate lost body parts. Depending on the size of the missing part, the minimum total need to regrow the part may be anywhere from 25 percent to 90 percent (rounded up) of the target's total Body Points. (Take half of this total, rounded up, if the hero is only reattaching a limb.) The target gets the part back and 10 percent of the Body Point total generated with the power. If the total is not met, the target either gets just the Body Points back or gets part of a limb and 25 percent of the total generated. However, this power cannot bring dead people back to life; that's the domain of the Resurrection power.

Wonders or androids cannot take the Healing power to repair themselves. To have a self-repair capacity, a machine must use a specialization of Mechanical Manipulation to repair technological damage. A wonder or android can purchase the Healing power for use on organic beings, however. For organic beings with mechanical implants, Healing may repair damage to the biological portion of the body (including lost Body Points) but not to the implants. For a wonder to repair or restore itself and/or other equipment, it must have Mechanical Manipulation or the repair specialization of that. (When using Mechanical Manipulation to figure out how many Body Points are repaired, however, use the "Healing Rate" chart.)

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to use the Healing power without expending Character Points. Combined with the Self-Only and Duration Change: Permanent Limitations, this power can duplicate the regenerative ability of some heroes. For simplicity's sake, the Narrator may wish to dispense with having the player roll each round and simply have a character with this combination heal 5 Body Points for each die in the power per round. The act of healing could cause the hero pain, as a -2D Side Effect giving her a +1 modifier to all difficulties for the next round.

Linking Organic Manipulation (regeneration) to Healing allows the hero to add one automatic success per die code in the Organic Manipulation power to all uses of the Healing power.

The Self-Damaging Limitation cannot be taken for this power without also taking the Others-Only Limitation. When these two Limitations are included, they remove the need to spend Character Points. However, they replace that cost by trading damage from the patient to the hero on a one-to-one basis: each Body Point healed does a Body Point of dam-

Healing Rate

Result	Body Points Regained
Critical failure	2
Failure	4
Success	6
Critical success	8 (and another roll)

MEMO

Subject: Healing

Excerpt from Field Report: "Ya stupid [redacted]. If ya really want ta be eviscerated that bad, the Main Man'll be real happy to oblige [redacted]."

Notes: Remark by Lobo, intergalactic bounty hunter, [redacted]

age to the hero. Usually, the hero manifests this damage as the exact same injury that the patient received.

INVULNERABILITY

Base Cost: 20

Specialization Base Cost: 6

Duration: Permanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (radiation, poison, heat, mental)

Description: The hero is impervious to most damage from nearly any source. This includes most mental attacks that inflict damage (except Mental Blast, which directly targets the mind). Invulnerability is not effective against other forms of mental attack (such as Empathy, Illusion, Mind Control, Possession, Telepathy, and so on).

Determining Whether an Attack Does Damage

Figure out the comparative Physique or Base Damage Value before including Character Points, Hero Points, Villain Points, or any combat options.

Unarmed Combat: The *Physique* (not *lifting*) plus Superattributes: Physique and/or Telekinesis die code (if applicable) must be equal to or greater than **three** times the Invulnerability die code.

Armed Combat: This refers to weapon use and all relevant powers that do damage, other than Superattributes: Physique. The Base Damage Value (plus the *Physique/lifting* bonus, if applicable) must be equal to or greater than **three** times the die code of the hero's Invulnerability power before the hero can be harmed by that source. (If the Base Damage Value consists of a die code times a number, multiply the die code by the number to get the comparative Base Damage Value. For instance, a weapon with a Base Damage Value of 4Dx3 has a comparative Base Damage Value of 12.)

Explosion Power: The die code in Explosion must be equal to or greater than the die code in Invulnerability before it can harm the hero. In those instances, this power offers a bonus equal to the die code to the *Physique* rolls against Explosion.

Example: A hero with Invulnerability of 4D must be struck by a weapon with a Base Damage Value plus *Physique/lifting* bonus (if that applies) for a minimum total of 12 or greater or by someone with a *Physique* of 12D or greater before he takes any damage.



Determining the Damage Total

If the attack gets through the Invulnerability, then you'll need to determine the Damage Total.

Unarmed Combat: Determine the Damage Total. Then, subtract the die code of the hero's Invulnerability, and additional armor, if he has any.

Armed Combat: Determine the Damage Total. Then, subtract two times the die code in the hero's Invulnerability, and additional armor, if he has any.

Example: A villain with an 18D *Physique* wielding a sword attacks the hero with Invulnerability at 4D. This villain can inflict damage on the hero because the total of the sword's Base Damage Value (which is 4D) plus the villain's *Physique/lifting* bonus (which is +9) is higher than three times the hero's Invulnerability die code (which is 12, or three times his die code of 4D).

The villain attacks and hits, but his aim was poor, so he gains no Effect Value. To determine the damage done to the hero for this blow, take the damage total of the weapon (the villain's player rolls the 4D for the weapon and gets three successes for three points of damage). Then add the *Physique/lifting* bonus (+9 for this villain) and subtract two times the die code in the hero's Invulnerability (which is 8, or two times the die code of 4D). The final Damage Total is 4 (3 + 9 - 8 = 4).

Soon after this, in this same combat encounter, the villain throws away the sword in favor of pummeling the hero. With his *Physique* of 18D, which is greater than three times the hero's Invulnerability die code, he has a chance of doing more damage. The villain swings at the hero and connects. He generates an Effect Value of 3 with the attack roll and two successes on the roll for damage with his *brawling* skill. Then he adds his *Physique/lifting* bonus and subtracts the straight die code of the hero's Invulnerability. He does a whopping 10 points of damage (3 + 2 + 9 - 4 = 10) to this unlucky hero.

Wonders may not have this version of Invulnerability.

Sample Enhancements & Limitations: This power may not have the Self-Only or Others-Only Limitations.

INVULNERABILITY

(wonder version)

Base Cost: 10 (in wonders only)

Specialization Base Cost: 3 (in wonders only)

Duration: Permanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (radiation, poison, heat, mental); specific portion of equipment

Description: Invulnerability in wonders only determines whether an outside force or weapon can damage the item. It does not offer any Armor Value. In all other respects, the wonder version of Invulnerability works the same as for living beings.

When in wonders, this power offers protection just to the wonder. As with Energy Absorption and Natural Ar-

mor, the only way the user can benefit from this power is by integrating it into armor or a shield.

MENTAL SHIELD

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (Empathy, Telepathy, Mental Blast)

Description: The hero can shield her mind against any mind-based attack or attempt that has no physical manifestation. This includes Empathy, Explosion, Illusion, Mental Blast, Mind Control, Possession, Telepathy, some applications of Telekinesis, and so on.

The Mental Shield power gives the character a bonus of the die code to the counteraction roll against mind-targeting situations. If the opposing power does damage, then Mental Shield instead offers an Armor Value of three times the die code in the power (in addition to any other applicable armor the character may be wearing).

The hero can extend the shield in a bubble of up to one foot per die code of the power around a target. Alternatively, she can protect the mind of one character per die code in the power at normal range.

Sample Enhancements & Limitations: Some heroes have a personal, enhanced ability to resist mental intrusion, something easily simulated by taking the Self-Only Limitation. If the power is Permanent in duration, the character resists all types of mental intrusion, regardless of whether the intruder is friend or foe. Linked to or used in conjunction with Telepathy, the hero can extend the range of Mental Shield to the range of the Telepathy power, though the Mental Shield only protects those with whom the hero contacts.



MEMO



Subject: Mental Shield

Agent: Observation Team Epsilon

Excerpt from Field Report: "Surveillance indicates that the Martian Manhunter is the sole source of mental defense of the JLA. Methods for providing additional defense to the Justice League continue to be explored. Methods for removing their defense are already in development."

NATURAL ARMOR

Base Cost: 10

Specialization Base Cost: 3

Duration: Permanent

Range: self

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (bullets, explosives, unarmed blows)



DEPARTMENT OF EXTRANORMAL OPERATIONS



Description: The hero has natural body armor that protects him against physical attacks (including fire; kinetic, concussive, and similar blast; cold and ice; and mental and magical attacks that do physical damage, such as Psychic Blast, Psychic Manifestation, and certain applications of Telekinesis). Like most basic forms of armor, Natural Armor is not effective against energy or other mental attacks, which include most Mental-class powers, Disintegration, Microwave Projection, Light Manipulation, Electricity Manipulation, Energy Manipulation, and similar powers.

Natural Armor gives the character an Armor Value of three times the die code against physical attacks (in addition to any other armor the character may be wearing).

The player must explain the particular manifestation of this power. It could be toughened skin, scales, metal plates, or another such form of protection. It could even be something more exotic, such as energy or strength of will. These forms provide no additional benefits, such as doing damage themselves or providing a skill bonus, beyond absorbing damage like any other form of Natural Armor.

When Natural Armor is included in a wonder, it gives protection to the equipment. The only way the user can benefit from this power is by integrating it into armor or a shield.

Sample Enhancements & Limitations: This power cannot have the Self-Only or Others-Only Limitations. Linking Natural Weapons to Natural Armor simulates a protection that does damage to anything that strikes the hero. The Natural Weapons power does three times the die code in damage each time the Natural Armor is struck. The damage is only done to striking objects or attackers that touch the hero.



MEMO



Subject: Natural Armor

Agent: Operative 4182

Excerpt from Field Report: "Round two, ya wimp! This time I'll—gblf!"

Notes: Remark by Killer Croc before being rendered unconscious by a standard-issue D.E.O. stun beam.

POWER SHIELD

Base Cost: 10

Specialization Base Cost: 3

Duration: Semipermanent

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of attack (Dampening, Vampirism, Reality Manipulation)

Description: The hero can shield her body against any attack on her powers or life force that has no physical manifestation. This includes, but is not limited to, Dampening, Vampirism, Dimension Travel, Teleportation, Power Vampirism, Density Manipulation, Mimicry, Size Manipulation, Organic Manipulation, Temporal Manipulation, and some



MEMO



Subject: Power Shield

Excerpt from Silver Age 80-Page Giant file, report #1: "Chronal stasis, 'Minuteman,' means nothing to a being from the beginning of time—certainly not one who now possesses both infinite knowledge and infinite power!"

Notes: Remark by Agamemno minutes before being defeated.

forms of Reality Manipulation. In general, if Mental Shield or anything else that provides Armor Value (including Invulnerability) can't block a power, this power offers a defense against it.

If the power being used on the hero can do damage, such as with Organic Manipulation, then Power Shield prevents three times the power's die code in damage. If the power has some effect that can be resisted with an opposed skill roll, then Power Shield adds automatic successes equal to the die code to the counteraction roll instead. For example, a hero with a Power Shield of 8D would have +8 successes to a *resistance* roll made against an Organic Manipulation attack meant to alter the hero's form. If the hero wouldn't normally get a roll to prevent an attack or use of a power on the hero, then she can make an opposed roll of the power versus the attacker's power to try to prevent its use.

Power Shield also protects wonders and androids from the Matter Manipulation and Mechanical Manipulation powers.

RESURRECTION

Base Cost: 15

Specialization Base Cost: 3

Duration: Semipermanent (cannot have the Duration Change Limitation)

Range: normal

Base Damage Value: none

Managing Skill: none

Specializations: specific type of living creature (plants, animals, humans, Martians)

Description: The hero can come back to life or bring others back to life a total number of times equal to his die code in the Resurrection power.

Each time he uses the power, the die code drops by 1D. If the hero dies without any dice in the power, the death is permanent. If the hero attempts to bring another person back without any dice in the power, the attempt fails.

The target of the power comes back with 1 Body Point. The power automatically resurrects the target as soon as conditions would allow him to return to life without dying again immediately thereafter. Thus, though the Resurrection power is applied immediately, the target of the power might not wake up for days, centuries, or however amount of time must pass before it's safe for the target to wake up.

The hero may not attempt to resurrect anyone who has been dead longer than a number of days equal to the die code in this power or who has no body parts left intact. Note that, theoretically, a hero could apply the power immediately but its effects might not become apparent until conditions are suitable for life.



DEPARTMENT OF EXTRANORMAL OPERATIONS



At 40D in this power, the power is permanent, and the die code doesn't drop, regardless of the number of times the hero uses the power.

The hero or target returns to life with the same powers. If the hero has the Uncontrollable Limitation, the Narrator determines what powers, if any, the target comes back with, although the user always retains the Resurrection power. The new powers always total the same amount of dice as was in any previous powers, not counting the Resurrection power. It takes the target one round to reawaken and at least one round to determine what new powers he has gained if they have changed.

Example: Mitch Shelley, the Resurrection Man, has Resurrection with the Uncontrollable Limitation. The next time he dies, he comes back with the ability to fly. He still has Resurrection, but if he were to die again he may or may not lose his flying ability.

Unless the hero also has Healing, he is unable to mend any wounds he receives from the dying process. He effectively returns to life as an intelligent zombie-like person who can heal naturally, through the *medicine* skill, or from another character's Healing power. Killing wounds will not heal shut and missing limbs and organs will not grow back, though the hero will have no trouble continuing to live.

This power assumes that the hero will die a horrible death while young. This isn't always the case. Should the hero survive to old age, there are one of several possibilities that could occur. The player needs to pick one when he first gets this power if he can affect himself. (These possibilities are irrelevant if the hero can affect other people, though the Narrator may allow one of these to be taken as a -1D Side Effect for all uses of the Resurrection power—on others or on the hero.)

Infant: The hero is reborn as a baby. An existing embryo must be available, though the mother need not know what has happened. Powers manifest themselves as they had in the hero's previous lifetime, and he needs to relearn all of his skills. However, he does retain memories of his previous life and thus gains the Gifted in Learning Advantage. Linking Temporal Manipulation (aging) to this power allows the hero to speed up the aging process, potentially going from a newborn to an adult in a few hours. Furthermore, by becoming an adult faster, the hero does not need to relearn anything.

Prefabricated: The hero takes over a specially made android body or clone. This new form has no mind, but it is physically mature. It must have the same basic characteristics of the hero, or any powers that have special manifestations (such as Natural Weapons: Tail) may be unusable. When the hero enters the form, he takes with him his memories, skills, and powers. Of course, the hero needs to have the body ready and in stasis, which means that he needs some way of creating it. If the body isn't ready, the hero's spirit goes into a kind of coma until a suitable form has been prepared.

Possession: By Linking Possession to Resurrection, the hero takes over someone else's body. The hero's memories and skill adds are transferred to the new form, as well as those powers that the new form could manifest. (Again, if the new form does not have a tail, then the hero with Natu-

ral Weapons: Tail no longer has that power—unless he can figure out a way of getting a tail on the new form.) The attributes stay the same as the host's. Furthermore, the hero now controls any power except Mental powers of the host. Should the hero be forced out, however, he does not keep the host's powers. Additionally, the hero does not have the memories or skills of the host, unless the hero also has Telepathy (mental duplication) Linked to Resurrection.

A -3D Limitation of Ineffectiveness: Living Beings attached to the Linked Possession power allows the hero to instead take over corpses. The Resurrection power selects a corpse based on distance, freshness, and damage. The closest, most recently dead, least damaged corpse of the same species as the hero's previous body is picked. The power mends the corpse enough that it can function but does nothing more. As with a living being, the attributes of the corpse stay the same, but the memories, skill adds, and useable powers of the previous form go into the newly animated form. The hero does not (and cannot) gain the previous powers, memories, or anything else of the corpse. The hero might also have to figure out how to unbury himself.

Organic Manipulation: By Linking Organic Manipulation (new body) to Resurrection, the hero creates a new body, identical to his old one, of any desired age at a location within normal range of the hero's previous form. The body takes one day per year of the new form's apparent age to be made. Once the body is created, all of the hero's memories, skills, and powers flow into the new form.

Resurrection may only be used on formerly living beings. With the Self-Only Limitation, this power in wonders affects the user only. With the Others-Only Limitation, when in wonders, it doesn't affect themselves or their users. For a wonder to restore itself and/or other equipment, it must have Mechanical Manipulation or the repair specialization of that.



Department of Extranormal Operations

SPECIAL REPORT: AFTERLIVES

The DC Universe has many pantheons of gods, as well as the Heaven and Hell of modern religion, which usually manage to co-exist peacefully. This leaves the question of where souls go when they die. A number of characters are examples of reincarnation, most notably the Golden Age Hawkman. Others, however, have gone to a final reward. In the Day of Judgement mini-series, heroes (going to Heaven to enlist Jim Corrigan) encountered deceased members of the legendary Justice Society.

This can be a problem for a hero (or any other character) using the Resurrection power on another character. Deities and their servants (such as the Pax Dei) are likely to be concerned at the prospect of someone with this power forcibly taking a soul under their jurisdiction from its just reward. The Narrator should determine, based on a deceased character's beliefs (and whether abuse of the Resurrection power is a concern), to which plane the target went. The Narrator also needs to know whether any beings from that plane will object to the prevention of a spirit from getting there or, worse, the forcible removal of the target's spirit.



Department of Extranormal Operations

SPECIAL REPORT: POSTMORTEM EFFECTS IN METAHUMANS

One of the best known clichés in the super-hero trade is that no one ever dies. The Justice Society, Metamorpho, Superman, Wonder Woman—all died and all returned. But not everyone does. Most of the heroes who fought in World War II have passed on. Lesser-known metahumans seem more likely to succumb to death's final embrace, especially if the metahumans are inexperienced.

When the alien Dominators detonated the metagene bomb, metahumans across the planet suffered catastrophic failure of their powers. Some lost their powers, some had their powers flare out of control; in either case, sometimes the results were fatal.

While a tragedy, the gene bomb incident provided a variety of studies in postmortem effects in metahumans. Because of the unknown effects of metahuman deaths, the federal government has given the D.E.O. legal authority to claim (most) metahuman remains for study. While the field of metapathology is still in its beginnings, it has already produced interesting statistical studies and some profoundly disturbing discoveries.

While a rogue metahuman can be extremely dangerous, a dead metahuman has the potential to be far more catastrophic!

Metapathology has determined that postmortem effects fit into seven basic patterns.

Deep Coma: The "Sleeping Beauty" effect. The affected individual is not actually deceased but appears to be so. Life signs are virtually nonexistent, but so are indications of necrosis. The affected individual is in a state of cellular stasis akin to suspended animation. In examples of known resurrection, extreme measures have been employed. Kryptonian technology healed Superman, Wonder Woman became a goddess, and Metamorpho was blasted by metagene bomb radiation. If such exotic means of revival are not available, the cadaver remains locked in its cellular stasis until decay finally begins.

Depowered/Normalcy: The cadaver is identical to a normal human cadaver. There is no trace of latent metahuman powers. If the deceased had an altered form because of those powers, death causes reversion to the original appearance. For example, in H. G. Wells' *The Invisible Man*, death restored the cadaver's visibility.

Depowered/Nonreversion: The cadaver retains the same form as in life. There is no trace of latent metahuman powers, aside from the physical alterations induced by those powers. The deceased does not revert to previous form.

Power Retention: The cadaver retains physical alterations and latent physical powers. Cadavers of this classification may be confused with cadavers of the Deep Coma classification. This classification is of interest due to a variation of Volta's muscle experiments two centuries ago. Volta demonstrated that dissected muscle tissue still contracted when exposed to electricity. In regards to metahuman cadavers, preliminary studies suggest external motivation of the cadaver can cause manifestation of physical powers. Note that while such powers are being directed by researchers, they lack the control associated with the skills once possessed by the deceased.

Power Retention cases have the potential for two areas of exploitation. On a benign level, surgically transplanting the power-retaining tissue may enable the recipient to gain these powers. For example, muscle tissue grafts from an ultrastrong donor may give similar strength to the recipient. On a darker level, cadavers of this classification may be reanimated as zombie-like tools, able to manifest the physical powers upon command. Such reanimation can theoretically be accomplished by magical or technological means. In any case, the original life force is gone, along with any mental or spiritual powers.

Power Leakage: The cadaver's cells hold the raw energy that fuels metahuman powers. Upon onset of necrosis, this energy begins to leak

out. Physical or energy-based powers manifest themselves in uncontrolled bursts. The leaks follow a bell curve, with the total duration usually one to six days, although the cadavers of extremely powerful individuals have been known to manifest powers years after death. These postmortem bursts are consistent with powers exhibited while alive. For example, a cadaver possessing Plant Manipulation may bury itself under a spontaneously created jungle.

When a metahuman corpse manifests this postmortem effect, the body will usually destroy itself over time. On the first day, the body releases 1D worth of power, creating a forcefield, a weak burst of force, a small shrub, static electricity, or whatever is appropriate to the hero's power. On the next day, the deceased expels one-third of the die code of the strongest power in the body, with similar but expanded effects. On the third day, the corpse discharges two-thirds of the die code of the same power, and on the fourth day, the corpse generates a burst of the power's full force or potential. Every day thereafter, the power emitted is reduced by 5D.

If the power in question has a value greater than 15D, use the "Time Chart" in the Manipulation powers section to determine how long the intervals are. For example, the body of a dead metahuman who had 22D of Earth Manipulation will create mounds of dirt or rock over several months rather than days, with the largest burst occurring some time during the fourth month. In all likelihood, the character will have a mountain for a tombstone after several months have passed.

Power Self-Destruction: The cadaver's cells contain the raw energy that feeds metahuman powers. Upon the onset of necrosis, the energy is emitted in a cell-rupturing wave. Typically, the cadaver experiences spontaneous combustion, destroying the cadaver and doing minimal damage to the surrounding area. Side effects of the self-destruction are characteristic of the powers being released. For example, a cadaver possessing Sound Manipulation may produce unusual sonic effects, such as a sonic boom at the moment of self-destruction.

Fortunately, as with spontaneous human combustion, the damage done to the surrounding area is minimal. If the character had a Manipulation power, the appropriate element or force will be mildly affected in an area determined by half the deceased's die code in the power, using the reduced die code to determine the radius. Anything in Point Blank range of the cadaver at the moment of self-destruction takes one-third of the die code of the strongest power in damage.

Explosive Release: The cadaver's cells house raw metahuman-power energy. Upon the onset of necrosis, the sum total of the cadaver's powers is released in a massive surge of raw energy, making the cadaver a bomb. The die codes of all of the deceased's powers are added together to determine the power of the blast, which does normal damage (that is, three times the die code). All of the hero's Character Points are added to the strength of the effect. If the character also had a Villain Point, this doubles any one effect of the blast the Narrator wishes to apply it to. If the character had two or more Villain Points, the total power of the blast is doubled. Side effects of the blast are characteristic of powers possessed by the deceased. For example, Captain Atom's radiation-based powers produced the lethal energy forms in the Kansas blast.

We do not know the time or the manner of our deaths. Nor, as metahumans, would we know the effects of our passing. There is no way to predict when and which postmortem effect will occur. Even if a character has a sufficiently high Resurrection power, it may be too late to save the fallen comrade. Should this information become a factor in a game campaign, these postmortem effects should be chosen by the Narrator (and they can be different for each character) and kept secret from the players.

CHAPTER 7

MANIPULATION POWERS



The Manipulation class of powers represents some of the most earthshaking of all available powers, many of which incorporate several lesser powers.

To reflect the encompassing nature of each Manipulation power, the hero gains a new subpower (called an "aspect") as his dice in that power increases. Suggested progressions of aspect levels are included with each power. These generally show how the power steadily increases in its range of application, from simple techniques through spontaneously generating the focus of the power to large and complex effects. Players may opt to rearrange the aspect levels, upon the approval of the Narrator, if a different order would reflect the character concept. For example, without causing the character to run before she can walk, so to speak, a player could rearrange Sonic Manipulation so that the hero gains the 5D aspects at 1D, 9D at 3D, 3D at

5D, 1D at 9D, with the rest of the levels remaining the same. The player should note any adjustments to the aspect levels on the character sheet.

The results of all Manipulation powers are permanent, though the hero must actively use the power to produce an effect. Range and damage are the same for these powers as they are for all other powers. Typically, the difficulty of creating an effect calls for an Easy know-how roll (with the appropriate specialization). The "Generic Manipulation Modifiers" chart suggests modifiers suitable for any occasion. Certain powers, such as Size Manipulation and Density Manipulation, have difficulties and modifiers based on other criteria.

While a piece of equipment or wonder with a Manipulation power doesn't imbue the power to the user in the strictest sense, a wonder can't control its powers unless it is also self-aware. The user of a wonder with Manipulation powers can control those powers normally by using the item's controls, whatever they may be, unless the wonder itself has some requirement that prevents use by some people. For example, only Kyle Rayner, Hal Jordan, or Kyle's descendants can control Kyle's power ring. However, if the user doesn't have the appropriate skills successful use of a wonder's Manipulation powers is unlikely.

Remember that characters can be affected by their own powers (either by purposely using them on themselves or through a reflection of the attack), unless they take the Self-Invulnerability Enhancement.

No Manipulation power may include either the Self-Only or the Others-Only Limitations. Where applicable, these can be taken as specializations of the power.

SPECIALIZATIONS

When taking a specialization of a Manipulation power, you may need to devise an aspect progression chart for that specialization. Many specializations follow a similar pattern to the full power; others need their own charts. Generally, if an aspect increases in potential as the die code increases, you can resort to the appropriate sections of the chart from the full power for a related specialization. If the aspect comes from the listing of a single die code for the power, a new aspect chart may be appropriate.

Example: The superactions aspect of Speed Manipulation changes at 1D, 3D, 9D, 15D, and 18D in the power, so an aspect chart for that specialization would have listings at those die codes. The "elemental creation" aspect of Elemental Manipulation, on the other hand, becomes possible at 11D and does not change in functionality after that point. Thus, it does not need its own aspect chart. Even so, the Narrator might decide that an aspect chart is required for the elemental creation specialization in her cam-



paign to prevent abuse of this or another specialization she deems particularly potent.

The Narrators may decide that some ideas for Manipulation power specializations are too broad. They may utilize the information in the power creation special report later in this chapter to design a new power. Alternatively, they can instead require the player to attach the Limited Ability Limitation to the power (rather than a specialization), adjusting the value depending on the extent of the restrictions. The adjusted value should be no more than one-quarter of the base cost for the full power, rounded down. See the Limited Ability Limitation in Chapter 2 for more details.

AREA OF EFFECT

The base amount of material that a Manipulation power can affect per use depends on the die code, unless the power description specifies a different quantity. The "Area of Effect" chart lists the amounts.

The heroes may shape the area of effect of their Manipulation powers in any way they wish. Before starting, the player might want to figure out the height, width, and depth of variously shaped areas that fit the maximum volume.

Note that Physical Manipulation powers and certain aspects of all Manipulation powers (such as projecting material or trapping a target) do not influence an area. They act on a single target per use of the power within their range.

The character may target any one thing within the area of effect, unless otherwise specified in the power's description or aspect chart. Generally, normal multi-action penalties apply for using the power on several targets. However, the hero receives a +1 success to similar uses on multiple targets for every two dice in the power (rounded up).

A hero attempting to use a large area effect on a single target may include the scale value (see page 196 of the rulebook). Normally, scale makes it more difficult for a large object to hit a small target. In the case of area effects, it's easier. A huge construct aiming its entire material at a small target may add the scale modifier to the attack roll. (The scale modifier equals the attacker's scale value plus the defender's scale value.) The defender still may add the scale modifier to his attack value when attempting to strike the larger construct.

Area of Effect

If in doubt, the initial region the hero may affect is 1 percent of what is listed here. See the "Creation & Movement Modifiers" sidebar (page 105) for modifiers to increasing this amount.

Die Code	Volume (cubic feet)
1D-4D	100 times the die code
5D-9D	1,000 times the die code
10D-14D	10,000 times the die code
15D-19D	100,000 times the die code
20D-24D	1,000,000 times the die code

Every additional 5D in the power increases the volume multiplier by a factor of 10. The area of effect of a Manipulation power is also known as its effect volume.

There may be times when multiple actions aren't the best way of representing a power's manifestation—or the easiest way to determine results. Some possible instances might be creating a tidal wave to dash on targets or a bubble to lift a number of targets. (Note that generally, the wave, bubble, or column dissipates after its use without undo harm to the environment.)

AREA EFFECT & MULTIPLE TARGETS

Here are some scenarios and alternate methods of figuring out success and results for area attacks on multiple targets. The Narrator may use them as is or adjust based on specific circumstances (such as larger groups of characters or sturdier targets).

The average adult takes up about 12 cubic feet.

- The attack area has approximately 10 or more times the volume of a small, closely packed, unmoving group of characters: +1 modifier to difficulty of highest Defense Value of the group.
- The attack area has five to 10 times the volume of the targeted group, and nothing in the target area can possibly get out of the way in time: +2 modifier to difficulty of highest Defense Value of the group.
- The attack area has approximately four times the volume of the targeted group and the group can't escape, or a larger attack is aimed at an area in which the targets have a slight chance of getting out of the way: +3 modifier to difficulty of highest Defense Value of the group.
- The attack area has approximately three times the diameter of the targeted group and the group can't escape, or an attack four times larger is aimed at an area in which the targets have a slight chance of getting out of the way: +4 modifier to difficulty of highest Defense Value of the group.
- The attack area has approximately twice the diameter of the targeted group and the group can't escape, or an attack three times larger is aimed at an area in which the targets have a slight chance of getting out of the way: +5 modifier to difficulty of highest Defense Value of the group.
- The attack area is approximately one and a half times the size of a slow-moving targeted group, or an attack two times larger is aimed at an area in which the targets have a slight chance of getting out of the way: +6 modifier to difficulty of highest Defense Value of the group.
- The attack area is approximately the size of the group, but they're not moving around much: +7 modifier to difficulty of highest Defense Value of the group.
- The attack area is approximately the size of the group, and they're moving at a moderate speed (such as walking together as a unit): +8 modifier to difficulty of highest Defense Value of the group.
- The attack area is approximately the size of the group and they're moving quickly as a group: +9 modifier to difficulty of highest Defense Value of the group.
- The attack area is approximately the size of the group, and they're scrambling around rapidly: +10 modifier to difficulty of highest Defense Value of the group.



