

Advantages:		Bonus (+)		Limitations:		Bonus (-)		Combat Skill Levels:		Cost		Talents:		Cost			
Affects Desolidified		1/2		Ablative		1		+1 OCV w/ single attack		2		Absolute Time Sense		3			
Area of Effect - one hex		1/2		Activation - 8 or less		2		+1 Variable w/ any 3 maneuvers or		3		Ambidexterity		3			
(pts/10)" Radius		1		9 or less		1.5		tight group, but DCV is vs HTH				Combat Sense (9+INT/5)		3/2			
(pts/5)" Cone		1		10 or less		1.25		only and only if own attack is HTH)				Cramming		5			
(pts/10) Hexes		1		11 or less		1		+1 Var. w/ HTH, DCV is HTH only		5		ΔDanger Sense (11- in combat)		10/2			
2x area		1/4 more		12 or less		3/4		+1 OCV w/ all ranged attacks		5		Non-combat vs. sense-able att		+5			
Nonselective target		1/4 less		14 or less		1/2		+1 DCV vs all		5		Non-combat vs. any attack		+5			
Selective target		1/4 more		15 or less		1/4		+1 Variable w/ all combat		8		Immediate/ gen. / any area		+5 ea			
Armor Piercing		1/2		Burnout after use		1 level down		<i>*5 pt. level is the smallest that may be bought with limitations</i>				Defense Maneuver		5			
♦Attack Vs Limited Defenses		1.5		Jammed before use		1/2 more		Range Skill Levels:		Cost		Double Jointed		3			
Autofire - up to 5 shots		1/2		Always On (req. 0 END Persist.)		1/2		These only offset range penalties.				Eidetic Memory		10			
2x number of shots		1/4 more		Charges - 1		2		+1 w/ single attack		1.5		Fast Draw (9+DEX/5)		3/2			
(+1 more if not vs. nml defenses or doesn't require a nml to hit roll) (Reduced END costs double)				2		1.5		+1 w/ 3 maneuvers or tight group		2		♦Find Weakness (11-, 1 attack)		10/5			
Based on Ego Combat Value		1		3		1.25		+1 w/ all ranged attacks		3		Related attacks / any att.		+10 ea			
Charges - 13 - 16		0		4		1		<i>*3 pt. level is the smallest that may be bought with limitations</i>				Immunity (uncom/com/v.c.)		1/2/3			
17 - 32		1/4		5 - 6		3/4		Skill Levels:		Cost		Lightning Calculator		3			
33 - 64		1/2		7 - 8		1/2		+1 w/ 3 related skills		3		Lightsleep		3			
65 - 125		3/4		9 - 12		1/4		+1 w/ group of similar skills		5		Luck, per 1d6		5			
126 - 250		1		2x number of clips		1 level down		+1 w/ any skill/combat maneuver		10		Perfect Pitch		3			
4x number of clips		1 level down		Recoverable		2 levels down						Resistance (to interrogation)		3/1			
Recoverable		2 levels down		Extra duration		see Advantage						Simulate Death		3			
Extra phase duration		1 level down		Concentrate - 1/2 DCV		1/4						Speed Reading		3			
1 turn duration		2 levels down		O DCV		1/2						ΔUniversal Translator (9+INT/5)		20/2			
1 minute duration		3 levels down		Extra Time - Full Phase		-1/2											
5 minute duration		4 levels down		1 turn		-1											
1 hour duration		5 levels down		1 minute		-1.5											
Continuous		1		5 minutes		-2											
Damage Shield (includes no rng)		1/2		1 Hour (see rules for more)		-2.5											
Delayed Effect		1/4		Only at start-up		1/2x bonus											
Difficult to Dispel		1/4		Focus - IIF		1/4											
Does Knockback		1/4		IAF or OIF		1/2											
♦Double Knockback (only once)		3/4		OAF		1											
Explosion		1/2		Bulky (1/2 DCV)		1/2 more											
Lose DC 1" more slowly		1/4 more		Immobile		1 more											
Hardened Defenses		1/4		Fragile		1/4 more											
Hole in the Middle - fixed size		1/4		Expendable		1/4 to 1 more											
Adjustable		1/2		Increased Endurance - 2x		1/2											
Increased Maximum Range		1/4		3x		1											
Increased Stun Multiplier		1/2		4x		1.5											
ΔIndirect - fixed loc., away from		1/4		5x		2											
Any location, away from		1/2		6x (see rules for more)		2.5											
Any location, any direction		3/4		♦Independent		2											
Invisible - one sense group		1/2		Limited Power - see GM		1/4 to 2											
One more sense group		1/4 more		No range		1/2											
All senses		1		Costs END		1/2											