DAMAGE FROM AREA ATTACKS

Damage from area attacks can also be figured in a couple of ways. The player cannot choose to mix the types of damage dealt, and she must announce which version she's administering before making the attack.

The Narrator may choose, for purposes of the story, to have an attack do more damage to an inanimate object than what is determined.

One method of figuring damage is to apply an amount equal to the die code in the power to everyone in the area. Note that harming innocent bystanders and inflicting collateral damage can gain a character Villain Points!

Alternatively, the hero may use the wave to knock out her targets. In this case, each member of the targeted group receives some of it (round fractions up).

Example: A group of nine people is struck by a tidal wave with a Damage Total of 35. Each person would get one-ninth of the total, rounded up, or 4 points in this case, because the force of the wave is spread over a wider region than a single target. Furthermore, they will all likely be bowled over and unable to regain their footing for one round or more.

If the targets are unable to defend (for example, the attacker surprises them), each target makes a *Physique* roll against the damage taken from the wave. Targets that relied on active defenses may make a *willpower* roll. They are unconscious for a number of minutes they **missed** the roll by.

POWER SIMULATION

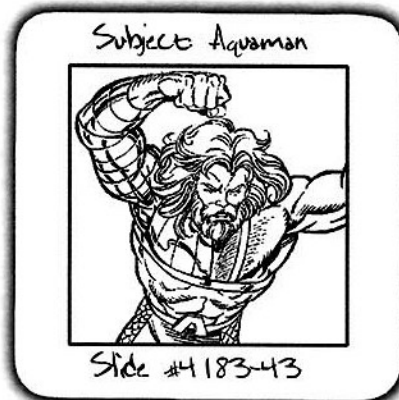
Each Manipulation power can produce a number of effects, typically including some form of attack, defense, and other useful abilities. While some of these powers (particularly Mimicry and Reality Manipulation) specifically duplicate other superpowers, many Manipulation powers generate effects similar to those of other powers.

The description of a Manipulation power should always supersede any attempts to simulate a power with a similar effect. Even so, it may sometimes be helpful to rely on existing powers as examples when a hero tries to use a Manipulation power in a way not described here. For example, when a hero is capable of transforming into an element or force, the Elasticity power description might be appropriate for determining the difficulties for shaping the elemental body.

A hero may even deliberately try to emulate the functions of a power not specifically mentioned in a power description and with a power that doesn't duplicate. Suppose the Narrator feels that the Manipulation power could reasonably provide the effects of a "lesser" power, then she can allow the attempt with at least a +2 to the difficulty of the *know-how* (Manipulation power) roll. Particularly challenging, complex, or nearly implausible attempts increase the difficulty. The Narrator may choose to reduce or remove this bonus if the character becomes experienced in that function of the power, or allow its removal with Mastery. Other modifiers may be included, if desired; see the general modifiers chart for suggestions. The Narrator isn't

required to do this, however.

The limits of an individual Manipulation power should follow the guidelines given in the aspect charts. The category of Manipulation—Physical, Elemental, Force, or Universal—can function as a general guide to the flexibility of the power, with each type being more comprehensive than the one before it.



CREATING MANIPULATION CONSTRUCTS

Manipulation construct is a catchall term for any complex "object" a hero manifests with his Manipulation power. The creator decides on the form and characteristics of the Manipulation construct. Not all Manipulation powers lend themselves to Manipulation construct creation, but many do, such as the Elemental Manipulation powers, Energy Manipulation, Matter Manipulation, and the like.

SIZE

The starting size of any Manipulation construct is 1 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). The base difficulty is 2, modified depending on how many characteristics are included and how much they differ from the base, with a minimum difficulty of 2.

An elemental can be smaller than the starting size at no extra cost, down to about the size of an action figure, or a scale modifier of 4. Every scale value below that increases the difficulty by +1.

DURABILITY

Any blow that has an Effect Value or Damage Total of 1 or greater immediately destroys Manipulation constructs **without** Body Points. (Use the Effect Value with constructs that don't have an Armor Value, and use the Damage Total with constructs that do have an Armor Value, such as barriers.) Manipulation constructs **with** Body Points will last as long as they have Body Points remaining. However, regardless of whether they have Body Points or not, a Manipulation construct's length of existence depends also on the power's duration.

If the power has the Semipermanent duration, the Manipulation construct lasts until destroyed or for a number of rounds equal to the die code of the power before it fades, melts, or whatever else is appropriate, whichever comes



first. At any time, the hero can extend the duration of the elemental by a number of rounds equal to the die code by making a *know-how* (Manipulation power) roll at half the original difficulty, rounded up. This requires an action.

If the power has the Activated duration, the Manipulation construct lasts until it's destroyed or the hero shuts off the power, whichever comes first.

If the power has the Concentration duration, the Manipulation construct lasts until it's destroyed or its creator stops concentrating on it, whichever comes first. Furthermore, each round after the initial creation roll, the character makes a *know-how* (Manipulation power) roll (or, for some versions of a power, with a *willpower* roll) at half the original difficulty, rounded up. This counts as the action necessitated by the Concentration duration to keep the power active. Any other control of the construct requires a separate action.

Constructs cannot be harmed by mental attacks without physical components (such as Empathy or Mental Blast).

SKILLS

For Manipulation constructs that can move or have skills, the creator automatically is telepathically linked with his creation. It unquestionably obeys his mental commands. The creation roll can be reduced by -2 making a Manipulation construct that has no telepathic link and responds to the creator's verbal commands only. (This modifier may not reduce the creation difficulty below 2.)

POWERS

To include powers in a construct, the characters need to take other powers or have other powers and/or Mimicry or Reality Manipulation (power emulation) Linked to their Manipulation power.

When Linking a power to a Manipulation power that can create constructs, the hero can choose during character creation to link the power specifically to the constructs. In this case, the hero can't use the power by any means other than creating a construct, but all constructs created automatically have that particular power. The appropriate managing skill controls the power. In the case of Mimicry and the power emulation specialization of Reality Manipulation, a construct can have up to the Linked power's die code in powers (or aspects of Manipulation powers) related to their current shape at no additional difficulty. The die code of each duplicated power is based on the Manipulation power, except in the case of Mental powers, which have a die code of the lower of the Linked powers. If the Mimicry or Reality Manipulation (power emulation) powers are specialized to only mimic or emulate one class of power, then the constructs can have twice the die code of the Mimicry or Reality Manipulation (power emulation) in powers of that one class, but no others.

Only when using Mimicry for constructs, the hero may "store" up to the die code in powers that can be imbued into constructs whether or not heroes with those powers are present.

APPEARANCE

The actual look of the Manipulation construct is up to the player and the Narrator. As guidelines, the player should consider the character concept and the age in which the character lives. Heroes from the 1960s grew up watching television and movies that were visually different from ones in the late twentieth century. Likewise, a character with an artistic bent would be more inclined to give their creation a flashier look than a more straight forward-thinking hero would. For forms with a complex appearance, the Narrator may opt to increase the difficulty by +1 or more, require a separate *artist* roll, or allow heroes with the *artist* skill to automatically include a certain level of detail. Which version the Narrator chooses depends on the circumstances (for example, stress can make creating constructs more difficult) or character concept.

Constructs do not do any collateral damage to anything they touch (unless the hero designs it otherwise), regardless of their composition.

BARRIER EXAMPLE

One popular Manipulation construct is the barrier. To create a standard, one-shot barrier is a difficulty of 3 against the creator's *know-how* (Manipulation) skill. The barrier has an Armor Value equal to three times the die code of the creator's power. Its size is 1 percent of the base amount that the hero can affect with his power. Thus, with 11D, a hero could make a barrier that is 1 foot wide, 100 feet long, and 11 feet tall (for example) with an Armor Value of 33. Any damage produced by a single attack that is not absorbed by the barrier's Armor Value destroys the barrier and reaches whatever it was protecting. All targets formerly protected by the barrier take a fraction of the Damage Total, rounded up to the nearest whole point. Thus, if an attack did 37 points of damage, an 11D barrier protecting three characters would absorb 33 points of that. The remaining 4 points would be distributed among the three characters, who would each receive 2 points of damage. The Narrator may adjust this depending on location of the characters (for example, one character hiding behind another) or other factors.

PSEUDO-CONSTRUCTS

A hero could also design a construct from existing material. For die codes below the point where the hero can affect multiple characteristics of the material, it takes one round to gather a sufficient amount of material and one round to shape it into a form. The hero may make no other actions in those rounds. Thereafter, the hero's full concentration goes into moving the material being. With these pseudo-constructs, use the Animation power modifiers (which can be found in the Mental powers chapter) with a base difficulty of 1. Once the hero can manipulate multiple characteristics of the element, the forming of pseudo-constructs is immediate.



The Narrator should adjust the time and/or difficulty based on the availability of the material. For example, creating a wall of plants or water in the desert is certainly more challenging than building a wall of sand.

Note that, unless the hero specializes in creating Manipulation constructs, for die codes below the point where the hero can affect multiple characteristics of the element, the Narrator should further increase the base difficulty if there is little of the needed element available.

DIFFICULTY

Generally, each creation of a construct counts as one action. Nonetheless, if the construct is composed of numerous similar items and all parts work together for a single effect (such as a swarm of angry hornets intent on stinging a target), the Narrator can allow the player to generate them with a single roll. Even so, the hero must always use the parts of this complex creation together. For example, each hornet may not sting a separate target.

For high creation rolls, the Narrator may choose to allow the distribution of Effect Value among one or more of the construct's characteristics.

The Narrator should feel free to go beyond the suggestions on the table and increase or limit the types of characteristics that can be included in each Manipulation construct created, as appropriate for the character or adventure.

BEYOND THE MAX

Some powers appear to top out at 15D, while others have higher die codes listed. That doesn't mean that the power's effectiveness stops there. It continues to expand in its range and area of effect. Furthermore, for every additional 5D in the power beyond the listed upper limit, the hero develops a signature stunt, overcomes one Limitation associated with or limiting feature of the power, or adds an Enhancement. The signature stunt is a single, specific task or action. It may be a feature of the power (such as shooting out razor-sharp leaves with Plant Manipulation), or it may be a unique way of using the power (such as creating living butterflies with the Organic Manipulation power). Designed by the player, the signature stunt still needs the Narrator's approval. The hero performs this stunt with an automatic number of successes equal to one-third of the die code in the power, rounded down. Overcoming a Limitation or adding an Enhancement does not add to the cost of improving the power when reaching the next plateau; it's a bonus the hero receives for her dedication to expanding her power's capabilities.

THE DISABLING TRICK

A common stunt that heroes might gain at higher levels is rendering useless certain types of incoming, ranged attacks. If the hero has influence on the substance of an attack, then she may roll her *know-how* (appropriate Manipulation power) skill against the attacker's *marksman-ship* or other relevant skill total (the attacker does not make

a second roll). If the defender meets or beats the attack total, she can affect that attempt. A higher Effect Value might indicate a more elaborate outcome on the defender's part.

The defender need only make the roll if the attack actually overcomes her Defense Value. Regardless of her initiative roll, she can make no other actions in this round except to affect the aggressive attempts of others. Further-

Manipulation Construct Modifiers

FEATURE	MODIFIER
Body Points (base amount: two times the die code of the power)	+1
Increase Body Points (per additional amount equal to the die code of the power)	+1
Movement (to move at a number of feet per round equal to three times the die code of the power)	+1
Increase Speed (per 5 feet per round)	+1
Lifting (base value: two times die code of the power—use appropriate column, based on die code of the power, on the "Lifting Difficulties & Modifiers" chart in the Physical powers chapter of this book; other skills equal to their creators')	+1
Increase lifting (per +1D)	+1
Skill Enhancement modifier* (per skill; per +1D of creator's skill improved)	+1
Include hero's power (per power; must already have power separately; see next modifier for Linked powers)	+2
Include Linked power (for powers Linked to Manipulation power, but not specifically to construct creation)	+1
Include Linked power (for powers only Linked to construct creation by Manipulation power)	+1
Defense Value (for inanimate objects; one-quarter of the die code in the power, rounded down)	+1
Passive Defense Value (based on creator's <i>Reflexes</i> or <i>dodge</i> plus any Enhancement modifiers)	0
Increase Defense Value/PDV (per +1)	+1
Base Damage Value (three times the die code in the power, regardless of how it's administered; no <i>Physique/lifting</i> bonus is added unless the Manipulation construct has the <i>lifting</i> skill)	+1
Increase BDV (per additional amount equal to the die code in the power)	+1
Armor Value (three times the die code in the power; the Manipulation construct does not gain this Armor Value, though someone behind it would get it)	+1
Armor Value (construct) (three times the die code in power, protects the construct; the construct must first have an Armor Value that protects others, as above)	+1
Increase size (per additional 1% of base amount, up to amount for base die code)	+1
Additional size increase (per die code beyond base die code)	+10

*Note: The Narrator may restrict the number or types of skills modified.



more, she does not take a multi-action penalty for defending herself against several attacks.

Example: Killer Frost battles Firestorm. Firestorm decides that he will use his disabling trick on Killer Frost's attacks, to throw the villain off. Killer Frost shoots daggers of ice at Firestorm. If the attack total indicates success, Firestorm may roll his *know-how* (*Matter Manipulation*) against it. If Firestorm meets or beats Killer Frost's attack roll, then he could, for example, turn the daggers into steam.

Optionally, the Narrator can include a **relative power bonus** to the stronger participant. If the defender attempts to disarm an attack by a power, then either the attacker or the defender receives a relative power bonus to his or her roll. The character with the higher die code in the power receives a bonus of extra dice equal to the difference between the powers. Add relative power bonus to the appropriate skill used in the combat exchange. (See the preface to Section 3 for an example of this.)

General Manipulation Modifiers

While many of the powers have associated difficulty and modifier charts, there will be times when nothing on those charts fits what the player wants to do. For those times, use the base difficulty of 2 and modify it according to the complexity of the effect that the hero wants to produce. The difficulty may never be below 2, unless the hero is quite familiar with generating the effect in question. In this case, the minimum difficulty is zero. The player rolls the hero's *know-how* skill (with relevant specialization) or another appropriate skill.

The examples given assume that the hero has the appropriate power and minimum die code to perform the action. If that's not true, tack on additional modifiers.

Complexity of Effect	Modifier
Slight (expand a pool of water, change skin color, light a match)	0
Significant (turn invisible, magnetically bend steel)	+2
Great (sonically shake a pop can out of its machine)	+4
Awesome (predict an earthquake a week ahead)	+6
Incredible (act as power source for mainframe computer)	+8
Situation	Modifier
Familiarity with stunt/ effect/manifestation* (per 10 times has produced stunt)	-1
Extend range (for every 10 feet beyond base range)	+1
Increase volume (per die code beyond base die code)	+10
Produce an effect from a higher aspect level† Version 1: Modifier per aspect level Version 2: 2 x (current die code - desired aspect's die code)	+10

*The Narrator might allow certain effects to become easier as the character's die code in the power increases. Include a -1 modifier to the difficulty for every 5D above when the character could first produce the effect, as appropriate.

†The Narrator may choose which version to use, which can depend on which the Narrator deems more suitable for the circumstances. The second version is two times the difference between the desired aspect's die code and the current die code.

If the attack is not from a superpower, then the relative power value needs to be determined. Divide the Base Damage Value of the attack by 3 and rounded up. For example, a small handgun, which has a BDV of 5Dx2, has a relative power value of 4 (10/3, rounded up to 4). Compare the die code in the hero's power to the gun's "power" of 4D. Automatic fire and other combat options do not alter the weapon's relative power when figuring out the bonus.

If the hero wins the opposed roll, then the attack is stopped. Bullets shrink to a harmless size, boulders drop to the ground, lasers diffuse into harmless light shows, and so on, depending on the power. With the Delay Enhancement, the hero can use this trick to redirect the attack at an opponent in the next round. The amount of damage the opponent receives equals three times the die code of the lower power. (If the attacking power is higher than the defending power, then the rest of the assault dissipates harmlessly.) The hero targets the reflected attack with *marksmanship*.

The Narrator is the final arbiter of which power can affect what substances. If the defender loses, then the assault goes through, using the aggressor's skill total to determine the success of the attack.

The Narrator may allow this stunt as a +2D Additional Effect once the hero has the ability to act on the focus of her power.

PHYSICAL MANIPULATION

These powers reflect forces that affect the physical nature of the body. Note that Physical Manipulation powers do not have areas of effect. They act on one target per use of the power within their range.

DENSITY MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent (cannot be Activated or Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (*Density Manipulation*)

Specializations: specific aspect, insubstantiality, self only, others only

Description: The hero can control the density of his own form and that of the people and objects around him. When the hero changes the density of any material, he does not change its size.

For every percentage that the current density of an entire being is increased, *lifting* increases by an equal percentage while *Reflexes*, *flying*, *leap*, *running*, and *swimming* decrease by that same percentage. (Round down to determine the attribute's new die code.) The target also gains an Armor Value of 3. This Armor Value protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation).



tation, and Telekinesis). When the *Reflexes* value reaches zero, the being is immobilized. Being too heavy can cause other problems, such as breaking furniture or denting sidewalks, depending on the situation. The Narrator decides on the exact results.

For every percentage that the current density of an entire being is reduced, *Physique* (but not its skills, except *lifting*) and *lifting* decrease by an equal percentage while *Reflexes*, *flying*, *leap*, *running*, and *swimming* increase by that same percentage. (Round up to determine the attribute's new die code.) When the *Physique* reaches zero, the being is immaterial and cannot be injured by physical attacks (such as bullets, fists, or energy blasts). The hero also cannot touch or hold anything.

An attribute or skill can only be increased or decreased by the user's die code in the power. Once that limit is reached, the hero cannot alter the target's density further. Should the maximum attribute/skill alteration be attained on one attribute but not another in the same action, change the attribute or skill by the maximum amount allowed. After that action, the hero may make no further alterations, except to return the target to normal.

However, if the hero has a specialization in intangibility, he can make any willing (or unresisting) target intangible without restriction. The base difficulty is Moderate, with an increase to the difficulty if the target's *Physique* (for mobile targets) or Defense Value times two (for inanimate objects) is higher than the hero's die code in Density Manipulation (intangibility). The modifier equals the difference between the Density Manipulation die code and the comparative *Physique* or Defense Value.

When the hero attempts to change the density of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the hero may not change the creature.

To place the intangible object inside a solid target, the hero must make a successful *brawling* or *martial arts* roll. If an intangible object is returned to tangibility inside a solid target object, this does the Effect Value of the attack roll plus an additional amount of damage. To the object placed in another object, this additional damage equals the Defense Value (or Armor Value or other relevant factor) of the target. To the target, the additional damage equals the Defense Value (or Armor Value or other relevant factor) of the other object. Both objects receive the total damage every round.

If either object is reduced to zero Body Points in this manner, generally they fuse together. If the Narrator prefers, the target explodes. This does the Defense Value (or Armor Value or other relevant factor) of the target in damage to anything within Point Blank range, and half this to anything in Short range. This is traumatic damage to both objects unless the hero has a form of Mastery.

Although the hero must concentrate to make the change, the effect is permanent. The base difficulty is Easy, modified by the number of items the hero wishes to affect and how much of each item he wants to change. It takes one action to increase or decrease the entire starting density of the target by 25 percent. The percentage affected in one action increases by 5 percent per die in the power beyond

1D. The hero can also increase the rate by 5 percent for each additional +1 to the difficulty. Thus, at 3D, the hero's base rate is 35 percent of the target's starting density per round.

Example: A character has 33D in *Physique*, 10D in *Reflexes*, and 10D in Density Manipulation. Without increasing the difficulty, he can adjust his density by 70 percent per round. Therefore, in one round, he could lower his density and reduce his *lifting* (which, for this character, equals his *Physique*) to 23D and increases his *Reflexes* to 17D. Or, he could raise his density and increase his *lifting* to 43D and lower his *Reflexes* to 3D.

Remember, the maximum attribute/skill change the hero may make equals the die code in Density Manipulation.

Density Manipulation & Size Manipulation Modifiers

Situation	Modifier
One item affected	0
Each additional object affected (per additional object)	+1
Entire item affected	0
Half of item affected (per item)	+1
Several parts, not directly connected, are affected (per part, per item)	+2

Density Manipulation Aspects

Die Code: Control of Power

1D: The hero can increase or decrease his own or others' density (the player must choose one when he gets this power). Alternatively, the hero can only increase or only decrease both his own density and that of others. In these cases, the hero can return the target to its original density.

5D: The hero can increase or decrease his own and others' density.

10D: The hero can selectively affect the density of items (only his left arm is intangible). He can use selective density alteration as a defense. The difficulty is Moderate (rolled against with the power) and the hero can make no other actions in the round. If the hero is successful, he may add to his Passive Defense Value a number of automatic successes equal to his Density Manipulation die code. This extra defense lasts until the hero's next turn in the next round.

Sample Enhancements & Limitations: There are three primary specific forms of Mastery for Density Manipulation. One allows the hero to increase the appropriate attribute and skills (*Reflexes* and the listed skills for decreased density, *lifting* for increased density) without decreasing the opposite attribute. The target's *lifting* is still reduced to zero once a target becomes intangible, which occurs when the target's density reaches zero. Another specific form of Mastery increases the rate of density alteration to 10 percent for each die in the power beyond 1D. It also improves the rate of attribute change by 1D. The hero can speed up the rate an extra 10 percent for each additional +1 to the



base difficulty. A third specific form of Mastery allows the character to ignore the attribute/skill alteration limit. Any of these forms of Mastery allow a hero to partially solidify an intangible object in a target, so that the object solidified in the victim only takes a third of the damage of the target. A hero can take all forms of Mastery.

Often, the effects of Density Manipulation are not permanent. This is a -2D Limited Ability. Once the hero stops concentrating, the density of an object returns to normal after a number of rounds equal to the die code. If the hero also has the Reduced Range: Touch Limitation, an object reverts to its original density once it is released. If the hero has an Enhancement that changes the power's duration, once the hero moves farther than Long range from the target, the affected objects return to normal a number of rounds equal to the die code.



MEMO



Subject: Density Manipulation

Interviewee: Carl "Loco" Lindstrom, criminal

Excerpt from Interview: "I'm tellin' you, the bullets went right through him! Then he stands on the hood of the car, smiles at us—I think he smiled at us—and suddenly, he drops right through the fraggin' engine! I hate super heroes."

Notes: After an encounter with the Martian Manhunter. [REDACTED]

MIMICRY

Base Cost: 30

Specialization Base Cost: 10

Duration: Activated

Range: 20 x die code in feet

Base Damage Value: none

Managing Skill: same as the managing skill for the copied power

Specializations: specific class of powers (Mental, Transportation, Protection, Elemental Manipulation), skills, Advantages, natural abilities, specific type of sentient being (humans, Martians, Kryptonians)

Description: The hero can copy the traits (powers, skills, advantages, and natural abilities) of sentient beings. She cannot duplicate attributes, Magic Manipulation powers, Probability Manipulation, Reality Manipulation, or Temporal Manipulation powers. She may copy magically empowered powers, though she does not gain the magical qualities of the power. The hero automatically Mimics the Limitations and Enhancements of copied powers, as well as the restrictions inherent in the power.

The traits Mimicked are at the same die code of the Mimicry power or the die code of the copied traits, whichever is lower. The hero can copy one trait per die per round. She can perform no other actions in the round she is Mimicking traits. The hero can retain each trait for a number of

hours equal to the die code. However, the hero may not keep the abilities for later use.

When the hero Mimics a skill, she only gains the skill dice, the amount added to the base attribute, not the skill total. The hero then adds the Mimicked amount to her own attribute. Thus, if a target had a *marksmanship* skill of 5D with 4D in *Coordination*, the hero could only Mimic the *marksmanship* skill dice of +1D.

Likewise, the hero cannot Mimic any special tricks or signature stunts of a power that the hero has not seen performed.

The range refers to the distance at which the hero can scan a trait to mimic. The maximum distance is 20 feet times the die code. The process does not affect the possessor of the characteristic to be copied. Unless the target has the Power Shield power, she can only resist the process by moving out of the hero's range before Mimicking can occur. The power need not be in actual use at the time of Mimicry. The hero must select which trait to copy. To copy the characteristics of a target with Power Shield, the hero makes an opposed roll, using this power's die code against the Power Shield die code. If the hero wins, then the target's traits can be Mimicked normally; otherwise, the hero Mimics nothing.

Once the hero successfully Mimics a target's traits, she can keep the characteristics regardless of distance to the original target until the time limit has elapsed.

Note that the hero may unknowingly gain Limitations associated with the power she's Mimicked. For example, exposure to green kryptonite can cripple someone Mimicking one of Superman's powers. Such Limitations disappear when the Mimicked power fades away.

Possessing a power is not the same as being able to control it. The hero doesn't gain managing skills when she Mimics a power unless she Mimicked those skills as well. In some cases, the lack of the correct skills can cause the hero's newly acquired powers to be uncontrollable or even a hazard to her own health. The Narrator may wish to impose a +2 difficulty to using a power without the appropriate managing skill (instead of the usual +1 for defaulting to the attribute). Furthermore, the hero may find himself in a dangerous situation when the power fades away.

Sample Enhancements & Limitations: Each level of Expanded Effect adds the half the die code of the power (rounded up) to the number of traits the hero can duplicate. With a specific form of Mastery, the hero can use copied powers with a lower die code (but not any other type of trait) at the die code of the Mimicry power. A triple Limited Ability of this power prevents the hero from having more total dice in all traits than the hero has in the Mimicry power. Thus, a hero with 3D in Mimicry and this Limitation could have one power at 3D, or one power at 2D and one skill at +1D, and so on. Another specific form of Mastery extends Mimicry to one of the "forbidden" powers—Probability Manipulation,

Existing characters with unspecified Mimicry listed in their write-ups have the Mimicry (powers) specialization only, not the full Mimicry power.

Reality Manipulation, or Temporal Manipulation. (The power may never duplicate a Magic Manipulation class power.) Mastery must be taken for each additional power.

Any specialization of Mimicry Linked to Gift allows the hero to give other character's Mimicked abilities.

A hero Linking Mimicry (powers) to Postcognition can detect traces of superpowers that have been used at a location or have affected a specific object and then Mimic them. (This combination may not be taken with other specializations of Mimicry.) The hero uses Postcognition to find the powers. Then he spontaneously develops an identical power. The original metahuman does not have to be present. The only requirement is a site where the desired power was used, something struck or otherwise affected by that power, or something that was in contact with the original user of that power. Once the hero Mimics the power, the item is cleared of any trace of that power. The hero can decide when to use his power on a potential power source. Such items can be stored for later use. For example, a hero with this combination of powers may have amassed a trove of rubble from buildings damaged during Superman's epic fight with Doomsday.

MEMO

Subject: Mimicry

Interviewee: Professor Ivo

Excerpt from Interview: "Philistines, using my creation for their paltry little games. At least they appreciate true genius, even if they lack it. I must admit to being amused at the attempt by the Department of Extranormal Operatives to duplicate my designs, so of course I allowed it. But Amazo is no mere 'contingency plan.' It is a demonstration of intellect over power. Even when Amazo is beaten, it is only through the ingenuity of my opponents, rather than their raw force, that allows them victory. But Amazo and I, we learn. We learn from each defeat. And my supreme creation can duplicate the combined abilities of the mightiest assemblage of beings ever known. I will conquer the Justice League, madam. It is only a matter of time."

Notes: To a D.E.O. operative undercover as a reporter.

By Linking Mimicry (powers) to ESP (weakness detection), the hero can analyze an opponent's powers and spontaneously develop a power that combats or negates them. The hero uses ESP to figure out a suitable opposing power (or set of powers). Then, the Mimicry power automatically manifests it in the hero. If the Uncontrollable Limitation is also included, these powers function like a reflex; the hero might not know ahead of time what power he is about to develop. In either case, the hero may select the character he wishes to oppose.

The nemesis-like power or set of powers manifests itself in the same round as the opposing power does and lasts until the opposing power shuts off. (This could be voluntarily by the opponent, because the hero knocks the oppo-

nent out, or something similar.) Furthermore, the Mimicry power dictates only the number of powers the hero can manifest. The power created could be at 1D higher than the power the opponent has, which may be a value greater than what the hero has in his Mimicry (powers).

The hero can only develop and use nemesis-like powers against a single opponent at a time. If confronted by two foes, this power leaves him vulnerable to attack by the second opponent. Likewise, it is helpless to defend the hero against nonpowered attacks.

Example: A nemesis-enabled villain fights CM3 with a superior strength level. CM3 shouts, "Captain Marvel!" and turns into Freddy Freeman, leaving the nemesis power combination without a power to defeat. Taking advantage of the momentary confusion, Freddy swings a crutch at his opponent, knocking him down!

SIZE MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent (cannot be Activated or Permanent)

Range: normal

Base Damage Value: none

Managing Skill: know-how (*Size Manipulation*)

Specializations: specific aspect, self only, others only

Description: The hero can alter his own and others' size. Whenever the hero changes something's or someone's size, the mass changes in proportion to the size. Thus, if the target is shrunk to half its size, the mass also reduces by half. Additionally, *Physique* and *Speed* increase or decrease in the same proportion as the mass (round up to the nearest die code in the case of *Physique*). The *resistance* skill does not drop as mass decreases, however. If the hero also has *Density Manipulation*, the hero can change size without changing mass (and therefore, not changing the *Physique* attribute).

Increasing in size also gives the character some temporary Body Points. To determine these, subtract the new *Physique* from the starting *Physique*. Roll that number of regular dice (no Wild Die) against the Body Points chart on page 38 of the rulebook. Damage is taken off of the unenhanced Body Points first, and then the Body Points due to the increased size. If the hero shrinks in size before he has a chance to heal the lost Body Points from the power, he falls unconscious with a Body Point total of zero. The hero hovers in a coma until he regains at least one Body Point.