No Normal Defense		1		Does no Stun damage		3/4											
No Range Penalty		1/2		Can't spread or bounce EB		1/4											
Penetrating		1/2		Linked - only/must use w/ power		1/2											
Personal Immunity		1/4		only/need not use w/ power		1/4											
Ranged		1/2		Mental Power Based On CON		1/2											
Reduced Endurance - 1/2 END		1/4		No Knockback		1/4											
0 END		1/2		No Conscious Control		2											
Persistent		1/2 more		Only in Hero ID (not w/ Focus)		1/4											
Sticky		1/2		Presence is Defense Only		1											
Time Delay		1/4		Presence is Offense Only		1/2											
Trigger - fixed		1/4		Reduced By Range		1/4											
Variable		1/2		Reduced Penetration		1/4											
ΔUsable Against Others - no rng		1		Requires Skill Roll		1/2											
2x mass		1/4 more		Side Effects (req. Activ. or Skill Roll)													
Usable By Others - self not using		1/4		30 pts or 1/2 pts in power		1/2											
Both can use at same time		1/2		60 pts or full pts in power		1											
Ranged		1/2 more		Variable Limitations		1/2 x total											
2x number of others		1/4 more		Visible (must normally be invis.)		1/4											
ΔUncontrolled - req. continuous		1/2															
ΔVariable Advantage		1 plus total															
Variable Special Effects - group		1/4															
Any effect		1/2															
														Perquisites: This is not a complete list. These are suggested possibilities for starting characters. Check with GM before purchasing Perks not listed here.			
														Perk:		Cost	
														Contact - will help on 8-/11-/+1		1/2/1	
														♦Exceptionally useful		+1 to 3	
														Fringe Benefits			
														Press Pass		1	
														Professional License		1	
														Local Police Powers		2	
														Private Investigator License		2	
														National Police Powers		3	
														International Police Powers		5	
														Diplomatic Immunity		5	
														Vehicles & Bases, per 5 pts		1	
														Time Chart		♦Elemental Control: The Base Cost is 1/2 the number of <u>active</u> points in the <u>smallest</u> (active point) power. Each power subtracts this base value from its <u>active</u> points, and then pays for the remaining points normally, taking any Limitations into account. The Base Cost can only take Limitations that affect all powers in the Elemental Control.	
														1 Segment			
														1 Phase			
														1 Turn			
														1 Minute			
														5 Minutes			
														1 Hour			
														5 Hours			
														1 Day			
														1 Week			
														1 Month			
														3 Months			
														1 Year			
														5 Years			
														1 Decade			
														5 Decades			
														1 Century			
														♦Multipower: The Base Cost is 1 point for every active point in the multipower reserve. No power may have more <u>active</u> points than this value. Each normal slot costs the number of <u>real</u> points in the slot divided by 5. For a fixed slot, or ultra, the cost is real points divided by ten. The Base Cost can only take Limitations that affect all powers in the Multipower. Powers outside of a Multipower may be Linked (as per the Limitation) to powers within. Such powers cannot be within another Multipower.			
														♦ Check w/ GM; usually perm.		Δ Check w/ GM; rarely permitted	

Everyman Skills: All characters start with a Familiarity (8- roll) with Climbing, Concealment, Conversation, Deduction, Paramedic, Shadowing, Stealth, and Transportation: Automobile. To improve any of these, one must first buy the skill again normally. Characters also start with 4 pts. in their native language, and 1 pt. Familiarities (8-rolls) with an Area Knowledge and a Professional Skill. These last three may be improved normally.