Decreasing size does not result in a lower Body Point total.

The hero can increase or decrease his own or another's size depending on the die code he has in this power. It takes one round to increase or decrease the starting size by one die code level; the power's die code indicates the maximum amount of change the hero can make. The hero can speed up the process; doing so increases the difficulty by +1 for each additional die code level of change, up to the power's maximum. The base difficulty is Easy, modified by the number of items the hero wishes to affect, how much of each



See the modifier chart near Density Manipulation for additional Size Manipulation modifiers.

increase the size of an object up to 10 feet the first round; then by another 10 feet, for a total increase of 20 feet; and so on, up to a maximum increase of 50 feet by the fifth round. By adding +4 to the difficulty, the hero could make the object shoot up an additional 50 feet in one round.

When the hero attempts to change the size of an unwilling creature, the target may make a *willpower* roll against the hero's *willpower*. If the target succeeds, the power has no effect on the creature at this time.

Size Manipulation Aspects

Die Code: Control of Power

1D: The hero can increase or decrease his own or another's size (the player must choose whether he affects himself or others when he gets this power).

5D: The hero can increase or decrease the size of others and his own.

10D: The hero selectively affects the size of items (such as making just his legs longer).

20D: The hero can cross the "ratio wall," entering subatomic (or superatomic) reality. Unless the hero has the Uncontrollable Limitation, this does not damage the smaller reality. The power allows the hero to effectively "jump" from one scale of creation to another. When operating in the "space" between atoms, the hero can essentially fly.

Size Chart

This chart is for determining how much a character with Size Manipulation may grow or shrink. The "Grow" column is the maximum amount a hero using the power at that die code can add to the original height of the affected object. The "Shrink" column indicates the maximum factor a hero using the power at that die code can reduce the target. Thus, a hero with 1D in Size Manipulation can make a 1-foot-tall object grow up to 11 feet tall or shrink down to 6 inches.

Die Code	Grow	Shrink
1D	10 feet	1/2
2D	20 feet	1/4
3D	30 feet	1/10
4D	40 feet	1/20
5D	50 feet	1/50
6D	60 feet	1/100
7D	70 feet	1/200
8D	80 feet	1/1000
9D	90 feet	1/10000
10D	100 feet	1/100000
11D	110 feet	1/1000000
12D	120 feet	1/10000000
13D	130 feet	1/100000000
14D	140 feet	1/1000000000
15D	150 feet	1/10000000000

Growth rate is 10 times the die code in feet. Shrinkage rate increases by a factor of 10 per die code over 15D.

item he wants to change, and how quickly he wants to do it. Although the hero must concentrate to make the change, the effect is permanent.

For example, a hero with 5D in the power could

Sample Enhancements & Limitations: General Mastery allows the hero to alter a target's size up to half the die code value instantly—from the target's base size, it can reach maximum or minimum height in two rounds. With a specific Mastery Enhancement, the hero can take damage off of the Body Points from the increased size first. However, if the hero does not heal the lost Body Points from the power when it disappears, the hero falls unconscious for one round. Alternatively, with another specific form of Mastery, the hero takes damage off of the unenhanced Body Points first and then off of the increased size Body Points. If the hero has enhanced Body Points left and his unenhanced Body Points equal zero when the power shuts off, he transfers the remaining enhanced Body Points to his normal total.

ELEMENTAL MANIPULATION

This subclass of Manipulation powers covers eight basic "elements." These powers, because of their related nature, have almost identical aspects, with the difference being in how each power manifests those aspects.

Elemental Manipulation Combat Option: Narrators who want to add more realism to their game can add this option to their rules: When attacking "opposites," characters with Elemental Manipulation powers may gain some benefit or be at a disadvantage. If the die code of the attacking Elemental Manipulation power is higher than the die code of the directly opposite Elemental Manipulation sheathe or form, then the defender receives an Armor Value equal to the die code of his power. If the defender is using another Elemental Manipulation power, then he receives two times the die code in Armor Value. If the die code of the attacker's power is equal to or lower than the defender's, then the defender gets the full Armor Value. For example, if a character with Water Manipulation at 15D blasts a character sheathed in fire through Fire Manipulation at 13D, then the fiery defender receives an Armor Value of 13 against the watery blast. If the defending character had Fire Manipulation at 15D, then he would get his normal Armor Value of 45 against the water onslaught.

Element	Opposite
Air	Earth
Darkness	Light
Earth	Air
Fire	Water
Ice	Plant
Light	Darkness
Plant	Ice
Water	Fire

General aspect levels for all Elemental Manipulation powers are illustrated before the descriptions of the powers. Examples of the aspect levels are delineated under the specific descriptions. The examples are just a few effects that can be created using each Elemental Manipulation power. Feel free to take these as inspiration for designing your



own effects. The base difficulty is 2 for effects created at 5D, 7D, 9D, and 11D, unless otherwise stated herein. If no other modifiers are given, Narrators should use the "General Modifiers" sidebar (in this chapter), along with the "Choosing Difficulties" section in the rulebook (pages 199–200), to determine appropriate final difficulties.

Duration: The duration for this class of powers is Semi-permanent, except where the aspect specifies otherwise.

Range: The range to the target is normal.

Base Damage Value: The Base Damage Value is usually normal, as described on page 59 of the rulebook. See the aspects chart, however, for restrictions and other options.

Managing Skill: The managing skill depends on either the hero's *know-how* skill (specialized with the appropriate Elemental Manipulation power) or which aspect the hero uses. The aspect chart lists additional skills.

Specializations: specific aspect, specific feature or component of an element

Sample Enhancements & Limitations: The ability to generate an element in an environment that would normally prevent the element's manifestation, such as fire under water or plants without soil, is an Additional Effect at +3D. For elements that are not normally "solid," including Air, Darkness, Fire, Light, and Water, the inability to make solid constructs is a -3D Side Effect Limitation. Nonsolid constructs cannot hold or lift anything or be harmed by physical or mental attacks. The hero may still create elemental shapes, but they can't block physical attacks or move objects. One specific form of Mastery allows the hero to invest constructs with a certain amount of intelligence, either by calling in spirits of the appropriate elements or by "programming" the construct. The construct gains *Knowledge*, *Perception*, and *Presence* at 1D each, and will protect the hero in the absence of other commands. The destruction of the physical construct form does not harm the guiding force. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power. Assimilating or absorbing material can only be taken as a specialization-Limitation combination; this is not a feature of the full power. The desired Elemental Manipulation (elemental assimilation) specialization is combined with Rechargeable at -4D (the hero must absorb about one cubic foot per die code in the power for every use of the power). This combination allows the hero to recover Body Points as if she had the Healing power at the same die code. If the hero is also completely composed of the element or can turn into the element, then she can use this specialization instead to increase her size by one inch per die code in the power.

Elemental Manipulation Aspects

Die Code: Control of Power

1D: The hero can survive in the element. The duration of this aspect is Semipermanent.

3D: The hero can project the element from her body or sheathe a body part in it. The hero uses the *marksmanship* skill to aim the projection or *brawling* or *martial arts* to use the sheath. The projection is no more than the width of the user (maximum) and is directed at one target.

Creation & Movement Modifiers

Use these modifiers to determine the difficulty of creating and moving elements, energy, and matter with the appropriate Manipulation power. The Narrator may also use these modifiers for relevant uses of other Manipulation powers. Note that "material" in this table refers to element, energy, matter, or whatever is appropriate for the power in question.

Situation	Modifier
Increase material (initial amount; listed in power description)	0
Decrease material (initial amount; listed in power description)	0
Additional increase/decrease (per additional one-quarter if not specified in power description, up to amount for base die code)	+2
Additional increase (per die code beyond base die code)*	+10
Shift/move material (at base Speed of 3 times die code in feet per round)	0
Increase material's Speed (per additional die in code in feet per round)	+1

*Note: This additional increase equals the difference between the amount affected by the new die code and the amount affected by the original die code. The total amount affected for this roll cannot be more than the amount that can be affected by the new die code.

5D: The hero can affect one aspect of the element per action, or shift (or move) it, if some of it is already present in the same area. One effect is to create barriers from existing material (the "Creating Manipulation Constructs" section has more details). Note that the Narrator may further increase the base difficulty if little of the needed element is available. A hero could also design a simple construct from existing material. It takes one round to gather sufficient material, one round to shape it into a form, and the hero's full concentration in the rounds thereafter to move the elemental being. With these pseudo-constructs, use the Animation power modifiers (which can be found in the Mental powers chapter) with a base difficulty of 1.

7D: The hero can increase, decrease, or spontaneously create the element. The material appears near her in a specified location when her turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, with an adjustment depending on how much the hero wants to affect the material. The hero cannot increase an existing amount of element more than its starting size plus the amount from the "Area of Effect" chart. The hero cannot decrease an existing amount of element to less than zero. See the "Creation & Movement Modifiers" sidebar for additional modifiers.

Too much of an element in a small space (relatively speaking) causes increased pressure on the container, possibly forcing it to burst. If the element fills the space completely, each additional one-quarter increase (based on the filled amount) gives 1 success. Compare the total number of successes for the increased pressure to the Defense Value of the container; if the success total is greater than the Defense Value, the container bursts. The success total is cu-



DEPARTMENT OF EXTRANORMAL OPERATIONS



mulative for all rounds in which the contained material increases.

9D: The hero can use the element for transportation. When used as transportation, the element does not do damage to or otherwise affect the surrounding area. The material created to move the hero disappears within three rounds after the hero has used it. The hero can travel for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers. There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time.

His transportation default ("gliding") Speed equals his walking Speed. There is no difficulty to move at this Speed. When he increases his transportation Speed (using the *flying* skill), it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

The hero can extend his field to help others fly. (For all Elemental Manipulation powers except Light Manipulation, the target must be within arm's length of the hero. For Light Manipulation, the target person should be within line of sight.) If the hero is moving at his gliding Speed, then the difficulty is a *know-how* (with the appropriate Elemental Manipulation specialization) roll at 1 for one person, increased by +1 for each additional person. When the hero uses *flying*, the difficulty of the roll increases by +1 per additional person. The ability of the target person to fly lasts while that person is in range.

11D: The hero can affect several aspects of the element per action. Some of the possible results of using this aspect include:

X Form creations out of the element. see the "Creating Manipulation Constructs" section for more information. Creations formed from existing material can now be made automatically, though the normal difficulties apply.

X Trap a target in the element. (Fire Manipulation cannot create this effect.) The difficulty equals the target's Defense Total plus +3. The attacker uses *marksmanship* to create the bonds and hit the target. To break free, the target rolls his *Physique* or *lifting* against the success total used to create the bonds. Attempts to get free count as actions.

When the hero encases his target's feet, legs, or entire body in the element, the movement of the target is impaired or stopped. The difficulty to move equals the die code in the power; the target rolls against the difficulty with his *Physique*, *running*, or *swimming* (as appropriate for the situation) to break free. Flying characters who are totally encased in the element fall to the

ground and take falling damage; otherwise, the flying character's ability to fly is not hampered.

X Create a column or bubble of material that can lift up a target. The column starts at a volume of about 5 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). The player needs to decide the diameter and height of the column. If he chooses, the hero can increase the size at a rate of 1 percent of the base amount per round that the hero concentrates on maintaining the column, up to the maximum the hero can affect. It has a *lifting* score of two times the die code. The difficulty to create the column is a *marksmanship* roll at +2 to the difficulty (though for very large objects or a close grouping of several targets, the Narrator should further increase the difficulty). Subsequent rolls to continue lifting anything are rolls of the material's *lifting* score. Use the appropriate column (based on the die code of the power) of the "Lifting Difficulties & Modifiers" chart in the Physical powers chapter in this book.

X Whip up a violent, swirling elemental storm. The difficulty to create the storm is 2, increased by the size of the storm. The initial amount is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

To all targets in its area of effect:

- The storm does the die code in damage (except to the target of the storm, if there is one; see below).
- All difficulties (except attacks) increase by the one-half of the die code (rounded down).
- The difficulty of all sight-based attacks increases by one-third of the die code (rounded up).
- All talking is prevented.

As an additional action performed at the same time the storm is created, the character can pick on one person or object with *marksmanship*. On a successful attack against an animate target, the target makes a *Physique* or *lifting* roll against the Effect Value of the attack. If the target fails this roll or is inanimate, he is hurled in a random direction a number of feet equal to two times the die code. Upon impact, the target takes damage equal to the die code of the power plus the Effect Value of the *marksmanship* roll. The maximum weight the storm can lift is 50 times the die code of the power in pounds. Normal multi-action penalties apply for using the power on multiple targets, but the hero receives a +1 success to similar uses on multiple targets for every two dice in the power (rounded up).

For superb rolls, the Narrator may opt to allow the Effect Value to be distributed among one or more of the storm's characteristics. Additionally, if there's little of desired element readily available, the Narrator should require that the hero create a sufficient amount of the element before making the storm.

13D: The hero can sheathe himself in the element. This gives him an Armor Value of three times the die code of the power against most attacks, though the Narrator may choose to use the Elemental Manipulation combat option described earlier. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).





DEPARTMENT OF EXTRNORMAL OPERATIONS



15D: The hero can transform himself into the element (change into a form of fire instead of one covered by fire). He can move unrestrictedly through his element. He can survive in the element indefinitely without the need to breathe (though he needs to get other nutrients). At the Narrator's option, the elemental form may require the same things as normal material to survive. (For example, fire needs oxygen; plants need carbon dioxide, sunlight, and water; water needs warm temperatures to stay liquid; and so on.)

The elemental form is humanoid in shape, but he can change his shape (the base difficulty is 2, modified by the Narrator based on the complexity of the desired shape). He also ignores all wound level and massive damage modifiers (if using these combat options).

If the hero is reduced to zero Body Points, he can make a Very Difficult *willpower* roll to transfer his "essence" into the closest source of his elemental substance (lightbulb, match, fountain). Once there, he reforms his body at one-half of his Body Points (his old elemental form dissipates). If there isn't any of the same elemental substance within a one-mile radius or he fails the roll, the hero falls unconscious and reverts to his normal physical form—with 1 percent of his original Body Points (rounded up). However, he remains unconscious until he receives medical aid or gains back Body Points by resting.

Sufficiently high attacks of an appropriate nature could disperse the character. (For example, powerful blasts of light could dissipate a shadow form, while forms based on sand or similar fine particles could be scattered by a blast of air or by being spread in an ocean.) Although this doesn't actually harm the character, he cannot do anything except reintegrate himself. It takes the hero about one round per 100 feet he is dispersed to gather himself together.

AIR MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can exploit the features of air, including currents and volume, but not composition. Note that aliens who breathe an element other than the oxygen-nitrogen mix found on Earth can choose to affect their own atmospheric mix. While they can affect winds anywhere, any "air" they create will be composed of their preferred atmosphere.

Die Code: Sample Effect

1D: Breathe in thin or thick atmosphere. Add one-half of die code, rounded up, to all attempts to be blown over.

3D: Create a blast of wind. This blast can do up to three times the die code in damage, blow over a target (causing the target to lose up to one-half of the die code, rounded up, in turns getting up), or send the target backward a distance equal to 10 times the Effect Value. To send a target backward increases the difficulty by +1. The character can also generate a whirlwind around a body part that adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Change direction of wind. Increase or decrease wind's speed (the base difficulty is 1 for a change equal to the die code power in miles per hour, increased by +1 for each

additional 10 miles per hour). Create barriers from existing wind; see the "Creating Manipulation Constructs" section for more details.

7D: Increase or decrease amount of air in an area, including generating a bubble of air that allows people within it to breathe. Decreasing air enough can create a vacuum, while increasing the air can make it difficult to breath (+1 per doubling of air to all difficulties for all affected by the increased air).

9D: Ride on a stream of air or whirlwind.

11D: Create tornadoes and hurricanes. Use wind to pick things up. Trap targets in wind. See the aspect chart for more information about any of these. Create Manipulation constructs from air or wind. See the "Creating Manipulation Constructs" section for more details.

13D: Sheathe himself in air.

15D: Transform into an air elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against air-based and wind-related attacks.

Subject Harley Quinn



Side #4181131022

DARKNESS MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can control shadows and deepen or create darkness.

Die Code: Sample Effect

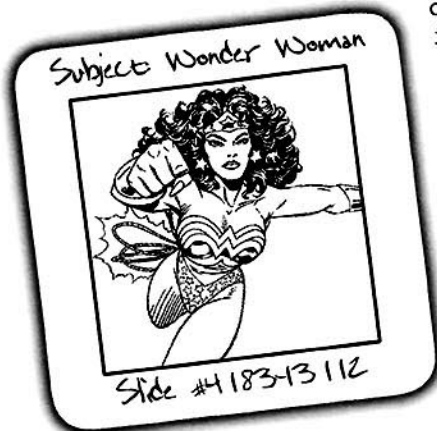
1D: Ignore darkness difficulty modifiers.

3D: Create suffocating shadows around a target, which does two times the die code in damage. Create a semisolid blast of darkness, which does three times the die code in damage. Coat body part in semi-solid darkness, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Deepen, shift, or alter the form of existing shadows. Shadows deepened with this power can effectively blind opponents who rely on light for seeing; however, X-ray Vision, Radar Sense, and Sonar Sense still work fine. Create shadows that automatically respond to sudden changes in brightness (*know-how (Darkness Manipulation)* success total becomes the difficulty for all light-based attacks intent on blinding).

7D: Extend or create shadows. Shadows generated at this level initially have no specific shape and resemble pools of darkness. However, the character may change the shape of a shadow pool, as a separate action.

9D: Step into one set of shadows and out of another. The distance between shadows must be 10 feet times the die



code in the power or less; in sight; and in a straight line.

11D: Create darkness storms. Use shadows to pick things up. Trap targets in bonds of semi-solid darkness. See the aspect chart for more information about any of these. Create shadow Manipulation constructs and barriers. See the "Creating Manipulation Constructs"

section for more details.

13D: Sheathe himself in darkness.

15D: Transform into an elemental of darkness. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against darkness- and shadow-related attacks. Range is no longer a limiting factor in using shadows to travel.

EARTH MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero has influence over geological forces. He can take advantage of the features of any land (including dirt, rocks, sand, lava, and similar materials). He cannot, however, change one kind of rock into another or cause solid rock to become liquid (that is, lava).

Die Code: Sample Effect

1D: Move easily on sand or rocky ground. Sense and predict seismic activity; the difficulty is 1 (+1 for each additional day in the future) to determine the Richter scale value. The higher the Effect Value, the more accurate the assessment.

3D: Shoots spray of sand, which does the die code in damage. Cast a rain of stone, which does two times the die code in damage. Hurl rocks, which does three times the die code in damage. Encase body part in stone, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Shift earth and similar materials. One possible effect is causing the ground to shake; add the die code of the power to difficulties for all *Reflex*, *Coordination*, and *Physique* (except *resistance*) rolls. Tremendous amounts of movement could cause fissures and earthquakes. The hero can cause an earthquake of up to his die code of the power on the Richter scale. For example, a hero with 7D in Earth Manipulation could create an earthquake of 7.0 on the Richter scale. The difficulty starts at 2 for areas prone to earthquakes and increases based on the stability of the region (with areas in the center of continental plates being the most stable). Make boulders roll. Create barriers from ex-

isting material; see the "Creating Manipulation Constructs" section for more details.

7D: Increase or decrease earth, dirt, rock, and similar materials. Cause these materials to appear.

9D: Ride a wave of earth and rock. Tunnel through the ground. The tunneling difficulty depends on the substance: sand, soil, lightly rocky earth—0; soft rock (limestone, clay)—1; hard rock (granite, shale)—3. The tunnel collapses behind the hero; add +1 to the base difficulty to create a stable tunnel while the hero's Speed is slowed by one-half (rounded up).

11D: Whip up dirt or dust storms. Use earth or sand to pick things up. Trap targets in earth. See the aspect chart for more information about any of these. Create Manipulation constructs from earth and similar materials. See the "Creating Manipulation Constructs" section for more details.

13D: Sheathe himself in earth, rock, lava, or similar material. Note that a lava sheathe does not damage to the surroundings, unless the hero takes this as an Additional Effect.

15D: Transform into an earth elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

FIRE MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can wield fire and influence heat.

Die Code: Sample Effect

1D: Immune to fire. Recognize the source of a fire; the difficulty is 1 against *scholar*, with high Effect Values offering more details about the fire in question.

3D: Shoot a blast of intense heat, which does the die code in damage. Fling a tongue of flame, which does two times the die code in damage. Send out a fireball, which does three times the die code in damage. Coat body part in fire, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Make any existing fire hotter or shift. Increase temperatures. Create barriers from existing fire; see the "Creating Manipulation Constructs" section for more details.

Temperature

Situation

Modifier

Increase temperature
(at base rate of 25° F per round)

0

Increase temperature
(per additional 10° F)

+1

Increasing temperature notes: As the temperature goes up, most humans can't take the heat. Starting at 115° F, everyone affected by the heat must make a *Physique* or *will-power* roll against a difficulty of 2, increased by +1 for each additional 100° F or faint. At 100° F, the intense heat also does 3 points of damage per 100° F per round. Starting at



200° F, the difficulties of all actions of the people within the area of effect increase by +1, with a further +1 per additional 100° F. Note that characters with medical problems are more susceptible to the heat, succumbing to the effects starting at least 15° F lower than anyone else.

7D: Make fires smaller or larger or spontaneously create new ones. New fires have a Base Damage Value equal to one-third of the die code of the power, rounded down. This damage occurs every round until the fire is put out.

9D: Fly with a trail of fire behind him. The player must select how this appears; once decided, it cannot change without taking the power or specialization of the power again. For some characters, the trail may appear as a fire tail. They can hover and control their speed. For others, the air immediately surrounding the hero is ignited and the resulting blast is directed down along the legs. This produces thrust that impels the hero through the air at high speed. Note that this version automatically gives the hero protection from his own blast effects. As a -2D Side Effect, the hero's costume and the surrounding area suffer damage equal to the die code of the power for one round; this cannot be reduced. The hero adds one success to the *flying* skill per die code in the power; however, he must always travel at his maximum Speed. To stop short in a round (that is, move less than the maximum Speed) adds +10 or more to the difficulty, depending on the reduction.

11D: Generate firestorms. Use fire to pick things up; however, the fire does 1 point of damage per round to the material its lifting, unless that material is fire proof. See the aspect chart for more information about storms. Create Manipulation constructs from fire. See the "Creating Manipulation Constructs" section for more details about Manipulation constructs.

13D: Sheathe himself in fire. The sheath automatically does the die code in damage to objects he touches or anyone foolish enough to strike the character with fists or other body parts. However, these are not set on fire.

15D: Transform into a fire elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against flame- and heat-based attacks.

ICE MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can control ice, snow, and similar chilly materials and influence cold.

Die Code: Sample Effect

1D: Immune to cold and affects of icy surfaces (doesn't slip).

3D: Sling a snowball or a blast of freezing cold, which does the die code in damage. Hurl an ice ball or blast of hail, which does two times the die code in damage. Shoot out ice shards, which do three times the die code in damage. Coat body parts in ice, which adds a value equal to two

times the die code of the power to the Base Damage Value rolled for the attack. Create barriers from existing material; see the "Creating Manipulation Constructs" section for more details.

5D: Shift ice or snow. Lower temperatures. Victims of ice or extreme colds take damage each round they are in contact with them; the damage equals the one-third of die code in the power, rounded down.

Temperature

Situation

Decrease temperature
(at base rate of -25° F per round)
Increase temperature
(per additional -10° F)

Modifier

0

+1

7D: Increase or decrease amount of snow or ice available. Generate ice slicks, icicles, snow banks, and so on.

When the hero coats the floor in ice, everyone on it (except the hero) must make a *Physique* or *running* roll against a difficulty of 1. When moving rapidly on slick surfaces (that is, attempting to increase their movement rate), victims add +1 to this roll. If they fail, they fall and sprawl out on the ice. It takes a number of rounds equal to the difference between the roll and the difficulty for the fallen person to find his footing and get up.

9D: Travel on an ice sheet or ice wave.

11D: Whip up ice or snow storms. Use ice or a snow swirl to pick things up. Trap targets in ice. See the aspect chart for more information about any of these. Create Manipulation constructs from snow or ice. See the "Creating Manipulation Constructs" section for more details.

13D: Sheathe himself in ice. The sheath automatically does the die code in damage to anyone foolish enough to strike the character with fists or other body parts.

15D: Transform into an ice elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

LIGHT MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can command the frequency, intensity, direction, and coherence of visual, ultraviolet, and infrared light. Invisibility is typically a specialization of this power.

Die Code: Sample Effect

1D: See in the visible, ultraviolet, and infrared spectra.

3D: Create a hypnotic burst of light. This stuns the target for the Effect Value plus half the die code (rounded down) in

Subject Green Lantern



Slide #4183-17



Subject Superboy



Side #4183-17

rounds; the target generally does not fall down, but she cannot perform any actions for those rounds. Cast a searing burst of light, which does the two times the die code in damage. Shoot a laser beam, which does three times the die code in damage. Encase body part in semi-solid light, which adds a value equal to two times the

The power can also be used to wrap a duplicate around the hero's own body. This can be useful as a means of disguise, especially if the hero forgot his super-hero costume at home and doesn't want to give away his secret identity.

If the hero also possesses powers that extend the range of his senses, he may link those powers to this one and thus be able to use the otherwise nonexistent senses of the duplicates to gather information or operate in places where he might not be able to. For example, a holographic duplicate linked to ESP and Ultraventriloquism could appear in a sealed chamber, such as a collapsed mine, search for survivors, and let them know help is on the way.

Holographic illusions exist as another manifestation of Light Manipulation. The hero uses his *know-how* (*Light Manipulation*) or *artist* skill, starting with a difficulty of 2. Use the modifiers in for the Illusion power (in the Mental powers chapter) to adjust the difficulty. Note that Light Manipulation illusions only affect sight and no other senses.

These are visible by anyone or anything; they may be mechanically recorded by photo film, video cameras, or robotic eyes. However, holograms are not solid—anyone touching them or shooting through them will not be fooled by the hologram.

Note that while Light Manipulation holograms can be relayed by such means as TV cameras and Supersenses, nonvisual imaging powers such as ESP, Sonar Sense, or Radar Sense do not detect them. Conversely, holograms can be used to expose a blind individual using such powers to disguise a lack of sight.

The hero may also use the power to generate a form of invisibility (which can also be a specialization). The hero can create convincing holograms of empty space and place them over visible objects, thus giving them the practical effects of invisibility. This effect can be limited to the space occupied by the hero's body, or it can be extended to cover a wide area.

Everything remains visible to those within the area of effect. From the point of view of someone inside this effect, she has been surrounded by a weird balloon that plays tricks with the light. Stepping out of the area, the viewer sees the illusion of emptiness. Note that a cloud or spray of any kind will show the outlines of items within the holographic invisibility unless the hero also adapts the hologram so that appears as if the spray falls to the ground.

Invisibility allows the hero add the Effect Value from the generation roll in automatic successes to *sneak* and *hide* skills or to the difficulty of sight-based *Perception* rolls to find the character. The hero adds the Effect Value to all *brawling*, *martial arts*, *melee weapons*, *thrown weapons*, and *marksmanship* difficulties while he or his target is invisible.

13D: Sheathe himself in semi-solid light.

15D: Transform into a light elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against light-based attacks.

die code of the power to the Base Damage Value rolled for the attack.

5D: Bend light to become invisible to the eye, though the character can still be smelled, felt, and heard. Create holograms consisting of simple shapes and a single color. Make existing light (such as from lightbulbs) glow brighter or dimmer or generate a flash effect that could blind opponents. The difficulty to blind a target with a flash equals the target's *Reflexes* or *dodge*. Targets that do not use light to see or who have X-ray Vision, Radar Sense, or Sonar Sense are unaffected by the bright light or flash.

7D: Create light without needing a light source. Expand existing light to reach more parts of a space, even seeming to go around corners or behind objects.

9D: Fly with a trail of light behind them (but the character does not become light).

11D: Create a flash effect that blinds an opponent. The difficulty to blind a target equals the target's *Reflexes* or *dodge*. (Flash increases all sight-based difficulties by the Effect Value, minimum of +1, for a number of rounds equal to the die code in the power if the power's duration is Semi-permanent, or as long as the power is activated or the hero is concentrating on using it.) In order to cause blindness for a specific number of rounds, it should be treated as a called shot. The Narrator can opt to increase the difficulty to extend the number of rounds.

Likewise, the hero can generate a dazzling light storm. Use semi-solid light to pick things up. Trap targets in bonds of semi-solid light. See the aspect chart for more information about lifting, as well as making storms and bonds.

Produce protective barriers and hard-light holograms (essentially, Light Manipulation constructs). See the "Creating Manipulation Constructs" section for more details.

Duplication is a specific manifestation of Light Manipulation constructs, which can also be a specialization. The hero can make multiple copies of himself appear. These can be used as decoys to confuse a foe, hide the hero's true location, or perform a variety of actions from pranks to errands. Because these reflect the hero's self image, they may vary somewhat from the reality. Generally, all duplicates created at a given time have the same appearance and with the same actions. Duplicates that differ from each other require separate attempts.



PLANT MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero can act on any type of vegetation.

Die Code: Sample Effect

1D: Walk through plants without tripping or leaving tracks. Recognize edible and poisonous plants; the difficulty is 1 against *scholar*, with high Effect Values indicating that the hero understands more details about the plant in question.

3D: Fire a spray of thorns, which does the die code in damage. Fling razor-sharp leaves, which do two times the die code in damage. Cast sharp twigs or small sticks, which do three times the die code in damage. Wrap body part in plant matter, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Make nonsentient plants (such as bushes or vines) hinder passage, trip victims, or hide items. Cause a nonsentient plant to wither more quickly. Withering plants die at a rate of 1 day per die code, +1 to the base difficulty of 2 for each additional day. Create barriers from existing material; see the "Creating Manipulation Constructs" section for more details.

7D: Make plant material spontaneously appear. For a base difficulty of zero, the material is a random combination of native, nontoxic plants; with a minimum increase of +1 to the difficulty, the character can pick the type of plant. The more toxic and/or more exotic to the locale, the greater the difficulty should be.

The hero can also make nonsentient plants, including seeds, mature more quickly. Maturing plants grow at a rate equal to a number of inches or feet (as appropriate for the plant) equal to the die code of the power, +1 to the base difficulty of 2 for each additional inch or foot. Plants can become larger than normal.

9D: Travel on a wave of nontoxic, nonsentient plants. The actual composition of the wave varies by location. Choosing the type of plant means the character must first spend one action creating the wave. The base difficulty is 1, modified depending on how exotic to the locale the desired plant is.

11D: Cause nonsentient plants to entangle victims. Grow plants with specific functions (such as edible fruit, large leaves, vines, etc.). Create Manipulation constructs from plants or trap targets in plants. See the "Creating Manipulation Constructs" section for more details about Manipulation constructs, and the aspect chart for more information about traps.



13D: Sheathe himself in nontoxic, nonsentient plants.

15D: Transform into a plant elemental. The hero receives an Armor Value equal to three times the die code in the power against most attacks. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

WATER MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Description: The hero influence water in its liquid form.

Die Code: Sample Effect

1D: Breathe underwater. Understand currents; the difficulty is 1 against *scholar*, with high Effect Values revealing additional details about the current in question.

3D: Send out a rain of water, which does die code in damage. Shoot a blast of water, which does three times the die code in damage. Encase body part in water, which adds a value equal to two times the die code of the power to the Base Damage Value rolled for the attack.

5D: Shift an existing pool or portion of a body of water. Create barriers from existing material; see the "Creating Manipulation Constructs" section for more details.

7D: Make pools of water appear, or increase the amount of water in an area.

9D: Surf on a wave of water.

11D: Create Manipulation constructs from water or trap targets in water. See the "Creating Manipulation Constructs" section for more details about Manipulation constructs, and the aspect chart for more information about traps.

13D: Sheathe himself in water.

15D: Transform into a water elemental. The hero gains no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against water-based attacks.

FORCE MANIPULATION

This subclass of Manipulation powers deals with the raw forces of nature.

ELECTRICITY MANIPULATION

Base Cost: 20

Specialization Base Cost: 6

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: know-how (*Electricity Manipulation*); see also aspects chart

Specializations: specific aspect

Description: The hero has a special affinity for electricity. She cannot directly influence magnetic fields produced by electrical systems. Unless otherwise stated or implied,



DEPARTMENT OF EXTRANORMAL OPERATIONS



MEMO



Subject: Electricity Manipulation

Agent: Observation Team Epsilon

Excerpt from Field Report: "To date, the entity called Strange Visitor (see file: Superman 'Blue') has exhibited electromagnetic powers identical to those displayed by Superman while transformed into an energy being. Little else is known at this time. Surveillance continues."

the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Electricity Manipulation Aspects

Die Code: Control of Power

1D: The hero is immune to electrical shocks. The hero can sense strong electrical fields (nervous systems are not strong enough to be detected). He relies on *surveillance* or *search* to gather information or to locate a target. (Use the difficulties on pages 216 and 218 to determine success.) The range for sensing is the normal area of effect for a Manipulation power. The duration of this aspect is Permanent.

3D: The hero can shoot a bolt of or sheath a body part in electricity. The hero must use the *brawling*, *martial arts*, or *marksmanship* skill to attack, as appropriate. The projection is no more than the width of the user (maximum) and is aimed at one target.

She can also create controlled electrical discharges that disrupt electrical systems. If the hero doesn't want to destroy the machine or seriously harm a creature, she can create a field of static electricity. The difficulty is +2 to the *marksmanship* to hit the system at a distance, or a Moderate *know-how* (*Electricity Manipulation*) roll if the hero is touching the machine or creature. The field interrupts the proper flow of electricity to machines, causing them to short. (One machine is affected for every 3D in the power; +1 to the difficulty for each additional machine.) To living creatures, the static electricity field does an amount of damage equal to the die code of the power, plus the Effect Value of the skill roll. For exceptional rolls or at higher die codes in the power, the Narrator may allow the hero to have more control over the results, such as increasing the number of machines affected or causing shock in living creatures.

6D: The hero can manipulate the flow of electricity in her general area (within normal range for this power).

There are a number of applications of this aspect: The hero can recharge or act as a power source for electrical devices; the difficulty for this is 2, increased depending on the delicacy of the device. The hero can cause brownouts, which remove power from the system and cause it to stop functioning. This doesn't harm the system, and the normal flow of power resumes (assuming the machine is turned on) once the effect has been removed. The difficulty is 2 for one device; +1 for each additional device. The hero can also now create static electricity fields (as described in the 3D aspect) at a difficulty of +1 to the *marksmanship* difficulty,

or an Easy *know-how* (*Electricity Manipulation*) roll. She can reverse the flow of electricity. While this is generally a Very Easy difficulty for the hero, the Narrator may decide that circumstances (such as a large or sudden surge of electricity) warrant a higher difficulty.

9D: The hero can use electricity as a means of transportation as long as there are wires, machines, or another electrical conductor for her to flow into. She uses *piloting* (*self*) for maneuvers. Her traveling Speed is limited to the speed that the electricity flows through the wires or other devices.

Alternatively, the hero can ride a bolt of electricity. The hero must be near a large enough power source to generate the bolt. The hero can travel for a number of hours equal to the die code of the power. She uses *piloting* (*self*) for maneuvers. There is no maximum altitude for this power. However, she needs protection and a breathing apparatus if she tries to go higher than 30,000 feet for any length of time.

Her transportation default ("gliding") Speed equals her walking Speed. There is no difficulty to move at this Speed. When she increases her transportation Speed (using the *flying* skill), it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation (or its supermobility specialization).

In neither case does the electricity used for travel do damage to or otherwise affect the surrounding area or machines she uses.

12D: The hero can use her power to travel without conductors. Essentially, she becomes a streak of lightning that leaps from one location to another. The jumping does not harm equipment, and the distance between electrical systems must be one mile times the die code in the power or less, as well as in sight and in a straight line. She uses *piloting* (*self*) for maneuvers, but her traveling Speed now equals the speed of light, and she cannot alter this rate.

The hero may also manipulate electricity to form various semisolid constructs. See the "Creation & Movement Modifiers" sidebar and "Creating Manipulation Constructs" section and the 11D aspect of Elemental Manipulation for some possible applications of this aspect. Other than a bright and crackling glow, these constructs do no harm to their surroundings if they have not been designed to do so.

15D: The hero can call down a lightning bolt from the sky (weather permitting) or focus nearby electricity into a bolt. The lightning bolt does five times the die code in power in damage to whatever it strikes, unless the target is properly insulated. She can also sheath herself in electricity, giving her an Armor Value equal to three times the die code in the power. This armor only protects against physical attacks and mental attacks with a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

18D: The hero can travel anywhere using a bolt of electricity, without being restricted by the location of electrical systems.

Sample Enhancements & Limitations: If the electrical constructs made at 12D (or with the relevant specialization) aren't solid, this is a -1D Side Effect. Another -1D



Side Effect is that of glowing when using the power. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power.

GRAVITY MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: know-how (*Gravity Manipulation*)

Specializations: specific aspect

Description: The hero can control gravity. He can make objects weigh more or less, although the amount of material in them stays the same. He can also cause an object to float, though not move (unless pushed), by lessening the planet's gravitational pull on it.

To determine how much an item weighs in the new gravitational pull, multiply the weight by the number of *g* affecting the item. For example, a man weighing 200 pounds in 1 *g* weighs 400 pounds in a 2-*g* field and nothing in a zero-*g* environment.

Characters accustomed to 1-*g* environments react differently when gravity changes. In environments with gravities less than 1 *g*, all *Reflexes* and *Coordination* difficulties are increased by +1 and *Physique* difficulties (except *resistance* actions) are lowered by -1. The distance characters can throw objects increases by a number of feet equal to one divided by the number of *g*'s. Thus, an object in a 0.01-*g* environment can travel an additional 100 feet or until it leaves the field or is stopped by something. This also means that objects in zero-*g* fields can travel forever in a straight line, unless they exit the field or something stops them. In environments with gravities greater than 1 *g*, all *Reflexes*, *Coordination*, and *Physique* (except *resistance*) difficulties increase by a factor equal to the number of *g*'s, rounded down. Thus, in a 1.25-*g* field, the difficulty modifier is +1, while in 2.5 *g*, the difficulty modifier is +2.

For those with the Jump power, the distance increased is in yards. For those with Flight, the distance increased is multiplied by 1,000 feet. However, in this instance, the additional distance only lasts as long as the individual remains in the modified gravity field.

In environments with gravities greater than 1 *g*, all *Reflexes*, *Coordination*, and *Physique* (except *resistance*) difficulties increase by a factor equal to the number of *g*, rounded down. Thus, in a 1.25-*g* field, the difficulty modifier is +1, while in 2.5 *g*, the difficulty modifier is +2. The distance objects can be thrown is reduced as well. The number of successes used to determine distance is reduced by the number of *g*, rounded down. The distance is then figured as normal. If the adjusted total is zero or less, then the object is dropped in front of the character. (As a general rule, unless an object already has a range listing, its ranges are [x 5 feet]: PHYS-2/PHYS-1/PHYS, where PHYS refers to a *Physique* or *lifting* roll. The Narrator should adjust this depending on the aerodynamics, size, and weight of the object. Naturally, the character can't throw anything he can't lift.)

Characters who become exceptionally heavy may have difficulty keeping upright. In gravities of 2 *g* or higher, the character must make a *lifting* roll against his new weight (see the "*Lifting Difficulties & Modifiers*" chart in the Physical powers chapter of this book for difficulties). However, if the character could automatically lift his new weight (due to a *Physique* rating higher than 5D), no roll is required. This counts as an action, but he does not include the gravity modifier in this instance only. For example, if the character fails the roll, on subsequent rounds, he takes damage equal to the current *g*, rounded up. If the current *g* is 3.25 *g*, then he takes 4 points of damage until the gravity is lowered to 1 *g* or less. Optionally, the character may choose not to resist the increased gravity and fall to the ground. In this case, the character is allowed a *lifting* roll against the gravity environment modifier.

Objects in gravities higher than 2 *g* may collapse under the increased weight; they take damage equal to the current *g*, rounded up.

Zero-*g* fields generally have no effect on objects, except to make them easier to move (because they no longer have a weight). An object in a zero-*g* field floats when moved.

When creating an area with a negative *g* rating, objects fall up. Unless the hero can extend his power beyond the pull of Earth's gravity, however, objects in the area will not be launched into space. They stop at the edge of the hero's upper volume limit, suspended between two gravitational fields. If an object "falls" on to a hard surface above it, however, it takes damage as per the falling rules listed in the next paragraph.

Falling damage is determined differently when the gravity varies from 1 *g*. Multiply the amount of damage the character would have taken by the number of *g*, rounding up. For example, a character falling 30 feet would take 6D of damage in a 1-*g* environment. If that environment is increased to 1.75 *g*, then he takes 11D of damage; while in

Weight Chart

This chart offers some examples of what various items weigh at 1 *g* (standard Earth gravity). You can use it as a baseline with Gravity Manipulation and for determining *lifting* difficulties.

Item	Weight in 1 <i>g</i>
Stop sign	60 pounds
1 cubic foot of water (about 7.5 gallons)	62.425 pounds
Human child (average)	80 pounds
Mailbox	100 pounds
Human adult female (average)	140 pounds
Human adult male (average)	170 pounds
Streetlight	300 pounds
Car	3,000 pounds (1.5 tons)
Van	4,000 pounds (2 tons)
Pickup truck	5,000 pounds (2.5 tons)
Small plane	12,000 pounds (6 tons)
City bus	42,000 pounds (21 tons)
M1A1 Abrams tank	135,000 pounds (67.5 tons)
Commercial jet	700,000 pounds (350 tons)
Ticonderoga-class destroyer	18,932,000 pounds (9,466 tons)
Ocean cruise ship	140,000,000 pounds (70,000 tons)
Empire State Building	730,000,000 pounds (365,000 tons)



0.25 g, he takes 2D of damage. This also means that a character can't fall in zero g; rather, the character is injured from being pushed into objects (damage is determined normally, except that the Effect Value is not included in the Damage Total).

Gravity can affect how much damage a dropped or thrown object will do. Multiply the amount of damage that the object does by the number of g, just like damage is determined when falling. In zero g, figure the damage normally, but do not add the Effect Value to the Damage Total.

The base rate of gravity change is 0.25 g per die code in the power. Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount. Unless the Narrator deems that circumstances otherwise, everything within the area is affected by the power. The base difficulty to cause any effect is 1, increased by +1 for each additional 1 g. It takes one action to increase or decrease gravity.

Gravity Manipulation Aspects

Die Code: Control of Power

1D: The hero can control the effects of gravity on himself or others (the player must choose one). He instinctively knows how to move under various gravities, so takes no *Reflexes* or *Coordination* penalties under low gravity. If the hero affects others, he can also selectively control gravity to generate a beam of force that does three times the die code in damage to the target. The projection is no more than the width of the user (maximum) and is aimed at one target. The hero uses *marksmanship* to aim the beam, at +1 to the difficulty.

3D: The hero can survive in high-gravity environments. While he still takes the high-gravity modifiers, he doesn't worry about becoming too heavy to move. (Of course, if the hero can effect himself, he can act to negate the high gravity.)

5D: The hero can control the effects of gravity on himself and others.

8D: The hero can create localized gravity fields that pull in any direction, allowing the hero to levitate objects and move them at will. The hero is not limited by the mass of any object within range, but the sum total of the objects so affected must fit within his volume limits.

The hero can also fly by adjusting the gravity fields around him. The hero can stay aloft for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers. There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time.

His transportation default ("gliding") Speed equals his walking Speed. There is no difficulty to move at this Speed. When he increases his transportation Speed (using the *fly* skill), it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

10D: The hero is attuned to gravitational fields within the normal range of this power. He can sense changes in

them. The duration of this aspect is Permanent. Use the *surveillance* skill and the difficulties on page 218 to determine success.

15D: Create a protection field that defends against physical or energy attacks with an Armor Value of three times the die code. It protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).



MEMO



Subject: Gravity Manipulation

Excerpt from Silver Age 80-Page Giant file, report #1: "We didn't have time to find Kryptonite, Superman...but a gravity field tripled that of Krypton's will squeeze the life out of you just the same!"

Notes: Remark by Felix Faust, as a member of the short-lived Injustice League of America. Investigation as to why he didn't simply use his magic continues.

Sample Enhancements & Limitations: A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power.

MAGNETIC MANIPULATION

Base Cost: 20

Specialization Base Cost: 6

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how (Magnetic Manipulation)*; see aspects chart

Specializations: specific aspect

Description: The hero can control magnetic forces. However, he cannot directly command electricity that might be produced from certain applications of magnetism. Nor can he act on electricity in mechanic systems that produce magnetic fields. Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Magnetic Manipulation Aspects

Die Code: Control of Power

1D: The hero can move objects that are susceptible to magnetic forces. Use the "*Lifting Difficulties & Modifiers*" chart in the Physical powers chapter of this book to determine the difficulty. The player must meet or beat this number with a roll of his Magnetic Manipulation power. (Use the die code of the power to determine which column to use.)

3D: The hero can bend or twist material affected by magnetism. Roll this power versus the Defense Value of the material to see if the item reshapes. The Narrator may also call for a *know-how (Magnetic Manipulation)* roll to find out if the item bends into the desired shape.

6D: The hero can fly by using his power. The hero can stay aloft for a number of hours equal to the die code of the power. He uses *piloting (self)* for maneuvers. There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time.

His transportation default ("gliding") Speed equals his walking Speed. There is no difficulty to move at this Speed. When he increases his transportation Speed (using the *fly-ing* skill), it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

9D: The hero can significantly alter the shapes of objects or combine them into new forms (take metal filings and make them into a pair of handcuffs). As with simple manipulations, the player must make two rolls. One roll is with the power against the Defense Value of the materials to see if the hero can affect the shapes. The other roll is with *know-how (Magnetic Manipulation)* to determine if the final form is what the hero expects. If the first roll fails, the hero cannot attempt the second roll.

12D: The hero can shape magnetic forces. See the "Creation & Movement Modifiers" sidebar and "Creating Manipulation Constructs" section and the 11D aspect of Elemental Manipulation for some possible applications of this aspect. Other suggestions include:

X Create bonds of pure magnetism. The difficulty equals the target's Defense Total plus +1. The attacker uses *marks-manship* to create the bonds and hit the target. To break free, the target must make a *Physique* or *lifting* roll against the number of successes (generated with this power) used to create the bonds. Attempts to get free count as actions.

X Manipulate ferrous material into useful shapes. Use the information about pseudo-constructs under the "Creating Manipulation Constructs" section for guidelines on creating these.

X Mold a bubble of protection with an Armor Value equal to three times the die code of the power. This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

X Make a cushion of magnetic force under objects—even those not ordinarily affected by magnetic forces—and move them at a Speed equal to two times the die code in feet. The bubble starts at a volume of about 1 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). If he chooses, the hero can increase the size at a rate of 1 percent of the base amount per round that the hero concentrates on maintaining the column, up to the maximum the hero can affect. The bubble has a *lifting* score equal to the die code. The difficulty to create the column is a *marks-manship* roll at +2 to the difficulty (though for very large objects or a close grouping of several targets, the Narrator should further increase the difficulty). Subsequent rolls to continue lifting anything are rolls of the material's *lifting* score. Use the appropriate column (based on the die code

of the power) of the "*Lifting* Difficulties & Modifiers" chart in the Physical powers chapter in this book.

X Swap the poles of a magnetized material. While this is generally a Very Easy difficulty for the hero, the Narrator may decide that circumstances dictate a higher difficulty.

15D: The hero can focus the force of magnetism. He can send a beam of magnetic force at a target no more than the die code in feet away. The beam has a Base Damage Value equal to three times the die code of the power. The projection is no more than the width of the user (maximum) and is aimed at one target. The target may be of any material. Alternatively, he can send a pulse with a maximum radius of 100 times the die code in miles. This pulse does 10 times the die code in damage to any electrically powered device if it is in operation; otherwise, it has no effect. (The hero must choose the effect before sending out the pulse or it has the first effect.)



MEMO



Agent: Observation Team Gamma

Observer Notes: "Agents? Operatives? Toys. All of you. I am Doctor Polaris, and all of your wonders use powers over which I have absolute mastery. Yield to me and I may yet spare your lives."

Notes: Remark by Doctor Polaris after disabling the team.

Sample Enhancements & Limitations: One specific form of Mastery of magnetism allows the hero to accelerate metal objects to high velocity, doing three times the die code in damage. This doesn't have to be traumatic damage. Another specific form of Mastery permits the hero to create bubbles of magnetism with a *lifting* score equal to two times the die code in the power. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power. The -4D Side Effect of mental corruption is common but not universal. Perhaps magnetic fields adversely affect the nervous systems of some magnetic manipulators.

SONIC MANIPULATION

Base Cost: 20

Specialization Base Cost: 6

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: *know-how (Sonic Manipulation)*; see aspects chart

Specializations: specific aspect, specific sounds

Description: The hero can exploit the characteristics of sound, including those sounds that are ultrasonic and subsonic to human ears.

Sonic Manipulation Aspects

Die Code: Control of Power

1D: The hero can project a deafening beam of sound. The Base Damage Value of the beam is three times the die code



of the power. The target is rendered deaf for a number of rounds equal to the die code of the power (-1 to initiative, and +4 to any sound-based skill difficulties, such as *surveillance* rolls). The hero uses the *marksmanship* skill to aim the beam. The projection is no more than the width of the user (maximum) and is aimed at one target.

The hero can also hear ultrasonic and subsonic sounds. He can deduce the source and type of a sound. The difficulty is 1 against *scholar*, with high Effect Values offering more details about the sound in question. Ambient noise may distract the hero and increase the difficulty.

3D: The hero can harm objects by using sonic vibrations, such as with a scream, whistle, boom, blast, or whine. The hero rolls the power versus the Defense Value of the object. If he succeeds, the object takes up to three times the die code of the power in damage. If it is reduced to zero Body Points, it crumbles, explodes, or shatters, whichever is most appropriate for the material.

The hero can also amplify or deaden sounds. The difficulty is 2 to increase or decrease a sound by 10 decibels, and +1 for each additional 10 decibels thereafter. Normal speaking is about 30 decibels, rush hour traffic is about 70 decibels, and 140 decibels will render a human deaf, possibly permanently.

5D: The hero can disrupt the equilibrium of a being by manipulating her inner ear. The hero rolls his power versus the *Physique* of the target. If the hero succeeds at this roll, the target falls down (and takes falling damage if high enough). Furthermore, he gains a defense against deafening and sound-based attacks. He reduces difficulty modifiers received from these by one-half the die code in the power (rounded up).

9D: The hero can mimic sounds he has heard. He uses *know-how* (*Sonic Manipulation*) or *artist* to create the sound. The difficulty for a listener to detect the falsity of the sound equals the success total used to generate it. The Narrator should increase or decrease the success total depending on the complexity of the sound and the listener's familiarity with it.

12D: The hero can use finely tuned sonic vibrations for specific effects (shaking a can of soda pop out of a machine, vibrating open a lock, cleaning off an object). The player rolls *know-how* (*Sonic Manipulation*) against a difficulty based on the complexity of the action and set by the Narrator.

The hero can also focus sound to create constructs, including barriers. See the "Creating Manipulation Constructs" section for some possible applications of this aspect. Other than a faint buzzing noise, these constructs do no harm to their surroundings if they have not been designed to do so.

15D: The hero can create tremors and earthquakes through intense sonic vibrations. The hero can cause an earthquake of up to his die code of the power minus 10 on the Richter scale. For example, a hero with 15D in Sonic Manipulation could cause an earthquake of 5.0 on the Richter scale.

18D: The hero can transform himself into a pure sound. He can survive as sound indefinitely without the need to breathe (though he needs to get other nutrients). The hero gains no Armor Value, but attacks with physical compo-

nents do no damage to him (although mental attacks that affect the mind, as well as energy attacks, are harmful). Furthermore, the hero gains an Armor Value equal to three times the die code in the power against sound-based and sonic attacks.

The elemental form is humanoid in shape, but he can change his shape (the base difficulty is 2, modified by the Narrator based on the complexity of the desired shape). He also ignores all wound level modifiers and massive damage modifiers (if using these combat options).

If the hero is reduced to zero Body Points in this form, the hero falls unconscious and reverts to his normal physical form—with 1 percent of his original Body Points (rounded up). However, he remains unconscious until he receives medical aid or gains back Body Points by resting.

Sample Enhancements & Limitations: General Mastery allows a hero to create any sound he can imagine at a die code of 9D or greater. He may also add his die code to any sound-related *artist* rolls and gains a +3 bonus to sound mimicry.



MEMO



Subject: Sonic Manipulation

Excerpt from the files of the C.B.I.: "Subject Black Canary pitched her 'Canary Cry' to a point where the alien battle form shattered."

Notes: Alien battle form is now known to be the glass Appelaxian. The C.B.I. was predecessor to the D.E.O.

SPEED MANIPULATION

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent, except where noted in the description

Range: normal for adding/removing Speed Force only; not applicable otherwise

Base Damage Value: see aspects chart

Managing Skill: *know-how* (*Speed Manipulation*), *flying*, *running*, *swimming*, *willpower*

Specializations: specific aspect, specific actions involving speed or the Speed Force

Description: The hero has an influence over speed. This is most commonly manifested in the ability to move and perform actions at superspeeds. The source of this power may be external (for humans, who tap into the Speed Force) or internal (for some non-humans).

When the hero reaches 5D, 10D, or 15D in the power (after hero creation), he feels a calling from the Speed Force. (Although, he doesn't necessarily recognize it as such; the call also represents the urge of speedsters to go faster.) He must make a *willpower* roll as stated in the "Speed Manipulation Aspects" chart or succumb to its call. (Naturally, the player can use Character Points to improve the *willpower* roll.) If the hero fails the *willpower* roll, he must use his Speed Manipulation and all of his Character Points in an attempt to attain the speed of light. (This is 186,283 miles



per second, which means 45 or more successes for 5D in the power, 35 or more for 10D, 25 or more for 15D, 15 or more for 20D.) If this attempt fails, the hero doesn't hear another calling by the Speed Force until the next peak.

Furthermore, every time the hero attains the speed of light, he must make a successful Heroic *willpower* roll. If he fails, one of two affects occurs. The Speed Force absorbs the speedster (and the character is no longer playable). Alternatively, the speedster is bounced into the future to a time determined by the Narrator (as has happened to Max Mercury on a couple of occasions). If the roll is a success, the hero may operate at that speed or faster with no ill effects until the hero drops below the speed of light. Once below the speed of light again, the hero doesn't make the roll until the next time he reaches or breaks that barrier.

The number of actions listed in each die code level is not cumulative, and a hero cannot specialize in a number of actions (only in superactions, which progress at the same rate as the full power).

The die code of the power is added to the active or Passive Defense Value of the hero when he's moving; thus the power provides some extra protection. (Note that this means that the hero must devote at least one action to moving rapidly in order to gain this protection.) The extra protection may be the result not being there when the attack comes, or vibrating so fast that the hero essentially becomes intangible (though not invisible).

If the character was moving rapidly in the previous round, the hero may add the die code of the power to the hero's initiative roll for the next round.

Running and *flying* difficulties are based on the "Speed Manipulation" chart in this chapter, instead of being figured in the usual way. Speed Manipulation can also be used with *swimming*, but the resulting movement rate is half of what is listed in the chart. The die code in Speed Manipulation determines which column the character rolls on. To slow down requires a minimum of one action, possibly more depending on the circumstances. (Note that the hero can specialize in supermobility, allowing the hero to run, fly, or swim as described here for the full power.)

The speed of sound is about 1,088 feet per second (5,440 feet per round). However, although many speedsters regularly attain or surpass this speed, they rarely generate sonic booms.

As with all other Manipulation powers, this power may not have the Self-Only or Others-Only Limitations.

Speed Manipulation Aspects

Die Code: Control of Power

1D: The hero gains the Invulnerability power with a specialization in heat-generating and friction sources. (See the Invulnerability description for details on this power.) This aspect has the same die code as his Speed Manipulation power. The Invulnerability (heat) works only when he is moving. If the hero has the full Invulnerability power, that power substitutes for this part of the aspect. This Invulnerability, whether from Speed Manipulation or from the power, extends around anything the hero is carrying when he moves at hyperspeed.

The hero can perform an additional action per die code in the power each round. The hero may add one-half of his

die code, rounded down, in automatic successes to his attack rolls.

3D: The hero can perform up to twice the die code in actions each round.

5D: The Speed Force calls the hero. He must make a successful Difficult *willpower* roll or succumb to its call as detailed in the description.

6D: The hero has some control over his molecules.

9D: The hero can perform up to five times the die code in actions each round. For example, at 9D, the hero may perform up to 45 actions in each round.

10D: The Speed Force calls the hero. He must make a successful Very Difficult *willpower* roll or succumb to its call as outlined in the description.

12D: The hero develops a signature stunt. He can perform this stunt with an automatic number of successes equal to one-third of the die code in the power, rounded down. The player selects one from the Speed Manipulation sample effects section, or designs his own, with the Narrator's approval.



Department of Extranormal Operations

SPECIAL REPORT:

TAPPING INTO THE SPEED FORCE

Some players don't want their heroes to use the Speed Force. By taking specializations, the hero has some other means of moving quickly. Superman, Captain Marvel, Wonder Woman, and the Martian Manhunter all have specializations of Speed Manipulation, and by taking only specializations, the hero can avoid the risk of being absorbed by the Speed Force. After all, Superman and the Martian Manhunter both gain their powers from their alien metabolisms, and the World's Mightiest Mortal is granted the speed of Mercury by his magical thunderbolt.

It is also possible to design a full-fledged speedster without using the Speed Force, but this is a little trickier. Taking Speed Manipulation with the Linked Powers Limitation means that another power, rather than the Speed Force, gives the hero superspeed. Forces like electricity, light, or control over time, as with Temporal Manipulation, are logical alternate sources for a speedster. Furthermore, Speed Manipulation with an alternative power source should have the Limited Abilities (no vibrating through solid objects; no Speed Force control) for a total value of -4D.

However, if a hero simply does not want to be *aware* of the Speed Force, that is a simple matter. After all, the first two Flashes (both geniuses in their own right) never solved the true mystery behind their powers. If the *willpower* roll to determine whether the hero is "called" by the Speed Force is successful, the player can simply choose to say that the hero doesn't understand what just happened.

Example: A player running Impulse wants to buy his Speed Manipulation to 10D. Max watches Bart closely as the young hero approaches the Speed Force threshold. Impulse is eating a few pounds of rocky road when the Speed Force call hits, and the player (spending some Character Points) makes the roll. Bart doesn't understand what just took place and complains about an ice cream headache while Max chuckles and shakes his head.

Ultimately, the Speed Force is a facet of the DC Universe meant to be a source of wonder, not trouble. How important it is to the power is ultimately up to the Narrator and players.



15D: The hero can perform up to 8 times the die code in actions each round. Using his *know-how* (*Speed Manipulation*), the hero can manipulate speed for a variety of effects. Use the 5D aspect of Kinetic Energy Manipulation power for inspiration; the hero can use that aspect with the same restrictions. Some common examples: He can accelerate an object by giving it some of the Speed Force, and decelerate it by taking some of the Speed Force away. He can only do this to movement he can see at the normal range for a power. He can cover himself in a suit formed of solidified Speed Force (which has an Armor Value of the die code). This armor protects against mental attacks only if they have a physical component, such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis. However, at this level, if he vibrates through solid objects, he does the die code in damage to that object (regardless of his intent to harm it).