Skills	Roll	Cost
Acrobatics	DEX	3/2
Acting	PRE	3/2
Animal Handler	11-	3/2
Breakfall	DEX	3/2
Bribery	PRE	3/2
Bugging	INT	3/2
Bureaucratics	PRE	3/2
Climbing	DEX	3/2
Combat Driving	DEX	3/2
Combat Levels	special	
Combat Piloting	DEX	3/2
Computer Prog.	INT	3/2
Concealment	INT	3/2
Contortionist	DEX	3/2
Conversation	PRE	3/2
Criminology	INT	3/2
Cryptography	INT	3/2
Deduction	INT	3/2
Demolitions	11-	3/2
Disguise	11-	3/2
Electronics	11-	3/2
Familiarity	8-	1/-
Forensic Med.	INT	3/2
Forgery	11-	3/2
Gambling	11-	3/2
High Society	PRE	3/2
Interrogation	PRE	3/2
Inventor	INT	3/2
Knowledge	11-*	2/1*
Languages	—	1/1
Lipreading	11-	3/2
Lockpicking	DEX	3/2
Martial Arts	special	
Mechanics	11-	3/2
Mimicry	11-	3/2
Navigation	11-	3/2
Oratory	PRE	3/2
Paramedic	INT	3/2
Persuasion	PRE	3/2
Prof. Skills	11-*	2/1*
Range Levels	special	
Riding	DEX	3/2
Science	11-*	2/1*
Sec. Systems	INT	3/2
Seduction	PRE	3/2
Shadowing	11-	3/2
Skill Levels	special	
Sleight of Hand	DEX	3/2
Stealth	DEX	3/2
Streetwise	PRE	3/2
Survival	11-	3/2
Systems Oper.	INT	3/2
Tactics	INT	3/2
Tracking	INT	3/2
Trading	PRE	3/2
Transport Fam.	8-	var
Ventriloquism	11-	3/2
Weaponsmith	11-	var
<i>*These skills can be based on a Characteristic (usually INT), with a roll of 9+Char/5 and cost of 3/1.</i>		

◇ Check w/ GM; usually perm. Δ Check w/ GM; rarely permitted
 • Uses no Endurance @ Ranged @ No Range
 μ Movement Powers use 1 END/5". One may purchase 2x non-combat movement with any 1 power for +5 pts.
 ∞ Adjustment Powers fade at 5 character pts/turn, down 1 level on the time chart for a +1/4 ADV. One must specify the affected power. Affects any single power of given special effect is a +1/4 ADV, +2 ADV to affect all pwr of a given spec. effect at once.
 © Constant Powers may be maintained with no further action or attack rolls as long as END is paid each phase.
 § Mental Powers have a rng of line of sight, and take no rng mod.

◇∞**Absorption** - 1d6 (count body) per 5 pts. Max is max single roll, +2 per +1 pt. Specify energy or physical, and where gained points go. Provides no defense. Other defenses may take the -1/2 LIM "Only up to Absorption roll." Min 15
 ∞**Aid** - 1d6 per 5 pts, each stun = 1 character point. Max is max single roll, +2 per +1 pt. Only up to starting values, -1/2 LIM. Optional "Heal" type Aid heals stun & body as per normal dmg rolls, only up to original values, at 5 pts per 1d6. Min 10
 •**Armor** - 2 res. PD or ED per 3 pts. Specify PD & ED. Min 9
 ©**Change Environment** - minor changes in 1 hex for 5 pts, 2x radius per +5 pts. Specify effect, var. effects, +1 ADV. Min 10
 •**Clinging** - full strength for 10 pts, +3 STR to stick per +1 pt.
 ◇**Damage Reduction** - 25% for 10 pts, 50% for 20 pts, 75% for 40 pts. Multiply by 1.5 if resistant. Specify energy or physical.
 •**Damage Resistance** - makes 2 normal PD or ED resistant per 1 pt. Must have any ADVs of defense it is bought for. Min 5
 ©**Darkness** - 1" radius to 1 sense for 10 pts, +5 pts per added sense, +10 pts per additional group. +1" radius for 10 pts.
 ©**Density Increase** - +5 STR, +1 PD & ED, -1" knockbk, 2x mass per 5 pts. STR does not affect figured characteristics. Min 10
 Δ**Desolidification** - See GM
 ©**Dispel** - 1d6 per 3 pts (count stun), must specify affected pwr. Affects any given power of given special effect is a +1/4 ADV, +2 ADV to affect all pwr of a given spec. eff. at once. Min 9
 ∞**Drain** - 1d6 per 10 pts (count stun).
 ◇**Duplication** - See GM
 •**Ego Attack** - 1d6 per 10 pts, stun only.