The Speed Force calls the hero. He must make a successful Heroic *willpower* roll or succumb to its call as presented in the description.

18D: The hero can perform up to 10 times the die code in actions each round. The hero also gains another signature stunt (as described in the 12D aspect of this power).

Beyond 18D: For every three additional dice in this power, the hero adds two to the actions multiplier and acquires one additional signature stunt. For every five additional dice, the hero must succeed at a Heroic *willpower* roll or succumb to the Speed Force's call as presented in the description. (Do not use the guidelines described in "Beyond the Max" earlier in this chapter for this power.)

Sample Enhancements & Limitations: Catalyst is a specialization that is not part of the full power. It is essentially the ability to impart the Speed Force at the molecular level only; the hero cannot affect movement that he can see. He can cause substances to become warmer or cooler, increase or decrease the rate of chemical reactions, and make normally impossible reactions occur. The difficulty depends on what he wants to do; the hero rolls his *engineering* (*chemistry*) skill to see if he knows enough to cause the desired outcome. Any chemical alterations he makes in plants or nonliving objects are permanent, while nonplant living matter can resist the changes with an opposed *willpower* roll. The area of effect equals 5 cubic feet per die code, instead of the normal Manipulation areas of effect.

One specific type of Mastery allows the hero to vibrate through solid objects without damage at 15D and above. Another specific type of Mastery prevents the call of the Speed Force when exceeding the speed of light, but not when reaching a new Speed Force "plateau" as described in the 5D, 10D, and 15D die codes. Even so, the speedster needs to be careful of surpassing the speed of light, as this may have unexpected consequences, even if he thinks he has control over it. Heroes with general Mastery have total control over their molecules and add a +4 automatic success bonus to all Speed Manipulation stunts.

Those who specialize in Speed Manipulation generally don't hear the call of the Speed Force. However, some limited speedsters are. This is a -6D Vulnerability, increased by -1D for every +1 to the *willpower* difficulty to resist the call. The difficulty starts at 4 and has a maximum of 7 (so the Vulner-

ability has a maximum value of -9D). The hero makes this roll at every 5D plateau in the specialization, as well as whenever the hero attempts to push his power beyond its maximum (by using Character Points, Hero Points, or Villain Points). The difficulty to resist the call does not increase.

SPEED MANIPULATION

SAMPLE EFFECTS

Characters using Speed Manipulation (or relevant specializations thereof) can manipulate speed to produce a variety of effects that often mimic the Air Manipulation power. These are some of the more popular stunts of speedsters, but they are certainly not the limit to the speedsters' creative application of the Speed Force.

Understand that, while all speedsters can perform any of these tricks, not all characters will remember or realize they can do them.

The difficulties of all of these suggestions are geared toward characters of 11D or greater. Those with Speed Manipulation of 5D or less need to increase the difficulty by +10, while those with Speed Manipulation powers of 6D to 10D have an additional difficulty modifier of +4.

X Catch small items (such as bullets) out of the air, if the hero is already moving at hyperspeeds. This adds +3 to catch difficulties.

X Run on water, which adds +4 to *running* rolls. The hero may only run, carry items, listen, speak, or similar actions in the round he attempts this.

X Run on walls and other solid surfaces, which adds +2 to *running* rolls. The hero may only run, carry items, listen, speak, or similar actions in the round he attempts this.

X Charge targets. Use the charging attack option on pages 190-192 as basic guidelines, with a few adjustments. The hero receives the +1 bonus to the damage for every action the hero spends running at twice his normal Speed (unenhanced by Speed Manipulation), up to a maximum bonus equal to the die code in his Speed Manipulation (or *Physique*, but not *lifting* or *running*). Upon reaching his target, he makes a *brawling*, *martial arts*, or *melee weapons* roll to determine the success of the attack. Other guidelines remain the same. If the hero only wants to grab and carry the target, he need not worry about his speed. Instead of the charging attack option, the hero uses his speed to get close to the target and then uses the grab option to catch the victim (see page 192 of the rulebook for more details).

X Vibrate or run faster than the eye can track, so that the hero effectively becomes invisible. This adds +5 to *running* rolls. Vibrating in a single location has a difficulty of 5. The hero may only run, carry items, listen, speak, or similar actions in the round he attempts this.

X Vibrate through solid objects. The difficulty is the Defense Value of the material (or the Defense Value plus Armor Value, depending on the strength of the material) through which the hero wishes to vibrate. The hero adds +6 to the difficulty if he is also attempting to slow down his



molecules or bring his molecules together after dispersion. The player rolls the die code of the power to determine the success.

X Spin arms or fingers exceptionally fast and generate a blast of wind. A *marksmanship* roll is needed to hit the target. This blast can blow over a target (causing the target to lose up to one-half of the power's die code, rounded up, in turns trying to get up) or send the target backwards a distance equal to 10 times the Effect Value. To send a target backward increases the difficulty by +1. The hero must devote all actions to this stunt.

X Vibrate a body part to produce a more potent close combat attack. This adds a value equal to the die code of the power to the unarmed Base Damage Value. The hero must devote all actions to this stunt.

X Stomp feet or pat hands on the ground to create tremors. The struck material must have a Defense Value of 3 or higher. The creator of the tremors must have 1D more than the material's Defense Value in Speed Manipulation. The hero strikes the ground with his *brawling* or *martial arts*. Because the hero must focus his power, the material's De-

fense Value does not receive any penalties for its size or stationary position. If he meets or beats the Defense Total, he sends out a tremor that knocks down the target and anything else not firmly attached to the ground or another object that is attached.

The tremor affects a corridor that starts at the hero and has a width of five feet on either side of the attacker. The corridor extends for up to five times the die code in Speed Manipulation in feet.

X Create a cushion of wind by twirling arms or fingers rapidly that can lift up a target. The column starts at a volume of about 5 percent of the base amount that the hero can affect with his power (see the "Area of Effect" chart at the beginning of this chapter). If he chooses, the hero can increase the size at a rate of 1 percent of the base amount per round that the hero concentrates on keeping the column, up to the maximum the hero can affect.

The difficulty to create the cushion is a *marksmanship* roll at +4 to the difficulty (though for very large objects, the Narrator should further increase the difficulty). The hero must devote all actions to this stunt.



Department of Extranormal Operations

SPECIAL REPORT: MULTIPLE ATTACKS

Although players need to roll all actions to represent accurately the way combat appears in comics, this gets tedious quickly. There are some alternatives. As this option is not appropriate for all situations, the Narrator should feel free to pick the one or ones most suitable for the scene at hand.

For all actions, only count the first critical success when multiplying, though add any additional successes received from rerolling the Wild Die. In all cases, the comparative Base Damage Value is the unmodified Base Damage Value plus the *Physique/lifting* bonus, not the value figured out after accounting for multiple attacks. Be sure to multiply Armor Value by the number of attacks, too, to get the correct Armor total. Unless it furthers the game, Armor Value protects against each attack, not just the total attack. For story purposes, the Narrator may say that a sufficient number of Character Points or an addition of a Hero or Villain Point breaks through the Armor Value, allowing a much greater percentage of the attack damage to reach the target. The exact amount depends on the circumstances.

Use the *martial arts* skill like the *brawling* skill when attacking one target. Roll one time. Multiply the number of attacks by the Effect Value of the roll. Roll a Wild Die, add the *Physique/lifting* bonus, and multiply the result by the number of attacks to determine the Base Damage Value. Add these together and add or subtract any other modifiers to get the Damage Total.

Should the character want to dodge when using the *martial arts* skill like *brawling*, subtract 1 from the number of attacks used to determine final Effect Value and damage roll and proceed as usual.

If the character spends Character Points, Hero Points, or Villain Points for the roll, the hero still only rolls one die for the attacks. But, she must subtract a number of points equal to the number of attacks made from the appropriate pools. This accounts for the multiplied Effect Value. If the player were actually to roll all of the actions, he or she would have spent those points.

Do multiple attacks with Speed Manipulation when attacking one target. Follow the suggestions for using *martial arts* like *brawl-*

ing, including the way Character, Hero, and Villain Points are spent. Decide how many of the character's actions are devoted to the attacks. At least one of the things the hero must do with her actions is move quickly (though this, of course, does not count as an attack). The number of actions the hero may devote to an attack is unlimited for unarmed or hand-to-hand combat with short weapons, but it is restricted by the limitations of the weapons for other types of attacks.

Perform a flurry of attacks against a single target. The hero may perform a flurry of attacks with *martial arts* or Speed Manipulation. The hero decides on the number of attacks she wants to devote to the flurry. She subtracts one from this number and multiplies her skill value by that total. She adds this flurry modifier to her skill roll. To determine the Base Damage Value, she rolls the Base Damage Value for the skill she's using, adds the *Physique/lifting* bonus, and multiplies it by the number of flurry attack actions. She then adds this total to the Effect Value of attack roll and adds or subtracts any other modifiers to get the Damage Total.

For Speed Manipulation, there are some points to remember: The hero need not devote an action to running, because the character is moving her arms rapidly. The speedster may use *martial arts*, *brawling*, or *melee weapons* (with short weapons only). She may do other actions with a flurry of attacks.

The player need only roll Character, Hero, and Villain Points that were spent on one roll. However, the player subtracts from the relevant totals a number of points equal to those spent on a single roll times the number of attacks being taken.

Split the *martial arts* and Speed Manipulation actions. If more than one character can execute multiple actions in a round, then have each character perform one action. Then the next character does one action and so on, until each character has used up all of his actions. Play skips those who ran out of actions.



X Whip up a violent, swirling air storm or water spout (as appropriate for the conditions) by running in circles. The hero must devote all actions to this stunt. The difficulty to create the storm is a *know-how* (*Speed Manipulation*) roll of 3, increased by the size of the storm. The amount depends on the die code of the power; the initial amount is one-quarter of the amount listed in the "Area of Effect" chart.

To all targets in the storm's area of effect:

- The storm does the die code in damage (except to the target of the storm, if there is one; see below).
- All difficulties (except attacks) increase by the one-half of the die code (rounded down).
- The difficulty of all sight-based attacks increases by one-third of the die code (rounded up).
- All talking is prevented.

For superb rolls, the Narrator may opt to allow the Effect Value to be distributed among one or more of the storm's characteristics.

Alternatively, the character can choose to focus the storm by running in circles around one person or object with *marksmanship* at +3 to the difficulty (though for very large objects, the Narrator should further increase the difficulty). This allows the speedster to lift up the target and hold it in the air or throw it. The hero must devote all actions to this stunt.

If the speedster intends to continue suspending the target, subsequent rolls are rolls of the storm's *lifting* score. (The storm's *lifting* score is two times the die code in the power.) Use the appropriate column (based on the die code of the power) of the "Lifting Difficulties & Modifiers" chart in the Physical powers chapter of this book.

If the speedster decides to throw the target, then, on a successful attack against an animate target, the target makes a *Physique* or *lifting* roll against the Effect Value of the attack. If the target fails this roll or is inanimate, he is hurled in a random direction a number of feet equal to two times the die code. Upon impact, the target takes damage equal to the die code of the power plus the Effect Value of the *marksmanship* roll. The maximum weight the storm can throw is 50 times the die code of the power in pounds.

HANDLING SPEED MANIPULATION

Speedsters provide a unique challenge to Narrators. How can a Narrator deal with a character who can do so much in so little time?

Despite all those possible actions, a hero (or villain) with Speed Manipulation still interacts with a world that is moving, to the character, in slow motion. Not just other people, either, but falling objects, vehicles, even the air itself. That means that when a speedster wants to use stunts like churning air into a whirlwind or creating a vibrational mini earthquake, the hero is required to spend all available actions in a round to do so. In addition, all the actions in the world aren't going to do a speedster any good if another power can prevent those actions from having any value. Even the Flash can't hurt Darkseid through multiple attacks, no matter how long he spent pounding away. Against major

villains, creativity and intelligence count for far more than having hundreds of attacks.

All those actions become a serious threat to game balance when a hero has a significant number of other powers, or one particularly potent power such as a Universe Manipulation power. It is recommended that Narrators not allow characters other than true speedsters to have more than 10D of Speed Manipulation (superactions) ever. Even Superman, Wonder Woman, and Captain Marvel are limited to this level.

Two main types of problematic situations occur in adventures: combat and noncombat. However, feel free to use ideas presented in one section in the opposite situation. Suggestions for the full Speed Manipulation apply equally to relevant specializations of the power.

Combat Situations

In combat, numerous actions are primarily useful for fighting large numbers of lackeys. Over a hundred disarm actions per round can slow an invasion force in a real hurry. Only have the speedster roll for a few attempts and assume a proportionate number of the rest succeed.

Multiple attacks on a single person are the biggest problem for Narrators who have players with Speed Manipulation-empowered characters. If speedsters want to attack someone numerous times with their Speed Manipulation, the Narrator has some options for addressing this issue. She can have the player determine success and damage for a fraction of the total actions the character gets for the die code. Then the Narrator multiplies the result by a suitable modifier. For example, if the speedster can perform 150 actions, the Narrator would have the player determine the success of five attacks, add together the Damage Totals, and multiply the result by 30. Alternatively, the Narrator may opt to say that an excessive number of punches to a villain would leave him battered and bruised. This is considered an abuse of power by the speedster, who gains a Villain Point and now is hunted by the police.

Now let's say that two speedsters are pitted against each other. If one speedster was standing still and attempting to hit another moving speedster, then the attacking speedster would roll his combat skill versus the defending speedster's active or Passive Defense Value plus Speed Manipulation die code, assuming the defender is or has been moving rapidly. (This guideline holds whether the attacker has Speed Manipulation or not, and the defender has Speed Manipulation.) But if the attacker was moving alongside the other speedster, which is usually the case, the powers will typically cancel each other out.

If two characters with Speed Manipulation are fighting each other while moving at superspeeds, the increase to their active or Passive Defense Values are negated unless one character has a higher Speed Manipulation die code than the other. In this case, the difference between the two die codes is added to the Defense Value of the speedster with the higher die code.

For example, Flash is playing tag with Impulse. If Wally was standing still and Bart was running, then Wally would have to use his *brawling* of 4D to tap Bart with a PDV of 11 (which includes his Speed Manipulation). Now if Wally started running at the same time, he would have to beat



Bart's PDV of 2, because he is moving at the same rate or faster than Bart.

When Wally was standing still, a moving Bart would have to hit Wally's PDV of 3, but when Wally started running, Bart would have to hit Wally's PDV of 12 (PDV 3 + 18 [Wally's die code] - 9 [Bart's die code]).

If Bart were fighting his archenemy Inertia, who also has 9D in Speed Manipulation, when they were both running, they would both use their base PDVs because their Speed Manipulation die codes cancel each other out.

A hero with Speed Manipulation may use the *dodge* skill normally, to make an active defense. (This counts as an action.) For example, while Bart's would only have a PDV of 2 against Inertia if he didn't attempt to dodge, his *dodge* skill of 4D gives him a decent chance of doing better than that, especially if the player spent a few Character Points.

Noncombat Situations

Narrators have several options for noncombat situations as well.

Eliminate the Wait option and give players a time limit of about 60 seconds (real time) to figure out what they want their characters to do. This adds a touch of realism to the game by simulating the faster thinking processes of speedsters. It also forces players to use all of their actions on their turn or lose them. After trying to come up with numerous actions each round in only a few seconds for a couple of rounds, players tend to be more reasonable in what they decide to do.

Have the player roll for only the most important actions and let the player automatically do the rest.

Require that certain actions (such as reading an entire encyclopedia or sorting a stack of data chips) count as several actions. More importantly, actually understanding what the speedster has read at that speed could result in a higher *scholar* difficulty. The equipment rules in the rulebook offer some suggestions for how to determine the time making gadgets, devices, and wonder. For other, less critical activities, the easiest method is to estimate the amount of time a project would take at normal speed and divide that time by the number of actions the hero can take in a round. The Narrator may allow the hero to roll against the *know-how* (*Speed Manipulation*) skill, or another relevant skill, to increase the effective Speed Manipulation rating for these relatively trivial actions only, to represent superspeed "shortcuts."

Depending on the item, Speed Manipulation can be used to shorten the time it takes to make an item. However, Speed Manipulation (except at high levels or using certain specializations) won't make a bacteria culture mature faster or make paint dry quicker. However, it would take the character less time to design, research, and put the parts of an item together.

There are a few ways to handle this, depending on the complexity involved in reaching the desired goal. First, estimate the amount of time a project would take at normal speed. Then decide on the complexity. In the case of tasks of moderate to low complexity, the Narrator may allow the hero to roll the *know-how* (*Speed Manipulation*) skill, or another relevant skill, to increase the effective Speed Ma-

nipulation die code for relatively trivial actions only, to represent superspeed "shortcuts."

For tasks of moderate complexity where the previous action may have some affect on the next action, divide the time by the actions multiplier for someone with Speed Manipulation. Thus, someone with 3D in Speed Manipulation has an actions multiplier of 2 (he can do twice as many actions in a round at that level), so he can create an item in half the time of a normal person. Narrators should adjust this as appropriate for the situation.

For tasks of low complexity where the previous action may have some affect on the next action, divide the time by the number of actions the hero can take in a round. For example, the Narrator estimates that it will take eight hours, or 480 minutes, to paint the exterior of an average house. While Linda is busy at work, Wally decides to show off for his new wife, gets some paint, and starts just as she's pulling up. Wally easily gets six successes to add to his 18D of Speed Manipulation, giving him 240 actions per round with which to paint their house. Two minutes later, as Linda finishes getting out of the car, the house is a lovely shade of green. Linda sighs, opens the trunk, and pulls out the cans of blue paint she bought on the way home: "So, can the Fastest Man Alive make paint dry faster?" Linda groans as Wally smiles mischievously...

For tasks of low complexity wherein failure at one stage has no effect on the difficulty of the next stage, the Narrator may give the character a success bonus equal to one-half of die code (rounded down) to certain tasks. The hero devotes his complete attention to this action, rolling against only a few difficulties. These kinds of tasks include mindless, repetitive activities in which the character needs to guess the correct combination in a limited amount of time. Some examples of this include: inputting codes into a keypad that is not linked to a security system, or putting chips or blocks into their correct spots or in a particular order, or searching through a stack of cards or books for a particular, simple image, phrase, or similar piece of information. This bonus cannot be applied to Speed Manipulation stunts.

The fact that speedsters can do activities more quickly also applies to poisons and other toxins. They will succumb to the effects in less time than the normal human. Divide the number of rounds it takes the poison to work (and to be overcome by the body) by the number of actions the speedster can do to determine how rapidly the toxin affects the hero.

Most importantly, the Narrator can design obstacles especially suited for the speedster. A new airborne toxin that works too slowly for a normal human to feel its effects will work havoc on a speedster almost immediately. Several potentially dangerous yet simple tasks, like catching falling glassware, can occupy the hero for a while. Thus, the Narrator can use the numerous actions against speedsters by giving them activities to occupy them.

Remember the Flash can do many actions at once (as he has shown in the past), but he chooses not to. In the end, it's up to the Narrator to decide what players can and can't do with their superspeed.



Speed Manipulation Difficulties

Characters with Speed Manipulation or Speed Manipulation (superactions) run or fly at the speed listed in the chart. They swim at one-half the listed speed, rounded up. Those with Flight unenhanced by Speed Manipulation fly at one-half of the listed speed using the Human column to determine the difficulty. In particularly hazardous situation, the Narrator may opt to require some roll of *acrobatics*, *piloting*, or the appropriate movement skill, even if the hero need not roll to attain the desired speed.

Human (1D-5D)	Difficulty			Result		
	Metahuman (6D-10D)	Superhuman (11D-15D)	Legendary (16D-25D)	Feet/round	Miles/round	Miles/hour
1	—	—	—	367	0.07	50
2	—	—	—	550	0.10	75
3	—	—	—	733	0.14	100
4	—	—	—	1,100	0.21	150
5	—	—	—	1,467	0.28	200
6	—	—	—	2,200	0.42	300
7	—	—	—	3,667	0.69	500
8	—	—	—	5,133	0.97	700
9	—	—	—	7,333	1	1,000*
10	—	—	—	11,000	2	1,500
11	1	—	—	14,667	3	2,000
12	2	—	—	22,000	4	3,000
13	3	—	—	33,000	6	4,500
14	4	—	—	44,000	8	6,000
15	5	—	—	73,333	14	10,000
16	6	—	—	110,000	21	15,000
17	7	—	—	146,667	28	20,000
18	8	—	—	198,000	38	27,000
19	9	—	—	264,000	50	40,000
20	10	—	—	396,000	75	60,000
21	11	1	—	660,000	125	85,000
22	12	2	—	924,000	175	125,000
23	13	3	—	1,320,000	250	175,000
24	14	4	—	1,980,000	375	250,000
25	15	5	—	2,640,000	500	375,000
26	16	6	—	3,960,000	750	550,000
27	17	7	—	5,280,000	1,000	775,000
28	18	8	—	7,920,000	1,500	1,000,000
29	19	9	—	10,560,000	2,000	1,500,000
30	20	10	—	13,200,000	2,500	2,000,000
31	21	11	1	26,400,000	5,000	3,500,000
32	22	12	2	39,600,000	7,500	5,000,000
33	23	13	3	52,800,000	10,000	7,000,000
34	24	14	4	79,200,000	15,000	10,000,000
35	25	15	5	105,600,000	20,000	15,000,000
36	26	16	6	158,400,000	30,000	20,000,000
37	27	17	7	264,000,000	50,000	30,000,000
38	28	18	8	396,000,000	75,000	45,000,000
39	29	19	9	528,000,000	100,000	70,000,000
40	30	20	10	792,000,000	150,000	100,000,000
41	31	21	11	1,056,000,000	200,000	145,000,000
42	32	22	12	1,584,000,000	300,000	200,000,000
43	33	23	13	2,112,000,000	400,000	300,000,000
44	34	24	14	2,640,000,000	500,000	400,000,000
45	35	25	15	5,280,000,000	1,000,000	700,000,000†
46	36	26	16	6,600,000,000	1,250,000	900,000,000
47	37	27	17	9,240,000,000	1,750,000	1,000,000,000
48	38	28	18	13,200,000,000	2,500,000	2,000,000,000
49	39	29	19	21,120,000,000	4,000,000	3,000,000,000
50	40	30	20	26,400,000,000	5,000,000	4,000,000,000

Note: For each increase in difficulty beyond Legendary 20, add 1,000,000,000 miles per hour to the miles per hour column. The Mythical (26-40D) column has its 1 difficulty at Legendary 20 and ranges to a difficulty of 30.

*Approximate level for speed of sound. †Approximate level for speed of light.



WEATHER MANIPULATION

Base Cost: 15

Specialization Base Cost: 5

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: see aspects chart

Managing Skill: know-how (*Weather Manipulation*), *surveillance*; see also aspects chart

Specializations: specific aspect; specific type of weather

Description: The hero can act on the weather patterns of a planet. The effect of any change lasts for the die code in hours. The base radius of the effect is 10 times the die code in feet.

At certain die codes, the hero can adjust the three characteristics of weather. She can affect one of these characteristics for the base difficulty of 2. Each additional characteristic modifies the difficulty by +1. The Narrator can further increase the difficulty depending on the precision the character wishes to make. Additionally, Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Weather Manipulation Aspects

Die Code: Control of Power

1D: The hero can cause minor changes in the outdoor weather. The hero may change the temperature by 10 degrees Fahrenheit, the air pressure by one pound per square inch, and the humidity by 10 percent for each die in this power per round. Furthermore, the hero has an awareness of weather-related conditions within the normal Manipulation area of effect. Use the *surveillance* difficulties on page 218 of the rulebook for some idea of how much information the hero gleams.

3D: The hero can project wind or lightning from her body. The Base Damage Value is equal to three times the die code of the power. The hero must use the *marksmanship* skill to aim the projection. The projection is no more than the width of the user (maximum) and is aimed at one target.

6D: The hero can use her power for transportation purposes. The hero can travel by creating wind to carry her aloft for up to the die code in hours before having to rest. When used as transportation, the power generally does no more damage to the surrounding area than ruffling trees and stirring up some dust. To do stunts, she must use the *piloting (self)* skill. There is no base altitude for the power, with the maximum being 55 miles (290,400 feet) above Earth's surface. (This is the top of the mesosphere; beyond this, the air becomes too thin to be used for creating weather.) Additionally, while she doesn't need protection and a breathing apparatus if she tries to go higher than 30,000 feet for any length of time, because she can create her own pocket of air, her passengers might. She can help others to fly by carrying them.

Her transportation default ("gliding") Speed equals her walking Speed. There is no difficulty to move at this Speed. When she increases her transportation Speed (using the *flying* skill), it equals half of the Speed listed in the Speed

Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

9D: The hero can cause major changes in the outdoor weather. The hero may change the temperature by 40 degrees Fahrenheit, the air pressure by 10 pounds per square inch, and the humidity by 40 percent for each die in this power.

12D: The hero can create weather indoors at the same rate as she does outdoors.

15D: The hero can cause massive weather changes anywhere. The difficulty is based on the amount of change the hero is attempting to initiate. She may change the temperature by 70 degrees Fahrenheit, the air pressure by 20 pounds per square inch, and the humidity by 70 percent for each die in this power.

Sample Enhancements & Limitations: A +2D Additional Effect allows heroes with the 6D aspect to carry a number of passengers up to the die code in the power by using existing air currents to keep them aloft, without having to carrying them. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power.

Weather Manipulation Effect Examples

Use these descriptions to determine current weather and what the character must do to get the desired effect.

Cold Snap: The temperature is 30° F or lower. The victim takes 1D in damage at 30 degrees, and an additional 1D in damage for each 10° lower.

Fair Weather: The air pressure is between 30.10 and 30.20, with low relative humidity. The temperature remains constant or changes very slowly over several hours.

Fog: The humidity is 100 percent. The atmospheric pressure is less than 30.80 pounds per square inch. The temperature is over 40° F. Sight-based difficulties are increased by +3.

Heat Wave: The temperature is at least 50 degrees above normal. Relative humidity is less than 100 percent. See the Fire Manipulation aspect chart at 5D for suggestions on how this affects its victims.

Precipitation: The relative humidity is 100 percent. Air pressure is 30.00 or below. If it's raining, the temperature is above 32° F. If it's snowing, the temperature needs to be below 32° F. For freezing rain (sleet) the water droplets start out as rain, but as they fall to the ground, they pass through one or more layers of freezing air. Add +1 to the difficulty to create freezing rain, +2 for sleet, +3 for small hail (1 point of damage per round), +4 for large hail (2 points of damage per round).

Wind Storm: Any sudden change in pressure in a small area will cause winds as the air from the higher pressure area rushes into the lower pressure area—the greater the change, the greater the storm. A steady drop in temperature from highs of around 80° F adds rain and lightning to the violence. See the 11D aspect under the Elemental Manipulation description for some ideas of what a wind storm can do.



UNIVERSE MANIPULATION

This subclass of Manipulation powers allows the hero to reshape the fabric of the universe itself. The Narrator must approve the use of any of these powers.

ASTRAL MANIPULATION

Base Cost: 20

Specialization Base Cost: 7

Duration: Semipermanent, except where noted in the description

Range: normal

Base Damage Value: normal

Managing Skill: *willpower*, *know-how* (*Astral Manipulation*); also see aspects chart

Specializations: specific aspect (except Astral Form)

Description: The hero can control the "substance" of the Astral Plane. The Astral Plane is an entire dimension of its own, which adjoins the physical plane. This power functions like both Matter Manipulation and Organic Manipulation, but only on the Astral Plane. The power allows the

hero to truly understand and alter it. The hero still needs a means of getting to the astral dimension (such as Dimensional Travel).

Astral Manipulation Aspects

Die Code: Control of Power

1D: The hero can "see" the Astral Plane from the physical world, and vice versa if the hero is on the Astral Plane. The hero uses *surveillance*, *search*, or *tracking* to get the information he desires. Use the *search* chart on page 216 and the *surveillance* chart on page 218 of the rulebook to determine results.

3D: The hero gains Astral Form, without time limit. However, the hero's body is not automatically maintained unless the hero also purchases Sustenance. The other restrictions of being in astral form apply (see the Astral Form power description in the Mental powers chapter for more details).

5D: The hero may attack an astral being while the hero is in astral form. (She can never attack a person or object in the physical world.) The attack can be a melee weapon or an astral bolt, using *melee weapons* or *marksmanship* respectively. The Base Damage Value is three times the die code. The projection is no more than the width of the user (maximum) and is aimed at one target. If using the options described in the "Mental Combat" sidebar in the Mental powers section, they apply to astral combat as well.

The hero may also alter or attempt to disperse any nonsentient astral "object." The difficulty starts at 2 and increases depending on how far apart the original form of the object is from its new form, as well as how much of the original object is being changed. Use the "General Modifiers" chart to determine the difficulties. The object's alteration is permanent. Dispersing an object requires a successful attack against the object's Defense Value; if the hero reduces an astral object's Body Points to zero, it vanishes completely. The Defense Value is determined by the Narrator based on how firmly the target exists in the Astral Plane.

7D: The hero can create simple astral objects, from chairs to humanoid-shaped beings. The hero relies on *willpower* to determine success, though the Narrator may also require *know-how* (*Astral Manipulation*) or *artist* rolls should the character want to include details. Use the "Creating Manipulation Constructs" guidelines to figure out the difficulty. Objects created with Body Points last for one day per die code in the power, unless destroyed first. The hero may also raise defenses against attacks with an Armor Value of three times the die code.

9D: The hero's astral form may become pure "astral energy." Doing so allows her to transmit herself to the Astral Plane and to any location in the Astral Plane instantly. It also gives her control over the appearance of her astral form while on the Astral Plane. Furthermore, simple objects created with Body Points now last until destroyed. More complex objects use the time restrictions in the "Creating Manipulation Constructs" section.