 §**END Reserve** - 10 END per 1 pt. 1 REC per +1 pt. Min 5
 ©**Energy Blast** - 1d6 per 5 pts. May specify Stun Only. Min 10
 •**Enhanced Senses** - Active Sonar, 15. Discrim. Sense, 5. Enhanced PER, +1 to all per 3 pts, +1 to 1 sense per 2 pts. Hi Range Radio Hearing/Transmit, 10. IR Vision, 5. Mental Awareness, 3. Microscopic Vision, 10x per 3 pts. ΔN-ray Vision, 20. Radar Sense, 15. Radio Hearing, 3. Radio Listen/Transmit, 5. Ranged, 1 sense per 5 pts, 1 group per 10 pts. Spatial Awareness, 25. Targeting Sense, 20. Telescopic Sense Group, +2 to ranged PER per 3 pts. Tracking Scent, 10. Ultrasonic Hearing, 3. UV Vision, 5. 360 Degrees, 1 group per 10 pts, all senses for 25 pts. ©Detect, 3 pts for no rng 1/2 phase action requiring PER roll, +1 to roll per +2 pts; 5 pts to act as standard no rng sense. Can be modified with above.
 ©**Entangle** - 1d6 (count body) with 1 DEF per 10 pts. Impervious to 1 sense per +5 pts, 1 group per +10 pts. Takes no dmg from att. directed at target, +1/2 ADV, +1/4 ADV if both take dmg. Backlash, +1/2 ADV. Vs CON, +1 ADV (incl. no dmg, para. roll gives +1d6/pt made by) No DEF, -1.5 LIM. 1 Body, -1/2 LIM.
 •**Extra Limb** - any number of extra limbs for 5 pts.
 ©**Flash** - 1d6 (count body) per 10 pts. +1 sense per +5 pts, +1 group per +10 pts. Min 20
 •**Flash Defense** - 1 pt def. for 1 sense group per 1 pt. Min 5
 μ**Flight** - 1" Flight per 2 pts. Min 10
 ©**Force Field** - 1 res. PD or ED per 1 pt. Spec PD & ED. Min 10

Disadvantages:	Cost
Accidental Change - uncom/com/very common	5/10/15
Change on 8-11/-14-	0/+5/+10
Age (must have Normal Characteristic Maxima)	5/10
Berserk - unc/com/v.c. situation (Enraged is x0.5)	5/10/15
Go berserk on 8-11/-14-; Recover on 14-11/-8-	0/+5/+10
Dependence - v.c./com/unc substance	5/10/15
Damage each segment/phase/turn	+15/+10/+5
minute/5 minutes/hour/5 hours...	0/-5/-10/-15...
1d6/2d6/3d6 per unit of time	0/+5/+10
DNPC - incompetent/normal/less powerful than PC	10/5/0
As powerful as PC/useful skills or position	-5/-5
Appears 8-11/-14-	+5/+10/+15
Distinctive Features - easily c./concealable/n.c.	5/10/15
Recognized/Major Reaction/Extreme Reaction	0/+5/+10
Hunted - less/as powerful /more powerful than PC	5/10/15
Non-combat influence/Limited geographical area	+5/-5

©**Force Wall** - 2 res. PD or ED per 5 pts. Specify PD & ED. 1" long per 5 total pts, +2" per +5 pts. Opaque to 1 sense per +5 pts, 1 group per +10 pts. Transparent to Physical or Energy attacks, +1/2 ADV. Feedback, -1 LIM. Min 10
 •μ**Gliding** - 1" Gliding per 1 pt. Min 5
 ©**Growth** - +5 STR, 2x mass, -1" knkbk, +1 Body, +1 Stun per 5 pts. STR & Body don't affect figured stats. Per 15 pts in Growth, -2 DCV, +2 vs. all PER rolls, 2x height, width & reach.
 ©**Hand-To-Hand Attack** - +1d6 to STR dmg per 3 pts. Min 6
 ©**Images** - vs. 1 sense in 1 hex for 10 pts, +5 pts per sense, +10 pts per group. -1 to PER rolls per +3 pts. 2x radius, +1/4 ADV.
 •**Instant Change** - same clothes for 5 pts. Any clothes for 10 pts.
 ©**Invisibility** - to 1 sense for 20 pts, +5 pts per additional sense, +10 pts per additional group. No Fringe, +10 pts.
 ©**Killing Attack: Hand-To-Hand** - 1d6k per 15 pts. May add 1d6k/15 STR; maximum total dmg is double amount of HKA.
 ©**Killing Attack: Ranged** - 1d6k per 15 pts.