The difficulty of astral transmission is based on the hero's knowledge of the target area. The base difficulty is 2, and the hero uses her *scholar* (*Astral Plane*) or *know-how* (*Astral Manipulation*) to determine success. Use the



Department of Extranormal Operations

SPECIAL REPORT: CONTROLLING THE UNIVERSE

Manipulation powers are the most versatile, earth-shaking powers in the game, and Universe Manipulation powers are the most awe-inspiring of even those. All provide an attack, a defense, and a wide range of other aspects that, when used cleverly, simulate many other powers. It has been said that a starting Power Level 1 character isn't likely to be able to beat Robin in a fight. The same cannot be said for a Power Level 5 character, who (with one 10D Universe Manipulation power) can give any hero in the DC Universe a run for his or her money. A Narrator who intends to allow Universal Manipulation powers, especially Reality or Temporal Manipulation, into a campaign should consider the ramifications carefully. These powers are incredibly cool and can be a lot of fun, but they can also take over many adventures or destroy them.

Balancing what is and isn't possible with Universal Manipulation powers is a tricky matter, but not impossible. A villain with a strong Universal Manipulation power should have at least one major weakness for the heroes to exploit, such as Mr. Mxyzptlk's obsession with games, Neron's inability to affect others with his powers unless he is attacked or makes a bargain, or the Cyborg Superman's vulnerability to attacks that target his energy form. A hero with a Universal Manipulation power should be encouraged to take a similar weakness, like the limitations of the various Green Lantern power rings. Characters with very high die codes in these powers who have no major limitations, such as Parallax and Gog, can literally reshape the universe.

If a player in a Power Level 5 campaign really wants a Universal Manipulation power, it is recommended that the Narrator work closely with the player on constructing the power and its specifics.



MEMO



Subject: Astral Manipulation

Excerpt from D.E.O. Experimental Log #0416: "Subject EG-1806, testing experimental 'astral' interface coded 1305-NT0, was rendered catatonic 37 minutes into the experiment. Subject M-1904 volunteered to use the backup interface, which had been experimented on further. After the subjects awakened, they reported that an entity encountered mentally had been able to alter fundamentally the substance of the mental realm. Subject M-1904, using the beta version of the 1305-NT0 helmet, was able to replicate this feat. The subject reportedly entered a contest of creations with the hostile entity, which remained a stalemate until M-1904 transformed the hostile into a sphere, removing its sensory capacity long enough for both subjects to escape. Whether or not the hostile was able to return to its original form is as yet unknown."

Teleportation modifier chart in the Transportation powers chapter to adjust the difficulty.

To alter her astral form has the same difficulties and restrictions as someone using Shapechanging on the physical plane. (Check out the Shapechanging power in the Physical powers chapter for more information.)

12D: The hero may alter her astral "vibration," becoming intangible to other astral beings and astral constructs. The hero may also make astral objects that resist astral intangibility with the hero's die code in the power; this adds +4 to the difficulty of constructing the object. If an astral traveler or object is resistant to intangibility, when the hero tries to travel through it, she makes a *willpower* or *know-how* (*Astral Manipulation*) roll with a difficulty equal to the target's die code in Astral Form or Astral Manipulation. If an astral object has been constructed without being made resistant to intangibility, the hero may pass through it without making a roll.

15D: The hero can instantly transform any type of astral object into anything else, turning a castle into a lake or a person's Astral Form into an animal, for example. The hero first must overcome the target's defenses. The hero makes an opposed *willpower* roll against the target's *willpower* or the die code with which the object was created. The hero gains a bonus or penalty equal to the difference between the Astral Manipulation die code and the die code of the target's power in Astral Form or Astral Manipulation. In the case of objects, the die code with which they were created also serves as the object's "power." If the hero succeeds, the object is transformed; otherwise, there is no effect. Then, the hero attempts the transformation using *know-how* (*Astral Manipulation*). The difficulty starts at Moderate. Use the "General Modifiers" chart and "Creating Manipulation Constructs" section for some suggested modifiers to the difficulty.

Sample Enhancements & Limitations: If the hero has Duration Change: Permanent, the hero exists solely on the Astral Plane. The power otherwise functions normally. See the Astral Form power for the game mechanics of "life" as an astral being. One specific form of Mastery allows the hero to create permanent constructs at 10D in the power.

These constructs are not sentient and are limited in thought, but they can defend the hero's other creations while she is away. The hero can have up to her die code in permanent astral constructs.

ENERGY MANIPULATION

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how* (*Energy Manipulation*); see aspects chart

Specializations: specific aspect, specific type of energy

Description: The hero can control the electromagnetic spectrum. This includes gamma rays, X-rays, ultraviolet radiation, visible light, infrared radiation, microwaves, and radio waves. Essentially, the hero gains all of the aspects of the Light Manipulation power—and more.

Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Energy Manipulation Aspects

Die Code: Control of Power

1D: The hero can see with or sense any part of the electromagnetic spectrum. He ignores all darkness and blindness modifiers.

3D: The hero can project a beam of or sheath a body part in energy. The hero must use *brawling*, *martial arts*, or *marksmanship* to make the attack, as appropriate. The projection is no more than the width of the user (maximum) and is aimed at one target.

5D: The hero can affect one aspect of one form of electromagnetic radiation per action, if some of it is already present in the same area. This could be its frequency, coherency, direction, or intensity. With a Difficult *know-how* (*Energy Manipulation*) roll, the hero could, for example: Bend light to become invisible to the eye, though the character can still be detected by touch, smell, and any noise they make. Create holograms consisting of simple shapes and a single color. Increase or decrease the amount of infrared energy (heat) in an area. Only one of these may be performed per round.

Generate a flash effect that blinds opponents; the difficulty to blind a target equals the target's *Reflexes* or *dodge*. Targets that do not use light to see or who have X-ray Vision, Radar Sense, or Sonar Sense are unaffected by the flash. Similarly, the hero can produce an energy burst that targets those powers. This sort of burst works identically to the blinding flash effect, but it does not affect characters without those special senses.

Another effect is to create barriers from a single type of energy in the area (the "Creating Manipulation Constructs" section has more details). Note that the Narrator may further increase the base difficulty if little of the desired energy is available (a rare, yet still possible, occurrence). A hero could also design a simple construct from existing material. It takes one round to gather a sufficient material, another round to shape it into a form, and the hero's full



concentration in the rounds thereafter to move the elemental being. With these pseudo-constructs, use the Animation power modifiers (which can be found in the Mental powers chapter) with a base difficulty of 1.

7D: The hero can shift or create energy or affect several aspects of one form of electromagnetic radiation per action. The hero chooses which one form of energy he wants to create. It appears near him in a specified location when his turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, with an adjustment depending on how much the hero wants to affect the material. The hero cannot increase an existing amount of element more than its starting size plus the amount from the "Area of Effect" chart. The hero cannot decrease an existing amount of element to less than zero. Use the "Creation & Movement Modifiers" chart earlier in this chapter for other modifiers.

Unless the hero further acts on the energy he has made, it dissipates in a number of rounds equal to the die code in the power. It has its normal effects, increased because it's concentrated in an area. The Narrator decides the exact results, but they might include blinding intensity from light, radiation sickness from hard radiation, or blistering heat from infrared radiation. These effects begin to appear two rounds after the hero has produced the energy.

Affecting more than one form of electromagnetic radiation in a single action increases the difficulty by +5 per form. As one example, the hero could create hard-light holograms (essentially, Energy Manipulation constructs) or a column of energy that can move objects. (See the "Creating Manipulation Constructs" section for more details on how to generate this effect). The hero can mimic Electricity Manipulation and Magnetic Manipulation aspects at +2 and Sonic Manipulation aspects at +3 to the difficulties listed or implied in the respective power descriptions.

9D: The hero can use energy for transportation, either by flying with a trail of energy behind them or by becoming energy. (This energy is not harmful to the hero or his environment.) He may move using this power for a number of hours equal to the die code before he must rest. To perform stunts, he uses the *piloting (self)* skill. There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time (unless he has become energy).

When traveling with a trail of energy behind them, the hero's default ("gliding") Speed equals his walking Speed. There is no difficulty to move at this Speed. When he increases his transportation Speed (using the *flying* skill), it equals half of the Speed listed in the Speed Manipulation

chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

The hero can extend his energy field to help others fly. If the hero is moving at his gliding Speed, then the difficulty is a *know-how (Energy Manipulation)* roll at 1 for one person, increased by +1 for each additional person. When the hero uses *flying*, the difficulty of the roll increases by +1 per additional person. The ability of the target person to fly lasts while that person is within line of sight.

When traveling as an energy streak, the hero's flying Speed equals the speed of light, and he cannot alter this rate. Additionally, he cannot make any other actions while flying. Likewise, as energy, he can pass through solid objects, but that also means he cannot make any ramming attacks or carry anything. The Narrator may call for a *flying* roll of at least Difficult to stop suddenly.

11D: The hero can sheathe herself in one form of electromagnetic radiation. The Armor Value of the sheath equals three times the die code of the power; this armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

13D: The hero can affect one or more aspects of one or more forms of electromagnetic radiation per action. This is similar to the 7D aspect level, except that there is no increase in difficulty for using more than one type. The difficulty modifiers for using Electricity, Magnetic, and Sonic Manipulation aspects still apply.

See the 11D aspect of Elemental Manipulation (specifically Light Manipulation) for a few suggested manifestations of this aspect. Note that Energy Manipulation holograms only affect sight and no other senses.

15D: The hero can become energy. In this form, he can survive as energy indefinitely without the need to breathe (though he needs to get other nutrients). He can disrupt energy; absorb and use it to power an energy discharge; and create fields of various types of energy. The hero can regulate or absorb the flow of 100 times the die code of the power in megawatts.

The elemental form is humanoid in shape, but he can change his shape (the base difficulty is 2, modified by the Narrator based on the complexity of the desired shape). He also ignores all wound level modifiers and massive damage modifiers (if using these combat options).

If the hero is reduced to zero Body Points in this form, the hero falls unconscious and reverts to his normal physical form—with 1 percent of his original Body Points (rounded up). However, he remains unconscious until he receives medical aid or gains back Body Points by resting.

Sample Enhancements & Limitations: With one specific form of Mastery, the hero can be equally adept with all forms of energy that this power affects, removing the penalties for controlling sound, electricity and magnetism. Another specific type of Mastery allows the hero to reduce his flying speed while in energy form (as described in the 9D aspect of the power). When not traveling at the speed of light, the hero uses the standard flight rules as described in that aspect to determine his speed, and he can take any action that doesn't require a physical body. The *piloting (self)* and *flying* skills function normally in this case. Each form of Mastery can be purchased. Low-level Side Effects (such as eyes or fists crackling with energy when the power is in

For examples of Energy Manipulation in action, see either Green Lantern ring, on pages 20 and 39 of the JLA Sourcebook.



use) are common. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power.

One version of the Limited Ability Limitation restricts the hero's ability to fly, which could be taken as specialization. Instead of the methods described in the 9D aspect, the air immediately surrounding the hero is ignited and the resulting blast is directed down along the legs. This produces thrust that impels the hero through the air at high speed. Note that this version automatically gives the hero protection from his own blast effects. As a -2D Side Effect, the hero's costume and the surrounding area suffer damage equal to the die code of the power for one round; this cannot be reduced. The hero adds one success to the *flying* skill per die code in the power; however, he must always travel at his maximum Speed. To stop short in a

Players may not take any other specializations than those listed above without the express permission of the Narrator. The Narrator should make certain that the character concept is sufficiently developed and that there a suitable number of Limitations and Disadvantages to balance out some of the broader specializations.

Kinetic Manipulation Aspects

Die Code: Control of Power

1D: The hero can sense kinetic energy. If an object is in motion within the range of the power, the hero is aware of it. Note that all animal life (including humans) generates some kinetic energy just through breathing and heartbeat. The range of this aspect is the normal area of effect for a Manipulation power.

3D: The hero can generate a burst of kinetic energy (using *marksmanship* to aim). The projection is no more than the width of the user (maximum) and is aimed at one target. Or, the character may sheathe in a kinetic field a body part (and use *brawling* or *martial arts*) or a small object he's holding (and use *thrown weapons*). A charged object will keep its energy field for a number of rounds equal to the die code of the power or until it strikes its target, whichever is first. The object is usually destroyed upon impact.

The Base Damage Value is normal, and thus depends on the type of attack he's making. Normal armor, Forcefield, Invulnerability, Natural Armor, and similar protection powers defend against kinetic energy attacks, because they are just like getting hit with a blunt object really hard. However, Energy Absorption does not protect against kinetic energy attacks.

5D: The hero can alter the direction or speed of an already moving target. He must touch the target. This requires a *brawling* or *martial arts* roll with +3 to the difficulty. The hero may only perform one of these per round. Some examples include:

✕ **Speed up a moving target.** The target's Speed is increased by a multiplier equal to half the die code in the power, rounded down. The target does an additional +1 times the multiplier in damage. There is no maximum modifier for this. If the target slams into an obstacle before it can be slowed down, the target and the obstacle take each other's Base Damage Value plus the Speed increase modifier. Generally, small objects are destroyed upon impact. This stunt may not be performed on an object that the hero has charged with kinetic energy.

✕ **Slow or stop movement.** The target's current speed is reduced by the Effect Value plus the die code of the power in feet per round.

✕ **Change the direction of a moving target.** The rate is 10° per die in the power.

✕ **Increase the range of a target.** The target travels the die code in feet farther than normal.

7D: The hero can turn potential energy in a motionless target into motion. He must touch the target (so it could be an arrow but not the bullet inside a gun). This requires a *brawling* or *martial arts* roll with +3 to the difficulty. Certain actions may also necessitate an opposed roll. The hero may only perform one of these per round. The hero may

MEMO

Subject: Energy Manipulation

Agent: Operative 4182

Excerpt from Field Report: "Subject Hal Jordan (see file: Green Lantern II) faced alien entity Kalibak (see dossier: Apokolips) on the grounds of Ferris Aircraft. Though the subject was apparently from a more youthful, less-experienced period, subject Jordan convinced the alien entity to retreat through the use of copious amounts of energy emission. In other words, ██████████"

Notes: Agent was severely reprimanded for improper report procedure.

round (that is, move less than the maximum Speed) adds +10 or more to the difficulty, depending on the reduction.

KINETIC MANIPULATION

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent, except where noted in the description

Range: see aspect chart

Base Damage Value: normal; also see aspects chart

Managing Skill: *know-how (Kinetic Manipulation)*; see aspects chart

Specializations: bolt/offensive sheathe, protective sheath, affect moving targets (5D aspect), affect unmoving targets (7D aspect), sense kinetic energy

Description: The hero can command kinetic energy, including potential energy.

The hero may only affect what he can see and what is tangible. Unless he has a power that allows him to view molecules and atoms, for example, he cannot influence their motion.

Unlike most Manipulation powers, the effects of Kinetic Manipulation are not permanent (though their results can be). Alterations to kinetic fields fade a number of rounds equal to the die code in the power once the hero is no longer directly controlling them.



only perform one of these stunts or one 5D aspect stunt per round. Some examples include:

X Impart motion on an unmoving target. The target's new speed equals the Effect Value plus the die code of the power times five in feet per round.

X Prevent a character's movement. The hero makes an opposed *know-how* (*Kinetic Manipulation*) roll against the target's *Physique*, *flying*, *leap*, *running*, *swimming*, or *Speed Manipulation* roll (whichever is higher). If the hero is successful, her *Physique* (except for *resistance*) is reduced by the one-half of the die code of the power, rounded down. Should the target's *Physique* be reduced to zero, then the victim is frozen in place.

X Give an object or a character a resistance to being moved equal to the one-half of the die code in the power, rounded up. The difficulty starts at 4 and is increased based on the size and weight of the object. The movement resistance modifier is added to *driving*, *lifting*, or other appropriate rolls when attempting to move the object.

9D: The hero can alter multiple aspects of kinetic energy simultaneously. He can perform up to two stunts (such as those described in the 5D and 7D aspects) on a single target per round. One of the tricks the hero now has the capacity to perform is flight. When the hero decides to do this, he must first make a *know-how* (*Kinetic Manipulation*) roll with a difficulty of 4 to activate this aspect of the power. If this roll is successful, then the hero may stay aloft for a number of hours equal to the die code of the power. There is no maximum altitude the hero can attain with this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time. The hero can use his *piloting* skill for complex aerial maneuvers. To gain altitude or increase his flying Speed (which equals his base Speed, unless he uses another kinetic stunt to increase it), he uses the *flying* skill. (Suggested difficulties and modifiers can be found on page 227 of the rulebook.)

13D: The hero can shape kinetic energy, creating a sheath of protection with an Armor Value equal to three times the die code of the power. This armor protects against certain energy-based attacks (such as fire or radiation) and against physical attacks, such as bullets, knives, fists, rocks, kinetic blasts, and so on. It does not protect against cold. It defends against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis).

15D: The hero may influence kinetic and potential energy at a distance. He can use any 5D, 7D, or 9D aspect at up to normal range. This also means that the hero can manipulate the flight path of an object he has just thrown, causing the object to drop, rise, hover, or swerve in any direction, even back toward the hero. While this adds nothing to the difficulty, the hero can only control one target per round.

18D: The hero can create enormous fields of kinetic energy, affecting all objects in a specific area. The base area begins at 10 percent of the listed Manipulation powers area of effect. The area can be expanded by 10 percent per round, up to the maximum allowable for the die code. The hero

may speed this up by +2 to the difficulty for each additional 10 percent increased in a single round. As long as all objects are given the same vector and speed, there is no additional difficulty for multiple targets beyond the difficulty for performing the kinetic stunt. Each individualized target counts as an additional action. Objects heavier than the maximum lifting capacity of twice the die code of the power are unaffected.

Sample Enhancements & Limitations: The affecting moving targets and affecting unmoving targets specializations may extend their control to normal range for a power by taking the Extended Range Enhancement. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power. A common -1D Side Effect is feeling the effects of the blows, even though the hero does not actually take the damage that his protective sheath absorbs. That is, a punch will stop the character's forward momentum. He likewise feels pain from the strike, even though no Body Points are lost.

Magic Manipulation appears in the rulebook, the JLA Sourcebook, and the Magic Handbook. Pick the version that's most appropriate for your character concept.

MATTER MANIPULATION

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how* (*Matter Manipulation*), *science*; also see aspects chart

Specializations: specific aspect, specific material, chameleon

Description: The hero can command the different types of inorganic matter and himself as gasses, solids, or liquids. This includes, but is not limited to, those covered by the Elemental Manipulation powers, except Light Manipulation, Darkness Manipulation, and Plant Manipulation. The hero can manipulate organic material if it is no longer alive (for example, a wooden chair).

Matter Manipulation Aspects

Die Code: Control of Power

1D: The hero can alter the shape of matter in simple ways (creating a hole in a wall by relocating the material's molecules into other parts of the wall), as well as increase or decrease the amount present. The hero cannot increase an existing amount of element more than its starting size plus the amount from the "Area of Effect" chart. The hero cannot decrease an existing amount of element to less than nothing. Refer to the 7D aspect under Elemental Manipulation for suggested difficulties and modifiers.

3D: The hero can project inorganic matter from his body. He can only shoot out one type of matter in each action.



The Narrator may require a *know-how* (*Matter Manipulation*) or *science* roll for generating complex or unusual types of matter; this roll counts as an action. Alternatively, the Narrator can opt to increase the *marksmanship* difficulty. The Base Damage Value of the projection generally equals three times the die code of the power, but the Narrator may opt for a higher or lower Damage Value depending on the material being projected. The hero uses *marksmanship* to aim. The projection is no more than the width of the user (maximum) and is aimed at one target.

Other examples: Spray out inorganic poison or acid. The difficulty to shoot out poison or acid is +2 to the *marksmanship* difficulty. The poison does the die code in damage per round until the victim makes a successful *resistance* roll against a difficulty equal to two times the die code of the power. The acid does the die code in damage per round until the victim washes off the acid.

Another possibility is an inorganic antidote spray. The difficulty to generate it is +2 to the *marksmanship* difficulty, or a Difficult *know-how* (*Matter Manipulation*) or *science* roll. (The Narrator may decide to lower the difficulty if the hero has a sample of the compound the antidote is supposed to work on.) The antidote adds a success bonus equal to the die code of the power to any *resistance* roll; the Narrator may opt to include additional points for exceptional generation rolls. The antidote lasts for a number of hours equal to the Effect Value of the roll before evaporating or breaking down, though the effect of the antidote is permanent.

Check out the Chemical Projection power in the Physical powers chapter for more ideas, such as lubricants and knockout gas. All *marksmanship* difficulties to any Chemical Projection effect are at +2. Remember that the hero may only produce inorganic materials.

5D: The hero can move matter, if some of it is already present in the same area. A hero could also design a simple construct from existing material. It takes one round to gather a sufficient material, one round to shape it into a form, and the hero's full concentration in the rounds thereafter to move the elemental being. With these pseudo-constructs, use the Animation power modifiers (which can be found in the Mental powers chapter) with a base difficulty of 1.

The hero can change one type of matter into another (though not himself). The difficulty starts at 2 and increases depending on how far apart the original form of the matter is from its new form, as well as how much of the original object is being changed. Use the "General Modifiers" chart to determine the difficulties. The matter's change is permanent. See the 10D aspect of this power for some ideas of effects that the change can have.

The hero can also cause matter to break down, if it isn't already in its simplest form. The rate of break down is one day per die code, +1 to the base difficulty of 2 for each additional day. He may affect one object or 1 percent of what is listed in the "Area of Effect" chart, whichever is smaller. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

7D: The hero can use matter for transportation. The matter used must be of a single, simple design (such as

dirt, fire, liquid silver) and it disappears a few rounds after the hero has passed. It does not damage the environment. The hero can travel for a number of hours equal to the die code of the power. He uses *piloting* (*self*) for maneuvers and *flying* for increasing speed. There is no maximum altitude for this power. However, he needs protection and a breathing apparatus if he tries to go higher than 30,000 feet for any length of time.

His transportation default ("gliding") Speed equals his walking Speed. There is no difficulty to move at this Speed. When he increases his transportation Speed (using the *flying* skill), it equals half of the Speed listed in the Speed Manipulation chart. Use the difficulties stated in the Human column of the chart to decide how rapidly the hero can go. To travel even faster, the hero needs Speed Manipulation [or Speed Manipulation (supermobility)].

The hero can also tunnel through matter. When tunneling, use the suggested difficulties listed under the 9D aspect of Earth Manipulation. Increase the difficulty further for harder or more complex matter.

10D: The hero can either coat a target in any form of matter, or change the makeup of his (not others') physical form into another type of matter, from a simple skin color alteration to transforming into a steel golem. The player must choose which variation the hero uses on character creation. (The latter variant is the only exception to the character's inability to transform organic matter.)

A transformed hero gains the material's ordinary (nonmagical) strengths and weaknesses without losing his mobility or ability to think or communicate. For example, he can change his body into steel or rock for more protection, or he can transform into a liquid or gas and slip into otherwise inaccessible places. Depending on the material, the Narrator may allow him to ignore all wound level and massive damage modifiers (if using these combat options) when in a different form.

For solid materials, the hero receives an Armor Value equal to the die code in the power plus two times the Defense Value of the material (see page 198 of the rulebook for some suggestions). This armor protects against mental attacks only if they have a physical component (such as Explosion, Psychic Blast, Psychic Manifestation, and Telekinesis). For example, if a hero with 10D in Matter Manipulation changes himself into steel, his Armor Value would be 22 [10 + (2 x 6)].



MEMO



Subject: Matter Manipulation

Interviewee: Firestorm

Excerpt from Interview: "Look, no offense, but I've had a rough time the last couple of years—the other Firestorm, cancer, getting dumped by my girl, and re-igniting the flames of Hell. I mean, geez, I don't think I won any brownie points with the Big Guy for that one, y'know?"

Notes: Interviewee refused to be a subject for D.E.O. experimentation.



For gasses and liquids, the hero's body remains complete; he won't lose anything to evaporation. He can spread his body out over an area equal to his original volume, and then he can draw himself back together. He gets no Armor Value, but attacks with physical components do no damage to him (although mental attacks that affect the mind and energy attacks are harmful). A sufficiently high wind-based attack or enough physical damage could disperse the character. Although this doesn't actually harm the character, he cannot do anything except reintegrate himself. It takes the hero about one round per 100 feet he is dispersed to gather himself together.

The form is humanoid in shape, but he can change his shape (the base difficulty is 2, modified by the Narrator based on the complexity of the desired shape). He also ignores all wound level and massive damage modifiers (if using these combat options).

This effect lasts until the hero changes to his normal form or is rendered unconscious. If knocked unconscious, the hero reverts to human form, with 1 percent of his original Body Points (rounded up); however, he remains unconscious until he receives medical aid or he gains back Body Points by resting.

If player instead chooses to create sheaths, these can be placed on up to a number of people equal to the die code, though creating each coating counts as an action. These sheaths don't restrict the target's movement unless the hero wants them to. For solid materials, the sheaths provide an Armor Value equal to the die code in the power plus two times the Defense Value of the material. The hero can also generate a safe environment from nearby matter that can be either be skintight (this counts as a physical sheath) or in an area up to the maximum volume of the power. However, the coatings do not allow the hero to provide the benefits of a liquid or gaseous form.



Department of Extranormal Operations

SPECIAL REPORT: DEFENSE VALUES OF INANIMATE OBJECTS

As the rules stand, inanimate objects have a Defense Value that determines their resilience, and characters use Armor Value for the same purpose. As Matter Manipulation demonstrates, translating one to the other isn't particularly difficult. If the Narrator prefers not to give Defense Values to inanimate objects, she should multiply the Passive Defense Value of an inanimate object by three to get its equivalent Armor Value. The difficulty of striking an unmoving inanimate object drops to zero, though all other modifiers apply.

In a few cases, tripling the Defense Value of an object may not provide a satisfactory result. For example, a bus, which has a Passive Defense Value of 9, is not likely to have an Armor Value of 27. Likewise, the LexCorp door that the heroes have to get past in the adventure in the rulebook has a Passive Defense Value of 8, which, at an Armor Value of 24, doesn't have a decent chance of stopping determined super heroes. In these instances, multiply by two in the case of more vulnerable objects, and by four in the case of especially resilient objects.

13D: The hero can spontaneously create matter. The material appears near her in a specified location when her turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, adjusted depending on how complex the material is. The hero may not generate any complex, working machines, devices, or wonders with this, though he could produce simple gadgets (such as a knife) or parts for complex equipment, assuming he could beat the correspondingly high difficulty.

16D: The hero can reshape and alter matter into complex forms (changing a huge boulder into a swing set). The transformation of one inanimate object to any other has a *know-how* (*Matter Manipulation*) difficulty of at least Moderate. Use the "General Modifiers" chart and "Creating Manipulation Constructs" section for some suggested modifiers. Producing the desired effect takes anywhere from a single round to make a Manipulation construct from a single type of matter to several rounds to transform a simple object of a single type of matter into a complex device composed of several types of materials.

Sample Enhancements & Limitations: One specific form of Mastery allows the hero to add the die code of the power to his *lifting* skill when using either of the variants of the 10D aspect, as long as the hero's body is solid. Although the power itself can't have the Duration Change: Permanent Limitation, certain aspects can have similar Limitations. A hero with a die code of 10D could take the inability to return to an organic form as a +2D Side Effect, for example. A +3D Additional Effect provides the character with more control over flying with the power. The hero may add one automatic success for every two dice the hero has in the power. Assimilating or absorbing material can only be taken as a specialization-limitation combination; this is not a feature of the full power. The Matter Manipulation (absorption) specialization is combined with Rechargeable at -4D (the hero must absorb about one cubic foot per die code in the power for every use of the power). This combination allows to increase his size by one foot per die code in the power. He may lose material he has absorbed at the same rate, but he does not need to recharge his power after he does so.

MECHANICAL MANIPULATION

Base Cost: 25

Specialization Base Cost: 8

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *computer ops, engineering, invent, repair, know-how* (*Mechanical Manipulation*)

Specializations: specific aspect, specific machines, specific type of machine

Description: The hero can take advantage of any mechanically constructed device, from cars and trucks to computer systems and satellites.

Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of

Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Mechanical Manipulation Aspects

Die Code: Control of Power

1D: The hero can understand the language of machines and communicate directly with them without any hook-up to the machine. If the hero has the *computer ops* or *engineering* skill, then this power can be used to command or reprogram computer systems. The hero gains a bonus equal to half the die code of the power (rounded up) when attempting to control a computer by using this aspect. Additionally, the hero gets a bonus of half the die code of the power, rounded up, to uses of the *repair* skill.

5D: The hero can control the functions of any machine. He may control up to his die code of machines at one time. If the hero attempts to control more machines than his die code, he must make a *know-how* (*Mechanical Manipulation*) roll every round or fall unconscious, losing control of all the machines. Add +2 to the base difficulty of zero for each additional machine.

10D: The hero can combine different machines to make a new, "patchwork" machine. He can combine up to 1,000 times his die code in pounds of machinery. Unless using this power to create a device, gadget, or wonder (as per the "Equipment Creation" rules in the *DC Universe Roleplaying Game* rulebook and the *Metropolis Sourcebook*), use the "Creating Manipulation Constructs" section to determine the properties of any spontaneously created machine. The player rolls *engineering* or *know-how* (*Mechanical Manipulation*) against a difficulty set by the Narrator. The difficulty depends on the ability to function, the complexity of the new machine. A created wonder may have a number of skill bonuses equal to the character's *invent* die code, with a total value up to the die code in the Mechanical Manipulation power at no additional cost. If the original machinery contained powers, he can include them in the new item. However, attempts by other characters to duplicate or repair these wonders through normal means are impossible. Alternatively, the Narrator can determine a rough Character Point total for the machines used to design the new wonder. Then the player may spread these points among the various characteristics of wonders using the equipment creation rules in the *Metropolis Sourcebook*.