 •**Knockback Resistance** - subtract 1" knockback per 2 pts.
 •**Lack of Weakness** - Find Weakness rolls at -1 per 1 pt. Min 5
 •**Life Support** - Can breathe in unusual environment, 5. Need not breathe, 10. Need not eat, sleep or excrete, 5. Safe in vacuum/ high pressure, high radiation, intense heat/cold, 3 each. Immune to disease, immune to aging, 3 each. Full LS, 30 pts.
 •**Mental Defense** - Characters start with 0 MD. With Mental Defense, have a base MD of EGO/5, +1 MD per 1 pt. Min 5
 §**Mental Illusions** - 1d6 (count stun) per 5 pts. Min 10
 ©**Mind Control** - 1d6 (count stun) per 5 pts. Min 10
 •**Mind Link** - 1 specific mind for 5 pts. Related group of minds, +5. Any Mind, +5. 2x number of minds at once, +5. Only with others who have Mind Link, -1 LIM.
 §**Mind Scan** - 1d6 (count stun) per 5 pts. +1 to attack roll per +2 pts. Line of sight not required. Min 10
 ◇**Missile Deflection & Reflection** - deflect thrown objects for 5 pts, + arrows & projectiles for 10 pts, + bullets & shrapnel for 15 pts, (almost) any ranged attack for 20 pts. Base OCV vs OCV roll, +1 per 2 pts. Reflect at attacker for +20, reflect at any target for +10 more. Deflect adjacent attacks, +1/2 ADV. Deflect at range, +1 ADV. One may Reflect attacks directed against others. 1/2 phase; may abort.
 ◇**Multiform** - See GM
 •**Power Defense** - 1 pt defense per 1 pt. Min 5
 •**Regeneration** - recover 1 Body/turn per 10 pts. Rate can move down 1 step on the time chart for a -1/4 LIM. Min 10
 μ**Running** - +1" per 2 pts.
 ◇**Shape Shift** - See GM
 ©**Shrinking** - 1/2 height, 1/8 mass, +2 DCV, -2 to PER rolls, +3" knkbk, +2d6 dmg if grow while striking per 10 pts.
 ©**Stretching** - 1" per 5 pts. 2x non-combat per +5 pts. Min 10
 μ**Superleap** - +1" per 1 pt, use 1 END/5" + END for STR. Min 5
 ©**Suppress** - 1d6 (count stun) per 5 pts. Affects any single power of given special effect is a +1/4 ADV, +2 ADV to affect all powers of a given special effect at once. Min 10
 μ**Swimming** - +1" per 1 pt.
 μ**Swinging** - 1" per 1 pt. Min 5
 ©**Telekinesis** - 10 STR at range for 15 pts, +2 STR per +3 pts. Fine manipulation, +10 pts.
 §**Telepathy** - 1d6 (count stun) per 5 pts. Min 10
 μ**Teleportation** - 10" for 20 pts, +1" per +2 pts. 2x mass per +5 pts. 2x distance (takes 1 extra phase) per +5 pts. 1 fixed location per +1 pt. 1 floating location per +5 pts.
 ∞**Transfer** - 1d6 per 15 pts; max= max single roll, +2 per +1 pt.
 Δ**Transform** - See GM
 μ**Tunneling** - 1" through 1 DEF per 5 pts. +1 to DEF that can be tunneled through per +3 pts. Fill tunnel behind self, +10 pts.

Appears 8-11/-14-	0/+5/+10
Motivation harsh/mild/just watching	0/-5/x0.5
Normal Characteristic Maxima	20
Physical Limitation - infrequent/frequent/always	5/10/15
Impairs slightly/greatly/fully	0/+5/+10
Psychological Limitation - unc/com/v.c.	5/10/15
Intensity is moderate/strong/total	0/+5/+10
Public ID - looks & general powers known by everyone	10
Reputation - recognized on 8-11/-14-/extreme	5/10/15/+5
Rivalry - professional/romantic/both	5/5/10
Rival is in superior position/both Rival is PC	+5/+5
Secret ID - double life, dangerous if found out	15
Susceptibility - unc/com/v.c. (damaged once only)	5/10/15
For time and damage modifiers	see Dependence
Unluck - per 1d6 (maximum of 5d6)	5
Vulnerability - Stun or Body - unc/com/v.c.	5/10/15
Damage is x1.5/x2	0/x2