12D: The hero can project his consciousness into any machine. If his physical form is destroyed, he must make a Heroic *willpower* roll or his mind perishes with his body. If the roll is successful, the hero's mind lives on in the machine and can transfer itself between machines through any normal means of data transmission (modem, electrical output, and similar methods). The character's new form is bound to the characteristics of the machines it is created from.

The hero may also cause machines to move and function on their own by imbuing them with some of his will. To determine success, use the Animation power modifiers (which can be found in the Mental powers chapter) with a base difficulty of 1. The less the machine is designed to do what the hero wants it to do, the greater the difficulty.

15D: The hero can reshape any mechanical construct into a new form. The new form may be a replica of the hero's old

body, except with, for example, a plasma cannon for a left hand, or an entirely new design. The difficulty depends on the complexity of the new form and the available components. The hero uses *engineering* to determine success.

18D: The hero can create small, temporary wonders (up to as many as the die code in the power). Each has one power at the hero's die code in Mechanical Manipulation. These wonders (unless destroyed—each has a PDV of 2 and 10 Body Points) last for twice the die code in rounds until they burn out, though given a few uninterrupted rounds to work, the hero can repair the equipment. He can also grow one cubic foot per one cubic foot of machinery absorbed, up to a number of cubic feet equal to the die code in the power.

21D: The hero can absorb machines to recover Body Points as if he had Healing at the die code in the power.

Sample Enhancements & Limitations: As a -1D Side Effect, the hero may also be required to make an *invent* roll before making rolls for creating new machines. The Uncontrollable Limitation, on the other hand, will make any technophile's life miserable. Any time the power goes out of control, it can wreak havoc on any machine. Programs or files vanish, normal equipment turns against their operators, or an evil android with a hatred for organic life comes into existence (not that that would happen).

ORGANIC MANIPULATION

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (full power cannot be Permanent)

Range: normal

Base Damage Value: normal

Managing Skill: *search*, *surveillance*, *know-how* (*Organic Manipulation*); also see aspects chart

Specializations: specific application of power, specific kingdom, chameleon, life force

Description: The hero can act on all types of living matter. Once-living matter can be affected until the organic chemicals begin to break down. Fresh apple juice, for instance, could be manipulated, but hard cider could not. Characters of non-carbon-compound-based species may take this power, but what they create or can manipulate is based on what they consider to be the material of living beings.

Unless otherwise stated or implied, the initial region the hero may affect is 1 percent of what is listed in the "Area of Effect" chart. See the "Creation & Movement Modifiers" sidebar for modifiers to increasing this amount.

Organic Manipulation Aspects

Die Code: Control of Power

1D: The hero can sense the presence of living beings. She uses *surveillance* or *search* to gather information or to locate a target. (Use the difficulties on pages 216 and 218 to determine success.) The range of this aspect is the normal area of effect for a Manipulation power. The hero also gains extra successes equal to the power's die code to her *resistance* rolls.

3D: The hero can project organic matter from her body. She can only shoot out one type of substance in each action. The Narrator may require a *know-how* (*Organic*



MEMO



Debriefing Report On: Manipulation Powers

Agent: Operative 4182

Okay, King, you asked for it. My take on the Manipulation class of superpowers is this:

We have no hope of matching them.

Not with normal equipment, that's for sure. Even most other metahumans are no match for beings with these powers. Mr. Mxyzptlk, for example, could turn Superman inside out with a wave of his hand. Superman gets rid of him through a ritualized game of wits forced on him by this creature, whose power is seemingly without limit.

Doctor Polaris can throw around battleships. And I'm not even going to get into the magic question—that's a subject for a whole other dossier.

What I'm getting at here, sir, is that we *need* the super heroes to counter these threats. The metahuman criminals with powers like these cannot be dealt with through what we've euphemistically classified as "contingency plans." If we sent a cleaner to bring down Mxyzptlk, he could simultaneously turn every agent in the department into flowers or termites.

Fortunately for the world at large, the beings in this class of power seem to cancel each other out. Criminals and conquerors who oppose heroes with the ability to manipulate elements or forces routinely take those powers into account, and the super heroes manage to defeat the villains with these powers regularly, finding their weaknesses and driving them back.

This, of course, begs the question: If the heroes can do it, why can't we? The answer is as simple as it is unfortunate—they have the power to counter their opponents. Yes, intelligence and cleverness are necessities, but they are not always enough. While I am not suggesting abandoning our metahuman contingencies, they should be matters of absolute last resort in all cases.

My analysis of those metahumans with powers in the Manipulation class shows that there are some basic tactics involved. As I mentioned, metahumans on both sides of the law prepare for

each other, and these preparations have certain general things in common.

First, almost every form of Manipulation has some sort of opposing force related to it. The ability to control reality itself aside, each range of powers has its weaknesses. The Elemental subclass follows the classic lines of elements being linked to each other in opposition, the most recognized example being fire and water. Superpowered criminals in particular stock up on an opposing element when they know they'll be facing an element-powered hero. The Force subclass is a bit trickier, but all of these powers fall under the realm of physics. Even the strange mixed bag that has become known as the Speed Force seems to have rules. Though the Flash's Rogues Gallery has become something of a joke among metahuman circles, they managed to give one of the greatest heroes of our age a hard time through cunning use of a single gimmick and knowledge of the limitations of their adversary's power. It bears mentioning that they were beaten in the same manner—the second Flash, with a single power, managed to defeat regularly the Rogues, alone or in teams, by clever use of speed.

The group of "powers" classed under Universal Manipulation almost seems unfair, but we have to take into account that beings that are best described by this category exist. Even at this level, however, there unquestionably remains a sense of tactical and strategic thought. In a sense, it can be argued that beings of this power are strategists as much as tacticians, using their powers the way a general would use an army. While this is clearly not always the case, it seems that the most common voluntary reason for a being with a Manipulation power to engage an opponent physically is simple overzealousness. Many metahumans who could easily attack an opponent from a distance will often fight hand to hand for no better reason than wanting to get a better look at the would-be victim.

This often leads to defeat. On the other hand, sometimes two combatants will have nearly equal Manipulation powers, but one will have superior martial training, making this a viable tactical option. We should keep this in mind should we ever have to deal with these living forces of nature ourselves.

Manipulation) or *science* roll for generating complex or unusual types of matter; this roll counts as an action. Alternatively, the Narrator can opt to increase to the *marksmanship* difficulty. The Base Damage Value of the projection generally equals three times the die code of the power, but the Narrator may opt for a higher or lower Damage Value depending on the material being projected. The hero uses *marksmanship* to aim. The projection is no more than the width of the user (maximum) and is aimed at one target.

Other examples: The hero might spray out an organic toxin. The difficulty to shoot out the toxin is +2 to the *marksmanship* difficulty. The toxin does the die code in damage per round until the victim makes a successful *resistance* roll against a difficulty equal to two times the die code of the power.

Another possibility is an antidote spray or injection. The difficulty to generate it is +2 to the *marksmanship* or *brawling* difficulty, or a Difficult *know-how* (*Organic Manipulation*) or *science* roll. (Note that no damage is done if the

hero uses *brawling*.) The Narrator may decide to lower the difficulty if the hero has a sample of the compound the antidote is supposed to work on. The antidote adds a success bonus equal to the die code of the power to any *resistance* roll; the Narrator may opt to include additional points for exceptional generation rolls. The antidote lasts for a number of minutes equal to the Effect Value of the roll before evaporating or breaking down, though the effect of the antidote is permanent.

Check out the Chemical Projection power in the Physical powers chapter for more ideas, such as pheromones. All *marksmanship* difficulties to any Chemical Projection effect are at +2. Remember that the hero may only produce organic materials.

5D: The hero can make basic physical changes to a target. The target's genetic structure does not change, but the general shape, color, and biological functions of the target can be altered. To make a single alteration to an unresisting target requires a Moderate *know-how* (*Organic Manipulation*) roll. To affect an unwilling target, the hero must



DEPARTMENT OF EXTRANORMAL OPERATIONS



first an opposed *know-how* (*Organic Manipulation*) roll against the target's *resistance*. A target with Invulnerability or Power Shield adds the power's die code in automatic successes to his *resistance* roll. Each additional change attempted in a single action adds +3 to the difficulty of the *know-how* roll. The Narrator may allow the hero to add the Effect Value of superb rolls to results of the alteration (thus, for example, increasing the effectiveness of the Advantage or Disadvantage) or as minutes to the amount of time the alteration lasts. When the alteration is about to fade, the hero may "renew" it for the same amount of time at half of the original difficulty.

Among the changes a hero can make include:

X Add or remove one physical Advantage or Disadvantage with a value equal to no more than one half of the power's die code. Unless the hero or the target spends Character Points to keep the Advantage, the Advantage or Disadvantage fades after a number of minutes equal to the 10 times die code of the power. (It costs six times the die code of the Advantage to keep it.)

X Alter any aspect of the character's external appearance, such as skin color, skin texture, eye color, or hair color, but not bone structure or gender. This change is permanent.

X Impair or enhance one ability natural to the target, including senses and movement. The difficulty for the target to use that selected ability increases (for impairments) or decreases (for enhancements) by one-quarter of the power's die code, rounded down. Unless the hero or the target spends Character Points to keep the enhancement, the impairment or enhancement fades after a number of minutes equal to the die code of the power. (It costs 12 times the value of the enhancement to make it permanent.)

Another stunt the hero can perform is blending. The user causes the exterior of the target to become capable of a chameleon-like blending of the skin (and any organic clothes, such as cotton) and scent with the surroundings, though the target still leaves footprints. The player rolls the hero's *know-how* (*Organic Manipulation*) plus a number of automatic successes equal to one-half the die code of the power, rounded up. This becomes the difficulty to see the hidden hero (with *surveillance* or *search*). The stunt is most effective when the hero is some distance from the onlooker. A closer examination shows a slight distortion caused by the refracting of the background. Carried objects are not rendered invisible unless they are stashed beneath the blending surface. Sprays or clouds may mark or show the outline of the hero.

The hero could will injuries to appear. The hero makes an opposed *willpower* roll against the target's *resistance*. If successful, the hero does three times the die code of the power in damage to the target, typically appearing as boils, cramps, broken bones, or some other spontaneously generated physical ailment. The range is normal. The Natural Armor and Forcefield powers are ineffective against this attack. Invulnerability works normally, and Power Shield reduces the amount of damage by three points per die.

When the hero attempts to heal an injury, she rolls her *know-how* (*Organic Manipulation*) against a difficulty equal to 10 percent of the Body Points to be healed, rounded up. If successful, the hero regenerates 2 points per die in the power. Invulnerability does not interfere with the healing, but if a Power Shield is active, the amount of damage healed is reduced by 2 points per die of Power Shield active.

10D: The hero can make dramatic changes to a target's form, including partial genetic alteration. The difficulty for extreme alterations is 4 per change made. The Narrator may further adjust this based on complexity of reaching the alteration goal and on the hero's familiarity with the new form. In addition to the possibilities listed in the 5D aspect level:

X Add a natural ability, with a die code (if applicable) up to half the power's level. Unless the hero or the target spends Character Points to keep the enhancement, the natural ability disappears after a number of minutes equal to the die code of the power. (It costs 12 times the value of the natural ability to make it permanent.)

X Change the target's shape, number of limbs, placement of limbs, number of sensory organs (adding functionality is a separate change), placement of sensory organs, gender, or even species. (See the "General Modifiers" chart at the beginning of this chapter and the Shapechanging power in the Physical powers chapter for some ideas or suggested difficulties.) These changes are permanent.

X Animate plants and influence other nonsentient, simple lifeforms. (See the 5D and 11D aspects of Plant Manipulation for further explanation and recommended difficulties.)

X Create a disease within a target. (See the Disease power in the Physical powers chapter for more details and suggested difficulties.)

Another interesting tactic the hero may try is regrowing lost limbs. Depending on the size of the missing part, the minimum difficulty may be anywhere from 5 to 25 percent of the target's total Body Points. (Take half of this total if the hero is only reattaching a limb.) The hero rolls her *know-how* (*Organic Manipulation*) to determine success, adding one automatic success per die code in the power. If the roll fails without a critical failure, the limb is not reattached or regrown; instead, the target regains 2 points per die code in the power. With a critical failure, the power is ineffective.

15D: The hero can spontaneously generate organic matter. The material appears near her in a specified location when her turn comes up in the next round. The amount depends on the die code of the power; the initial amount is one-quarter of what is listed in the "Area of Effect" chart. The base difficulty is 2, which gives the hero a simple, non-living blob of protoplasm or similar material. To add any kind of detail, form, or functionality increases the difficulty and the time it takes to produce the desired effect. Use the "General Modifiers" chart and "Creating Manipulation Constructs" section for some suggested difficulties and modifiers.

18D: The hero can cause alterations to happen quicker. She gains an automatic success bonus equal to half of her



die code, rounded down, to all know-how (*Organic Manipulation*) attempts.

Sample Enhancements & Limitations: This power traditionally has all sorts of nasty Side Effects; tampering with the nature of life itself is considered “playing God” by many, and that attitude often corrupts use of this power. The specialization of regrow limbs is a popular manifestation of this power. A specific form of Mastery of the power gives the hero a limited form of immortality; she automatically heals two Body Points for each die in the power for every round in which she is not using the power for another purpose, up to her maximum number of Body Points. Another specific form of Mastery allows the hero to make changes for hours (instead of minutes). Linking the Size or Density Manipulation and/or Temporal Manipulation (powers allows the hero to change these characteristics of a target. Assimilating or absorbing material can only be taken as a specialization-Limitation combination; this is not a feature of the full power. The Organic Manipulation (absorption) specialization is combined with Rechargeable at -4D (the hero must absorb about one cubic foot per die code in the power for every use of the power). This combination allows to increase her size by one foot per die code in the power. She may lose material she has absorbed at the same rate, but she does not need to recharge her power after she does so.

PROBABILITY MANIPULATION

Base Cost: 30

Specialization Base Cost: 9

Duration: Activated

Range: see aspect chart

Base Damage Value: none

Managing Skill: know-how (*Probability Manipulation*)

Specializations: specific aspect, good luck (only defensive or beneficial effects; can't cause direct harm), bad luck (only offensive or harmful effects; the only “good” done is by harming those who would themselves cause harm), self only, others only

Description: The hero can alter the probability of various events. Note that most characters won't be aware of any changes in outcomes, instead chalking it up to fate, the fickleness of luck, or coincidence—even if the **player** recognizes the influence of a probability manipulator.

If the hero is using the 1D, 3D, or 6D aspect, there are certain restrictions and options. The hero can't affect someone with a higher initiative than the hero has in the same round. The hero can use the “wait” option (explained on page 104 of the rulebook) to target an action of a character going later than he does. However, this applies the usual multi-action penalty unless the hero has an appropriate power or Enhancement. Alternatively, the hero can pick, on his turn, a character with a lower initiative than he has. Whatever the effect the hero decides to use, it acts on the first roll the target makes on her turn; the probability manipulator may not choose the action. As a third option, the hero can call up on his Probability Manipulation power in one round and affect any action (including his own and initiative rolls and regardless of his initiative for that round)

Probability Levels

Level	Effect
1	Even chance (one event is just as likely to happen as another, such as make Two-Face's coin come up heads or a normal six-sided die come up a particular face)
2	Uncommon (1 in 10; Impulse cleans his room before Max gets home)
3	Unlikely (1%; Robin actually manages to keep a secret from Batman)
4	Rare (1 in 1,000; Kyle Rayner matching all numbers in daily lottery)
5	Very rare (a bullet bounces off the Huntress's medallion)
6	Once in a (normal) lifetime (a large rock, a lightning bolt, or a chunk of a destroyed satellite hits a target)
7	Amazing (Wally West wins a multi-million dollar lottery)
8	Unbelievable (the hat the hero just bought is actually an ancient artifact from Atlantis that every sorcerer on Earth, and several off Earth, would kill for)
9	Unheard of (a lightning bolt knocks the hero into a rack of chemicals, but instead of frying him, grants him amazing powers)
10	Virtually impossible (Darkseid appears out of a boom tube in the perfect time and place to come between the hero and a blast from the villainous Cyborg's arm cannon)

in the next round. He may pick the action, if he desires. That chosen action does not receive a multi-action penalty for being influenced.

A character with Power Shield may make an opposed roll against the hero's *know-how* (*Probability Manipulation*) to prevent the probability power from working.

For this power, the player may want to have an extra set of dice handy for making alternate rolls. This way, instead of rerolling the dice, he can roll the extra set so it's easier to choose between the two rolls.

Probability Manipulation Aspects

Die Code: Control of Power

1D: Once per round, the hero may affect one Wild Die per die code in the power. The Wild Die can be part of any roll, be it with a skill, power, damage, initiative, and so on. When a character makes a roll, the player with the probability manipulator rolls another Wild Die and chooses which Wild Die result he wants used for the targeted action. This aspect of the power may affect the hero or a target that the hero touches.

3D: Once per round, the hero may affect one set of regular dice per die code in the power. The set can be part of a skill, power, damage, or any other roll. When a character makes a roll, the player with the probability manipulator rolls another set of dice and chooses which success total he wants used for the targeted action. This aspect of the power may affect the hero or a target that the hero touches. The hero may reroll wild dice and regular dice as part of the same use the power, but the total number of rolls affect in a round may not be greater than die code of the power. If the hero affects the regular dice and the Wild Die of one action, this counts for two slots.

6D: Once per round, the hero may roll the die code of the power and add or subtract the success total to any other roll. The successes may be divided among several actions and targets, but all of them must be in the same round. This aspect of the power may affect the hero or a target that the hero touches.

9D: The hero adds the die code as an automatic number of successes in the power to his active or Passive Defense Value against hostile actions. There is no "gotcha" to this effect. It automatically distinguishes between a genuinely hostile act (the Parasite, disguised as a friend, tries to shake the hero's hand) and a genuinely helpful one (the Martian Manhunter, in the form of Big Doofus, knocks the hero aside, saving him from a far deadlier attack). Probability will bend and twist, if necessary, to protect the hero. The duration of this aspect is Permanent. On a successful Heroic know-how (*Probability Manipulation*) roll, the hero can extend this effect to all allies of which the hero is aware for the next round. The duration of the extended aspect is Activated.

12D: The hero can cause events to occur. The player details the desired outcome and, if possible, the steps necessary to get there. The Narrator picks an appropriate probability level, adjusting it based on how much influence the power has over probability. The hero rolls his know-how (*Probability Manipulation*) against the difficulty to determine success. It generally takes at least one round per step for the desired outcome to happen, though the Narrator might lengthen it to minutes, hours, days, or longer, depending on the steps involved. (For example, a comet, veered from its usual course with the intention of hitting a

specific character, could take months to arrive. Even so, if the hero's roll was high enough, then chances are excellent that the comet will fall on the target, wherever she may be.)

For this aspect, causing events is at a difficulty equal to three times the probability level of the event.

15D: The hero can cause events at a difficulty equal to twice the probability level of the event.

18D: The hero can cause events at a difficulty equal to the probability level of the event.

Sample Enhancements & Limitations: The Uncontrollable Limitation allows the

Narrator, not the player, to choose which action a change of luck affects. An alternative version of the Uncontrollable Limitation invokes Murphy's Law, reversing the effect that the hero desired. The Short Circuit Limitation simulates an unreliable power—the hero can't always count on luck being there for him. The Duration Change: Permanent Limitation means that the hero doesn't consciously control the power, but instead it works automatically in a way that helps the hero in the end. (In other words, the Narrator controls the power, but shouldn't use the power against the hero unless what seems like bad luck now turns out to be good luck later. "I can't believe it! I slipped on a rock and got caught by Kobra! And now he's imprisoned me in his...control...room...") Extended Range allows the hero to manipulate probability at normal range for powers. General Mastery of this power could provide any number of effects. One such possibility is that the hero can send a "luck" message to an ally, causing something composed of liquid or small parts (cereal, paper clips, milk, whatever is handy) to spill in front of a friend spelling out a message that the hero needs to deliver. The message may only consist of a few simple words. The hero must know what he wants to spill and where he wants it spilled. Increase the difficulty for complex ideas, random items use, or sending blind.

REALITY MANIPULATION

Base Cost: 30

Specialization Base Cost: 9 (20D for the power emulation aspect)

Duration: Activated (cannot be Permanent)

Range: see aspect chart

Base Damage Value: depends on power used

Managing Skill: specific skill using, managing skill for the power using

Specializations: specific part of reality, skill emulation, attribute change, power emulation, natural ability emulation, illusion/lie detection, specific reality

Description: The hero can control the appearance of reality. Because this power is Activated, if the hero is knocked unconscious, he loses any changes he makes to himself, and he reverts to his original scores.

When the hero wants to use an aspect, he takes one round to do this per aspect; he can take no other actions in that round, even if the hero has given himself Speed Manipulation.

A character may have the power emulation specialization one of two ways: The player may use it to design new powers (see the "Power Creation" sidebar). Or, the hero may have the ability to emulate any power. The second version has three aspect levels: At 1D, the character follows the guidelines set out in the 15D aspect. At 5D, the hero can add Enhancements as explained in the 20D aspect. At 10D, the hero can use powers at the die code of the specialization, as outlined in the 20D aspect. Follow the "Beyond the Max" suggestions at the beginning of this chapter for ideas on aspects beyond 10D.

Narrators should strictly regulate the use of this power because it can severely imbalance a game.

Probability Manipulation (events): A character who specializes in causing events to happen uses the 12D aspect of Probability Manipulation as the description for this specialization. However, the difficulty modifier for the probability level changes as the die code changes. This specialization has this aspect level progression: 1D–7D is three times the probability level of the event, 8D–14D is two times, and 15D or greater equals the probability level.



Reality Manipulation Aspects

Die Code: Control of Power

1D: The hero can sense the nature of reality around him. He adds half the die code in the power as an automatic success bonus to relevant *Perception* or related skill rolls. This is especially helpful for seeing through illusions and lies. It also gives the hero insight into matters not discernable by ordinary people. For example, the hero can comprehend a target's true identity (even if it has been altered with Shapechanging or Organic Manipulation) or find a hidden passageway or a trail (even if it's been modified by a power). The Narrator sets the difficulty based on how well the disguise or change was performed.

5D: The hero may use any skill. He may give himself a total value of skills adds equal to the die code in the power. Thus, he could have one skill at +5D, five skills at +1D each, and so on. The hero adds the value of the skill to his attribute to determine the total skill value.

10D: The hero may double or halve any or all attributes that he has.

15D: The hero may use any power except Probability Manipulation, Temporal Manipulation, and Magic Manipulation powers for any effect he wishes. An emulated power could be a full Physical, Mental, Transportation, or Protection power or specialization thereof or an aspect or special-

ization of a Manipulation power (but not the full power). He may give himself a total value of powers no greater than the die code in Reality Manipulation. Thus, he could have one power at 15D, three powers at 5D each, and so on. He keeps his choice of powers until he dumps all of them and selects another set. The hero can affect others if he gives himself powers that allow him to do that.

However, he still must obey the limitations inherent in any power he selects. For example, if he decides to take Speed Manipulation at 15D, he must immediately make an Extremely Difficult *willpower* roll or be absorbed by the Speed Force (and the player may no longer use the character).

20D: A hero can add an Enhancement to a power created with Reality Manipulation by reducing the power's die code by the cost of the Enhancement. He can likewise increase the die code of a power by adding a Limitation to it. Furthermore, he can give himself any skill or power at up to the die code in the power. The rate is one skill or power per die code in the power per round.

25D: The hero can alter the features of reality (though not time). This includes what can normally be comprehended by the basic five senses, memories, and emotions. The base difficulty is 2, modified depending on the complexity and area of effect. Anyone in or entering the area of modified reality does not get a resistance to the changes, unless she has some power or means to do so (such as Power Shield). The alterations placed on reality are permanent, until the hero changes it back. The range of this is the normal range for powers. Even so, the area the hero can affect starts at 10 percent of the amount listed in the "Area of Effect" chart at the beginning of this chapter.

The alteration of reality can simulate Probability and Temporal Manipulation by making it appear to targets that those sorts of changes happened. In actuality, neither was tampered with. Should the hero decide to revert to the true reality, since there was no alteration of time or probability, things go back to exactly the way they were before the reality shift. All of those affected will have memories of the situation, which is not something necessarily true for Temporal Manipulation.

30D: The hero can resist attempts by others to change reality. This is a roll of the hero's Reality Manipulation power against the Reality Manipulation of the opponent. If the hero succeeds, reality remains the same for him, even while it changes for everyone else.

40D and 50D: At each of these plateaus, the hero develops a signature stunt, overcomes one Limitation associated with or limiting feature of the power, or adds an Enhancement. See the "Beyond the Max" section earlier in this chapter for more information about this.

Furthermore, the hero gains one or two Disadvantages worth -2D for every 10D beyond 30D in the power. The Disadvantage total cannot be bought off and must come into play at least once per adventure. Nevertheless, this Disadvantage can grow or change at each plateau. Thus, the hero could have Extremely Competitive (-2D) at 40D, but at 50D, have Delusions of Grandeur (-3D) and Argumentative (-1D).

60D and Beyond: At this point, there are almost no restrictions to what the character can do, though he still can-

Reality Manipulation Modifiers

Complexity	Modifier
One, minor aspect of a small item (changing the color of a piece of furniture)	0
Several, minor aspects of a small item (making something small disappear), making a small item appear	+1
One, minor aspect of a large item (changing the color of a room)	+2
Several, minor aspects of a large item (making a person appear or disappear), making a large item appear	+3
Several, major aspects of a large item (changing entire surroundings of a room)	+4
Several, major aspects of a very large item, making a very large item appear (Changing the shape of a house)	+5
Several, major aspects of a large area (changing entire surroundings of an outside area)	+6
Several, major aspects of several large areas (changing several large structures)	+7
Area of Effect	Modifier
10% of base volume	0
Additional volume (per additional 10%, up to amount for base die code)	+2
1 sense	0
2 senses	+1
3 senses	+2
4 senses	+3
5 senses	+4
Emotions*	+8
Memories*	+10

*May be altered only if all senses are also tampered with.

not use Probability Manipulation, Temporal Manipulation, and Magic Manipulation powers. However, the hero still gains -2D worth of Disadvantages for every additional 10D he has in the power, starting at 60D.

Sample Enhancements & Limitations: Any Enhancements or Limitations taken for Reality Manipulation apply

to all powers simulated with this power. Often, the power to warp reality prevents the hero from seeing reality as it truly is. Lacking the 1D aspect of this power falls under the Limited Ability Limitation. This power may have the Others-Only Limitation, which allows the hero to use the lower aspects on others at normal range. However, it cannot have the Self-Only Limitation.



Department of Extranormal Operations

SPECIAL REPORT: POWER CREATION

The power emulation aspect of Reality Manipulation offers players a basis for creating their own Manipulation powers. The player selects powers that she thinks should be grouped, and the Narrator approves or disapproves their association.

When creating a new Universe Manipulation power, the player may select from and include any full Physical, Mental, Transportation, or Protection power, a specialization of one of those, or an aspect or specialization of a Manipulation power except Probability Manipulation, Temporal Manipulation, and Magic Manipulation (and related versions) powers. The Narrator may further limit this list for game-balance purposes. The base cost for this type of created power is 20.

In a similar fashion, a player could employ the Elemental Manipulation powers as a basis for creating other material-control powers, such as smoke, metal, quartz, or substance not specifically designated in this book. The player chooses an Elemental Manipulation power that governs a material similar to the desired substance. Then substitute the listed element name with the desired substance name. The base cost for this type of power is 15, with a specialization cost 5.

The player then decides whether to create an aspect chart that gives a power to the character at each level or to allow the character to pick from a pool of powers but only use them in a limited manner. The player may not design a power permitting the character to do both.

With an aspect chart, the power starts at something simple, such as a detection power or sense aspect, and grows. The player should rely on the "you can't run before you can walk" theory in deciding how to place powers.

With the pool concept, the player gives the character the opportunity to choose which powers he wants to use in the round. The total value of powers in use at the same time may be no greater than the die code in Reality Manipulation (power group). Thus, a character with 5D in the new Manipulation power could have one power at 5D, one power at 3D and one power at 2D, and so on. The character keeps his selection of powers until he discards all of them and picks another group.

The specialization base cost is not applicable for a new Universe Manipulation power because the "specializations" are actually individual powers and already have their own listings. New Elemental Manipulation powers have a specialization base cost of 5. The duration is generally Semipermanent, unless all of the powers in the group have a different duration. In such an instance, that duration is used. Unless all of the powers taken have a range of self, the range of the emulated power is normal. The Base Damage Value is dictated by the power used. The powers grouped still each use the managing powers listed in their descriptions, but the *know-how* specialization needed becomes the emulated power. *Know-how* specializations for each power included are no longer necessary. Furthermore, the power group still must obey the limitations inherent in each of the selected powers.

Example: Morgan wants to play a character with all of the classic psychic powers, but she discovers that there is no Psychic Manipulation

power. After a brief discussion with Kurt, her Narrator, she gets the green light to generate a "Psychic Manipulation" power. She wants to include the following powers: Power Sense (psychic powers), Astral Form, Empathy, ESP, Illusion, Mental Blast, Mind Control, Possession, Speak with Animals, Telekinesis, Telepathy, and Mental Shield. Kurt approves of most of this, but decides that Astral Form and ESP aren't really a part of the stereotypical mentalism group of powers, and that Telekinesis is too physical a power to belong with the rest. Morgan, being a good sport, agrees without argument. The final power looks like this.

Psychic Manipulation

Class: Universe Manipulation; based on Reality Manipulation

Base Cost: 20

Specialization Base Cost: not applicable

Duration: Semipermanent

Range: normal

Base Damage Value: depends on power used

Managing Skill: animal handling, languages, search surveillance, tracking, willpower, know-how (Psychic Manipulation)

Specializations: not applicable

Description: The hero with this power is the classic mentalist. The hero has a number of powers she can pick from: Empathy, Illusion, Mental Blast, Mind Control, Possession, Speak with Animals, Telepathy, and Mental Shield. The hero may choose which powers she wants, but the total value of powers in use at the same time may be no greater than the die code in Psychic Manipulation. The hero can also detect psychic energies and residue and, on a successful *know-how* (Psychic Manipulation) roll opposed by the target's *know-how* (appropriate psychic power), can recognize the energy signature of a psychic the hero knows. The hero may also learn and use any technique described in the Mental Combat sidebar in the Mental powers section.

Morgan could have created an aspect chart for Psychic Manipulation. Here's one possible aspect chart.

Psychic Manipulation Aspects

Die Code: Control of Power

1D: The hero can also detect psychic energies and residue and, on a successful *know-how* (Psychic Manipulation) roll opposed by the target's *know-how* (appropriate psychic power), can recognize the energy signature of a psychic the hero knows.

3D: The hero develops the Mental Blast power.

6D: The hero manifests the Empathy, Telepathy, and Speak with Animals powers.

9D: The hero gains the Mental Shield power.

12D: The hero acquires the Illusion power.

15D: The hero gets the Mind Control power.

18D: The hero develops the Possession power.

Beyond 18D: Use the "Beyond the Max" guidelines at the beginning of the Manipulation powers chapter for some ideas on what to do with the power at levels beyond 18D.



Department of Extranormal Operations

SPECIAL REPORT: THE SOURCE

Anyone familiar with the New Gods is aware of a power that can do anything: the Source. This supreme cosmic force is at the heart of the war between New Genesis and Apokolips, granting the forces of good and evil vast power.

Few have ever truly mastered it. Even Darkseid only wields a shadow of the true power of the Source, which is why New Genesis still exists. While it is possible to use the Source as an origin for any power, and Reality Manipulation simulates true control of this force well, players and Narrators alike should be aware that the Source is not a power to be handled heedlessly. The old gods tried to uncover its mysteries...and are trapped within the Wall that stands between the full might of the Source and the rest of creation. Darkseid has been trapped in that same Wall and escaped, but still he has not pierced its secrets. Highfather certainly knows something of the Source's mysteries, but he isn't talking.

If a game is being run at the most cosmic levels, and the heroes are pure of heart, then true control of the Source may be permissible. All others toy with the force of raw creation at their peril.

TEMPORAL MANIPULATION

Base Cost: 30

Specialization Base Cost: 9

Duration: Semipermanent (cannot be Permanent)

Range: normal

Base Damage Value: none

Managing Skill: *know-how (Temporal Manipulation), surveillance, search, tracking*

Specializations: specific aspect, specific direction (future, past)

Description: The hero can move through and affect the flow of time. This power should not be taken lightly: If a traveler makes changes to the past and then returns to his "present" (or the starting point from which he went into the past), he either returns to his original timeline (in which no changes have occurred) or moves to a new timeline. At low levels of this power, he has no control over which timeline he ends up in; the Narrator decides on the specifics of the new timeline. (If there were any alterations, the new timeline should be based on the changes that were made in the original timeline's past.) A time traveler only can control which timeline he is in if he has power over Hypertime.

The base difficulty to use any aspect except temporal sense (the 1D aspect) is Difficult, adjusted by how far the target is from the hero's current position and how precise he wants to be in the use of his power.

Often those who are affected by changes in their timeline will not remember what has happened. They believe that the altered timeline is the true one. This is not true in all cases. The Narrator decides who has what memories, though those closest to the nexus of the alterations and those with some form of Temporal Manipulation are typically the ones who remember the other history.

Temporal Manipulation Aspects

Die Code: Control of Power

1D: The hero can see through time. He can see into the past or future up to the die code according to the "Time Chart." The hero uses *surveillance*, *search*, or *tracking* to get the information he desires. Use the *search* chart on page 216 and the *surveillance* chart on page 218 of the rulebook to determine results.

5D: The hero can travel forward or backward through his timeline up to distance according to the "Time Chart." He also develops an internal sense of time, allowing him to know the exact time and date relative to his own timeline.

10D: The hero can stop time for the world around him for a length of time equal to the "Time Chart." The hero can also move others through time with him; he can move one other person for every 5D he has in Temporal Manipulation. To affect an unwilling target, the hero must make an opposed *know-how (Temporal Manipulation)* roll against the target's *willpower* skill.

15D: The hero can cause time to slow down, speed up, or reverse by an amount equal to the "Time Chart" in a cer-



MEMO



To: Director, Project Cadmus

From: Professor Walter Haly

Re: Time Travel

Recently, the Challengers of the Unknown became involved in the strange series of temporal paradoxes. Our disappearance was actually a transition from our world to another, triggering a revelation with massive ramifications: time is not linear.

Allow me to impart on you the basics of my understanding of this phenomenon, though I cannot divulge the source of my information.

Hypertime is the name given to the phenomenon of alternate temporal realities, as opposed to alternate spatial realities. Most importantly, it is not a simple continuum of alternate history scenarios. Hypertime can be used to alter temporal threads by merging them selectively. It may even be possible to create a new thread by traveling to a time along the original thread and changing a key moment. Unless the theoretical temporal authority reverts that moment to its original state, a new timeline appears.

When a time traveler moves to the past or future, it appears that minor alterations are absorbed by the flexible nature of Hypertime, and major alterations become their own time threads. In this manner, Hypertime is actually a protective force, preserving our past. However, someone with power over Hypertime itself can potentially create an alternate time thread to his/her/its liking, then merge the preferred timeline with our own.

When moving across timelines, through Hypertime, objects cause parallel timelines to begin blurring or merging. The effects may come within days or months and seem to have no relation between the time traveler's origin and the timeline in which he currently exists.

Finally, the "proximity" of Hypertime threads seems to be related as much to the emotional investment in particular events as to actual similarity in histories. This means, in theory, that in some timeline, the way we imagine the heroes of the past is actually represented in fact.



Department of Extranormal Operations SPECIAL REPORT: TIME & HYPERTIME

Each period in time and each timeline have their own frequencies. To get to the desired timeline or point in time (or both), the hero must find that frequency. This requires a *Legendary science* roll (reduced if the hero has studied time travel). Then the character tunes a time machine or vibrates himself (through the use of the Speed Force or Temporal Manipulation, with or without the aid of a machine) to the correct hyperfrequency of the chosen timeline or time period. The exact difficulty of actually reaching the correct time is up to the Narrator, but it should depend on how far from the hero's current position he wants to travel and how precise he wants to be. Any result with *know-how* (Temporal Manipulation), *science* (time travel), or a similar skill generally indicates that the hero moved through time. The closer the roll is to the difficulty the Narrator selected, the fewer the problems that happen. A roll well above the chosen difficulty might indicate that everything went smoothly or something unexpectedly fortunate occurred. Nevertheless, the art of traveling through time and between timelines is tricky; a jaunt that completes without is quite uncommon.

Some possible problems include ending up in the wrong timeline or the wrong time period, entering the timeline or time period in a different location, overloading the machine or injuring the person attempting to time travel, not traveling at all, and switching places with someone from a different place, timeline, or time period. The Narrator may select one or more of these, depending on the situation and the needs of the campaign.

Unless they move forward or backward in time in the same action, characters appear in the new timeline at the exact moment (relatively speaking) that they left the previous timeline. Generally, characters also enter the new timeline or the time period at the same location they started. However, this is certainly one of the areas that's prone to trouble.

Sometimes, an object or person moving from one timeline to another causes the barriers that keep parallel universes from merging to thin or tear. "Phantoms" from one or more nearby timelines begin to appear in the timeline in which the "foreign body" is. These phantoms are typically duplicates of people or objects near the timeline "intruder" or take the form of altered memories, substituting "memories" of other timelines with those of the current timeline in nearby people.

This process is gradual, with the symptoms sometimes taking months to show up. When they do, the phantoms appear quickly and randomly, heralding the merger of nearby timelines. No one has stuck around long enough to find out the precise effects. (Note that these effects do not occur when the hero moves along the same timeline.)

The most common reason for Hypertime thinning is sudden movement from one timeline to another, which causes a rip between the timelines, as Walter West found out to his sorrow. Thankfully, shorter stays, certain devices, or less violent means of Hypertime travel either make small tears that easily "heal" or have no effect. What happens is up to the Narrator.

tain area or on a certain target. For example, he could make a tree grow ancient, wither, and die within a matter of seconds. To affect an unwilling target, the hero must make an opposed *know-how* (Temporal Manipulation) roll against the target's *willpower* skill.

20D: The hero can step outside of time. While outside of time, he can see time flow around him, but he is not affected by it (for example, he doesn't age). Anything within the time stream will flow through him as if he was not there.

25D: The hero can pull others outside of time. He can pull out one other person for every 5D he has in Temporal Manipulation. To affect an unwilling target, the hero must make an opposed *know-how* (Temporal Manipulation) roll against the target's *willpower* skill.

30D: The hero can move through Hypertime, that is, into timelines divergent from his own. These people (and any objects they carry with them) cause Hypertime thinning, as described in the "Time & Hypertime" special report.

40D: The hero can transport others through Hypertime. He can transport one other person for every 5D he has in Temporal Manipulation. These people (and any objects they carry with them) cause Hypertime thinning, as described in the "Time & Hypertime" special report. To affect an unwilling target, the hero must make an opposed *know-how* (Temporal Manipulation) roll against the target's *willpower* skill.

60D: The hero can manipulate Hypertime. For example, the hero can pull people and objects from one timeline into another, possibly affecting events in these other timelines in the process. These people and objects can be attuned to

their new timeline, so that they do not cause Hypertime thinning. The hero can also cause people or objects in his timeline to change into their corresponding versions from another timeline, either in whole or in part. Changing only part of a person's Hypertime variation adds +2 to the difficulty for each separate change the hero wishes to make.

Sample Enhancements & Limitations: A possible +3D Side Effect for a hero with at least 30D of the power is that he causes the barriers between timelines to thin more quickly. The hero can't stay in any timeline other than his native one for longer than a number of days equal to the die code in the power without endangering the timeline he's in.

Time Chart

Die Code	Time Traveled or Affected
1D-5D	Up to the die code in minutes
6D-10D	Up to the die code in hours
11D-15D	Up to the die code in days
16D-20D	Up to the die code in weeks
21D-25D	Up to the die code in months
26D-30D	Up to the die code in years
31D-35D	Up to the die code in decades
36D-40D	Up to the die code in centuries
41D-45D	Up to the die code in millennia

Every additional 5D in the power increases the time multiplier by a factor of 10.



Department of Extranormal Operations

SPECIAL REPORT: APPENDIX

The power punch combat option originally appeared in the *Metropolis Sourcebook*.

POWER PUNCH

With this close combat option, the character can increase the amount of damage inflicted on his opponent. Characters may only use this option with *brawling* or *martial arts* attacks, but it can be used in conjunction with any extremity, with close combat maneuvers, or with Natural Weapons.

The power punch requires concentration and energy, so it's tiresome to perform.

Characters without the Speed Manipulation or Speed Manipulation (superactions) power can do a power punch once per round (bonus actions received from using *martial arts* do not increase this). For characters with Speed Manipulation, the power punch option costs a base of two actions for the first punch, and the number of actions doubles for each subsequent punch. Thus, the first punch costs two actions, the second punch four actions, the third punch eight actions, the fourth punch 16 actions, and so on.

Use this chart to determine how much damage the character inflicts with the power punch. Compare the *Physique* die code after Superattributes and Telekinesis bonuses are included but before adding any Hero Points, Villain Points, or Character Points. Note: The damage bonus replaces the character's normal *Physique/lifting* bonus only when using the power punch.

<i>Physique</i>	New <i>Physique/lifting</i> Bonus
1D-15D	$(0.5 \times \text{Physique or lifting}) + 3$, rounded down
16D-26D	$0.75 \times \text{Physique or lifting}$, rounded down
27D+	<i>Physique</i> or <i>lifting</i>

Example: Superboy and Superman are sparring. They've been at it for some time, so they both decide to end the match with power punches. Since Superboy doesn't have Speed Manipulation (superactions), he can only make one power punch. If it connects with Superman, Superboy's *Physique/lifting* bonus is +12 for this punch. Superman could do up to four power punches (with 20 actions left). Each of these would have a *Physique/lifting* bonus of +36.

The force wave combat option that appears on page 192 of the *DC Universe Roleplaying Game* rulebook can't be done by just anyone. The option may be performed only by characters with exceptionally high natural abilities or attributes or with powers (Superattributes, Telekinesis, most types of substance- or force-projecting powers, and so on).

KRYPTONITE & ITS EFFECTS ON HUMANS & KRYPTONIANS

Kryptonite is a radioactive substance created when the planet Krypton, home to the Kryptonian race, exploded. Chunks of the stellar matter drifted throughout the universe. Some eventually traveled to this galaxy and landed on Earth. One of these pieces was even attached to the birthing matrix Superman was sent to Earth in.

As a radioactive substance, kryptonite gives off invisible particles that are harmful to most living beings near it. Any human who comes into contact with kryptonite for an extended period of time will grow sick and, eventually, die.

In humans and similar races, kryptonite causes a permanent loss of 1 Body Point every three months of continuous contact. (Body Points lost from kryptonite radiation cannot be healed.) For every six months of continuous contact, the character must make a successful *Physique* or *resistance* roll, or contract radiation sickness. The character loses 1D in his *Physique* for every year he has the sickness, until his *Physique* reaches 0D and he perishes. It's up to the Narrator to determine additional effects on the character.

If the radiation poisoning was localized to a specific limb (for example, from wearing a ring with kryptonite in it), the effects of the radiation may be stopped by amputation within three years of contracting radiation sickness. There is a 30 percent chance that the operation was successful (roll the Wild Die; if a critical success or critical failure is rolled, the process was successful) and the radiation poisoning was removed. Kryptonite radiation sickness is terminal after three years.

For Kryptonians, the effects are much more drastic and manifest themselves much quicker. Any Kryptonian who is exposed to kryptonite radiation immediately feels weak and nauseous. Initially, he loses 10D in *Physique* and one-quarter of his maximum Body Points (not one-quarter of the Body Points he currently has). After the first exposure, the character takes 1 point of damage every round and loses 1D from his *Physique* every five minutes until the source of radiation is removed. If the character is reexposed to the radiation before both his

Physique is back to normal and he has regained the Body Points he lost due to the radiation, the character succumbs to the effects as if the exposure had not been interrupted.

In the case of a clone who contains the genetic material of a Kryptonian, such as Superboy, the effects are not as severe. The character still feels weak and nauseous, but there is no initial reaction to exposure and he only loses 1D in his *Physique* every 10 minutes.

Kryptonite radiation cannot pass through lead. Therefore, encasing either the character or the kryptonite in lead stops the exposure.



Department of Extranormal Operations

SPECIAL REPORT: INDEX

Page numbers in *italics* refer to sidebars. Entries in **bold** refer to sections in this index. If there is no section title, look for the topic in the same section as the current entry.

POWERS

A

Air Manipulation, 107. *See also* classes, Elemental Manipulation power subclass
Animal Mimesis, 41–42
examples, 41
Animation, 67–68
modifiers, 67
Astral Form, 68–69
modifiers, 68
Astral Manipulation, 124–125

B

Bind, 42

C

Chemical Mimesis, 43
examples, 43
Chemical Projection, 43–44
classes
Elemental Manipulation
power subclass, 104
combat option, 104
general aspects, 105–107
sample Enhancements & Limitations, 105
Force Manipulation power subclass, 111
Manipulation power class, 4, 95
area of effect, 96–97
chart, 96
damage from area attacks, 97
multiple targets, 96–97
beyond the max, 99–100
creating constructs, 97–99
appearance, 98
barrier example, 98
difficulty, 99
durability, 97–98
powers in, 98

pseudo-constructs, 98–99
size, 97
skills in, 98
creation & movement
modifiers, 105
disabling trick, 99–100
general modifiers, 100
power simulation, 97
specializations, 95–96
Mental power class, 4, 67. *See also* **Special Reports:**
Mental Combat
Physical power class, 4, 41, 88
Physical Manipulation power subclass, 100
power list, 40
Protection power class, 4, 88
Transportation power class, 4, 83
Universe Manipulation power subclass, 124
Clinging, 44–45

D

Dampening, 45
Darkness Manipulation, 107–108. *See also* classes, Elemental Manipulation power subclass
Density Manipulation, 100–102
modifiers, 101
Digestive Adaptability, 45–46
Dimensional Travel, 83–84. *See also* **Special Reports:** Space Travel
modifiers, 84
Disease, 46
Disintegration, 46–47

E

Earth Manipulation, 108. *See also* classes, Elemental Manipulation power subclass
Elasticity, 47
Electricity Manipulation, 111–113
Empathy, 69–70
modifiers, 70
Energy Absorption, 88–89
Energy Manipulation, 125–127.
See also Light Manipulation
Energy Projection, 48

Environment, 48–49. *See also* **Special Reports:** Hostile Environments
ESP, 70–71
modifiers, 70
Explosion, 71
Expulsion, 71–72
Extra Body Part, 49–50

F

Fire Manipulation, 108–109. *See also* classes, Elemental Manipulation power subclass
Flight, 84–86. *See also* **Special Reports:** Space Travel
Forcefield, 89

G

Gift, 50
Gravity Manipulation, 113–114
weight chart, 113

H

Healing, 89–90
rate, 90

I

Ice Manipulation, 109. *See also* classes, Elemental Manipulation power subclass
Illusion, 72–73
modifiers, 72
Immunity, 50–51
Infravision, 51
Invisibility, 51–52
Invulnerability, 90–91
wonder version, 91

J

Jump, 86

K

Kinetic Manipulation, 127–128

L

Language Comprehension, 73–74
Light Manipulation, 109–110.
See also classes, Elemental Manipulation power subclass
Longevity, 52–53

M

Magic Manipulation, 11, 129
Magnetic Manipulation, 114–115
Matter Manipulation, 128–130
Mechanical Manipulation, 130–131
Mental Blast, 74
Mental Shield, 91
Microwave Projection, 53
Mimicry, 102–103
existing characters &, 103
Mind Control, 74–75
sample effects, 75
Multiplicity, 53–54

N

Natural Armor, 91–92
Natural Weapons, 54

O

Organic Manipulation, 131–134
Overlap, 54–55

P

Plant Manipulation, 111. *See also* classes, Elemental Manipulation power subclass
Plant Mimesis, 55–56
examples, 55
Possession, 75
Postcognition, 76
modifiers, 76
Power Sense, 76–77
modifiers, 76
Precognition, 77
difficulties, 77
Probability Manipulation, 134–135
events specialization, 135
probability levels, 134
Projectiles, 56
Psychic Blast, 77
Psychic Manifestation, 77–78
modifiers, 78

R

Radar Sense, 56
Reality Manipulation, 135–137
modifiers, 136
Redimensionality, 57



Department of Extranormal Operations

SPECIAL REPORT: INDEX (CONTINUED)

Resurrection, 92-93. *See also*
Special Reports: Afterlives

S

Shapechanging, 57-58
modifiers, 58

Size Manipulation, 103-104
chart, 104
modifiers, 101

Sonar Sense, 58-59

Sonic Manipulation, 115-116

Speak with Animals, 78

Speak with Inanimates, 78-79
modifiers, 76

Speak with Plants, 79

Speed Manipulation, 116-121
difficulties, 122
handling, 120-121

combat situations, 120-121. *See also* **Special Reports:** Multiple

Attacks

noncombat situations, 121

sample effects, 118-121
tapping into the Speed
Force, 117

Superattributes, 59-62

Coordination, 59

Knowledge, 60-61

Perception, 61

Physique, 59-60. *See also*

General Topics: weight
chart; *lifting* difficulties;

Special Reports: Body
Points; **Special Reports:**
Throwing Ranges

Presence, 61

Reflexes, 59

Superbreath, 62

Supersenses, 62-63

Suspended Animation, 63

Sustenance, 64

time spans, 64

T

Telekinesis, 79-80

modifiers, 80

Telepathy, 80-81

life sense modifiers, 80

general modifiers, 79

Teleportation, 86-87

modifiers, 86

Temporal Manipulation, 138-139
chart, 139
time & hypertime, 139
time travel memo, 138

U

Ultraventriloquism, 64-65

V

Vampirism, 65. *See also* **Special Reports:** Draining Powers

W

Water Manipulation, 111. *See also* classes, Elemental
Manipulation power
subclass
Weather Manipulation, 123
effect examples, 123

X

X-ray Vision, 65-66

ENHANCEMENTS & LIMITATIONS

A

Additional Effect, 17

Attrition, 22

C

Chain Effect, 17-18

Challenged, 22

Concentration Skill, 22

Conditional, 22-23

common & rare conditions, 23

Continuous, 18

D

Deflection, 18

Delay, 18

Delayed Reward, 31

Duration Change, 23-24

Duration Change: Semipermanent, 19

E

Expanded Effect, 19

Experience Drain, 24

Extended Range, 19

Extended Time Span, 19-20

F

Focused, 24

I

Imbue, 21

Ineffectiveness, 24

L

Latent Power, 24

Limited Ability, 24-25

Limited Range, 25

Linked Invulnerability, 20

Linked Powers, 25-27

M

Mastery, 20

Multiple Targets, 20-21. *See also*
Powers: classes, Manipulation power class, area of effect

O

Others-Only, 27

Overload, 27

Q

Quicker, 21

R

Rechargeable, 27

Remote, 21

Removable, 31-32

S

Self-Damaging, 28

Self-Invulnerability, 21

Self-Only, 28

Short Circuit, 28

Side Effect, 28-29

Singularity, 29

Skill-Linked, 29

Slow, 29

Specialist, 29-30

Super-Hero Form, 30

wonder variant, 32

Suppressed, 30

U

Uncontrollable, 30-31

Upkeep, 32

User-Damaging, 32

User-Invulnerability, 21

V

Vulnerability, 31
example, 140

W

Weakness, 31

GENERAL TOPICS

A

aspect, 7, 95

B

Base Damage Value, 38-39, 39
combined with weapon, 39
projected, 39
sheathe, 39
traumatic, 39
variable, 39

C

Creation Power Levels, 6-7. *See also* powers, gaining during hero creation

Level 1, 6

Level 2, 6

Level 3, 6

Level 4, 6-7

Level 5, 7

Level E, 7

D

damage. *See* Base Damage Value; **Special Reports:** Armor & Massive Damage Modifiers; **Special Reports:** Damage

E

Enhancements, 8, 16, 17. *See also* specific Enhancements in **Enhancements & Limitations**
abuse, 8
adding during hero creation, 9
equipment &, 14
gaining & losing, 13
cost synopsis, 13
list, 17
wonder-specific, 17, 21



Department of Extranormal Operations

SPECIAL REPORT: INDEX (CONTINUED)

- F**
flash effect, 110
force wave, 140
- G**
gravity, effects of, 113–114
- L**
lifting difficulties, 60–61
Limitations, 8, 16, 17. *See also* specific Limitations in **Enhancements & Limitations**
adding during hero creation, 9
equipment &, 14
gaining & losing, 13
cost synopsis, 13
list, 22
wonder-specific, 22, 31–32
- M**
managing skill, 39
know-how, 39
movement, rapid or flying. *See* **Powers: Speed Manipulation**, difficulties
multiple targets, 39. *See also* **Enhancements & Limitations: Expanded Effect; Enhancements & Limitations: Multiple Targets; Special Reports: Multiple Attacks**
- N**
natural abilities, 10
- O**
origin stories, 9–11. *See also* **Special Reports: Dual Identity Characters**
genetics, 11
other ideas, 11
strange visitors, 11
technology, 11
transformations, 10
- P**
power punch, 140
powers. *See also* aspect;
specializations; **Special Reports: Controlling the Universe; specific powers in Powers**
androids &, 14
after hero creation, 11–13
base cost, 38
list, 40
class overview, 4. *See also* **Powers: classes**
Force Manipulation subclass, 111
Manipulation, 4, 95
Mental, 4, 67. *See also* **Special Reports: Mental Combat**
Physical, 4, 41, 88
Physical Manipulation subclass, 100
Protection, 4
Transportation, 4, 83
Universe Manipulation subclass, 124
definition, 3–4
draining, 66
duration (characteristic), 38
Activated, 38
Concentration, 38
Permanent, 38
Semipermanent, 38
Elemental Manipulation power subclass, 104
combat option, 104
general aspects, 105–107
sample Enhancements & Limitations, 105
equipment &, 14. *See also* wonders, definition
gaining after hero creation, 12
cost synopsis, 13
gaining during hero creation, 6–9
as a kid, 7
cost, 7
synopsis, 13
Enhancements & Limitations, 8–10
improving, 11–12
cost, 11–12
synopsis, 13
training, 12
losing, 13
cost synopsis, 13
natural abilities &, 10
list, 40
Manipulation power class, 4, 95
area of effect, 96–97
beyond the max, 99–100
creating constructs, 97–99
creation & movement modifiers, 105
disabling trick, 99–100
general modifiers, 100
power simulation, 97
specializations, 95–96
range (characteristic), 38
normal, 38
reading the write-up, 38–40
roleplaying, 35
sample Enhancements & Limitations (write-up section), 39
using, 34–38
Character Points, Hero Points, & Villain Points, 37–38
combining, 35–36
difficulties, 34
multiple actions, 37
skills &, 34–35
- R**
relative power bonus, 35, 100.
See also powers, Manipulation power class, disabling trick
- S**
slippery surfaces, 109
specializations
base cost, 38
list, 40
costs during hero creation, 7–8
definition, 39
independent, 8
power talent, 7–8, 8
ultra, 8
- W**
weight chart, 113
wonders (definition), 14
- SPECIAL REPORTS**
- A**
Afterlives, 93
Armor & Massive Damage Modifiers, 88
- B**
Body Points, 63
- C**
Common & Rare Conditions, 23
Controlling the Universe, 124
- D**
Damage, 39
Defense Values of Inanimate Objects, 130
Draining Powers, 66
Dual Identity Characters, 9
- E**
Enhancement Abuse, 8
Existing Characters, 14
- H**
Hostile Environments, 49
- K**
Kryptonite & Its Effects, 140
- M**
Magic, 11
Mental Combat, 82
Multiple Attacks, 119
- P**
Postmortem Effects in Metahumans, 94
Power Creation, 137
Powers & Natural Abilities, 10
- R**
Roleplaying Powers, 35
- S**
Source, the, 138
Space Travel, 85
- T**
Tapping into the Speed Force, 117
Throwing Ranges, 60
Time & Hypertime, 139

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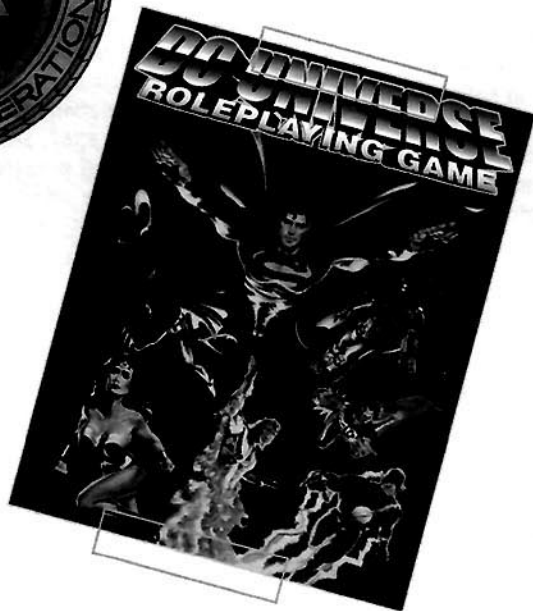
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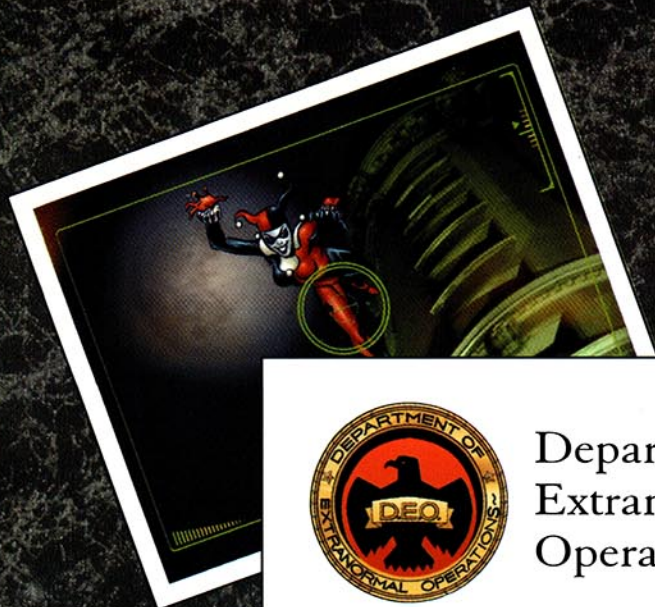
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Department of Extranormal Operations

To: Director of Operations Mr. Bones

From: Operatives 4181, 4182, 4183

Re: Directive on Superpowers

The classified files of the covert government agency the Department of Extranormal Operations are finally released. The public can now take advantage of the data accumulated from the D.E.O.'s years of studying metahuman powers and activities in the DC Universe.

This document expands on previously published material on powers. Get introduced to new ways of determining initial power cost, using Character Points and Hero Points with powers, and more. Find out how wonders and androids affect power selection. Learn more about new and revised limitations and enhancements. Discover a wealth of information on powers (new and updated), so many details that it took a whole book to contain them all.

Rogue Artistic Metahuman List
The following metahumans are
currently unaccounted for:

Tom Grummett
Rick Leonardi
E. R. Torre

Contact the following
agents for their
reports —
Peter Flanagan
David Martin
Nikola Vrtis



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