

POWER PROFILES

GREEN RONIN
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GAR5508



**POWERS & OPTIONS FOR
MUTANTS &
MASTERMINDS
BY STEVE KENSON**

POWER PROFILES

POWERS & OPTIONS FOR MUTANTS & MASTERMINDS

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Special thanks to: Brianide, Greyman, JDROok, Jameson, kenseido, masaru20100, Millennium, monele, Monolith, Murkglow, Psistrike, saint_matthew, Sketchpad, and more members of the Atomic Think Tank forum for their help with editing errors and feedback.

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PRINTED IN THE USA



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TABLE OF CONTENTS

INTRODUCTION.....4

AIR POWERS.....5

Air Descriptors.....	5
Air Features.....	5
Offensive Powers.....	6
Defensive Powers.....	7
Movement Powers.....	7
Utility Powers.....	8
Other Air Powers.....	9
Air Complications.....	9

ARMOR POWERS.....10

Armor Descriptors.....	10
Armor Features.....	10
Offensive Powers.....	11
Defensive Powers.....	12
Movement Powers.....	13
Utility Powers.....	13
Other Powers.....	14
Armor Complications.....	14

ANIMAL POWERS.....15

Animal Descriptors.....	15
Animal Features.....	15
Offensive Powers.....	16
Defensive Powers.....	16
Movement Powers.....	17
Utility Powers.....	17
Other Animal Powers.....	18
Animal Complications.....	19

COLD POWERS.....20

Cold Descriptors.....	20
Cold Features.....	21
Offensive Powers.....	21
Defensive Powers.....	22
Movement Powers.....	22
Utility Powers.....	23
Other Cold Powers.....	24
Cold Complications.....	24

COSMIC POWERS.....25

Cosmic Descriptors.....	25
Cosmic Features.....	26
Offensive Powers.....	26
Defensive Powers.....	27
Movement Powers.....	27
Utility Powers.....	27
Other Cosmic Powers.....	28
Cosmic Complications.....	29

DARKNESS POWERS.....30

Darkness Descriptors.....	30
Darkness Features.....	31
Offensive Powers.....	31
Defensive Powers.....	32
Movement Powers.....	32
Utility Powers.....	32
Other Darkness Powers.....	33
Darkness Complications.....	34

DEATH POWERS.....35

Death Descriptors.....	35
Death Features.....	36
Offensive Powers.....	36
Defensive Powers.....	37

Movement Powers.....	37
Utility Powers.....	38
Other Death Powers.....	38
Death Complications.....	39

BY DESIGN - BOOSTING POWERS.....40

DIMENSION POWERS.....42

Dimension Descriptors.....	42
Dimensional Effects.....	43
Dimension Features.....	43
Offensive Powers.....	43
Defensive Powers.....	44
Movement Powers.....	44
Utility Powers.....	44
Other Dimension Powers.....	46
Dimensional Complications.....	46

DREAM POWERS.....47

Dream Descriptors.....	47
Dream Features.....	48
Offensive Powers.....	48
Defensive Powers.....	49
Movement Powers.....	49
Utility Powers.....	50
Other Dream Powers.....	50
Dream Complications.....	51

EARTH POWERS.....52

Earth Descriptors.....	52
Earth Features.....	52
Offensive Powers.....	53
Defensive Powers.....	53
Movement Powers.....	54
Utility Powers.....	54
Other Earth Powers.....	55
Earth Complications.....	56

ELECTRICAL POWERS.....57

Electrical Descriptors.....	57
Electrical Features.....	57
Offensive Powers.....	58
Defensive Powers.....	59
Movement Powers.....	59
Utility Powers.....	59
Other Electrical Powers.....	60
Electrical Complications.....	61

ELEMENT POWERS.....62

The Transform Effect.....	62
Element Descriptors.....	63
Element Features.....	63
Offensive Powers.....	63
Defensive Powers.....	64
Movement Powers.....	65
Utility Powers.....	65
Other Element Powers.....	66
Element Complications.....	66

FIRE POWERS.....67

Fire Descriptors.....	67
Fire Features.....	68
Offensive Powers.....	68
Defensive Powers.....	69
Movement Powers.....	70
Utility Powers.....	70
Fire Complications.....	71

GRAVITY POWERS.....72

Gravity Descriptors.....	72
Gravity Features.....	73
Offensive Powers.....	73
Defensive Powers.....	74
Movement Powers.....	74
Utility Powers.....	75
Other Gravity Powers.....	75
Gravity Complications.....	75

BY DESIGN - POWERS BEYOND.....77

ILLUSION POWERS.....78

The Illusion Effect.....	78
Illusion Descriptors.....	78
Illusion Features.....	79
Modifiers.....	80
Offensive Powers.....	80
Defensive Powers.....	80
Movement Powers.....	81
Utility Powers.....	81
Other Illusion Powers.....	82
Illusion Complications.....	82

KINETIC POWERS.....83

The Move Object Effect.....	83
Kinetic Descriptors.....	84
Kinetic Features.....	84
Offensive Powers.....	84
Defensive Powers.....	85
Movement Powers.....	86
Utility Powers.....	86
Other Kinetic Powers.....	87
Kinetic Complications.....	87

LIFE POWERS.....88

Life Descriptors.....	88
Healing & Regeneration.....	89
Life Features.....	89
Offensive Powers.....	89
Defensive Powers.....	90
Movement Powers.....	90
Utility Powers.....	90
Other Life Powers.....	91
Life Complications.....	92

LIGHT POWERS.....93

Light Descriptors.....	93
Light Features.....	94
Offensive Powers.....	94
Defensive Powers.....	95
Movement Powers.....	95
Utility Powers.....	95
Other Light Powers.....	96
Light Complications.....	97

LUCK POWERS.....98

Luck Descriptors.....	98
Luck Features.....	99
Offensive Powers.....	99
Defensive Powers.....	100
Movement Powers.....	101
Utility Powers.....	101
Other Luck Powers.....	102
Luck Complications.....	102

MAGIC POWERS.....103

Traditions of Magic	103
Standard Spells	105
Magic Complications	114

MAGNETIC POWERS..... 115

Magnetic Descriptors.....	115
Magnetic Features	116
Offensive Powers	116
Defensive Powers	116
Movement Powers	117
Utility Powers	117
Other Magnetic Powers	119
Magnetic Complications.....	119

MARTIAL POWERS..... 120

Martial Descriptors	120
Martial Features	120
Offensive Powers	121
Defensive Powers	122
Movement Powers	122
Utility Powers	123
Other Martial Powers	123
Martial Complications	123

BY DESIGN - POINT-ACCOUNTING: THREAT OR MENACE?..... 125

MENTAL POWERS..... 127

Mental Descriptors	127
Mental Features	128
Modifiers.....	128
Offensive Powers	128
Defensive Powers	129
Movement Powers	130
Utility Powers	130
Mental Complications	131

META POWERS..... 132

The Variable Effect	132
Meta-Descriptors.....	132
Meta-Features.....	133
Modifiers.....	133
Offensive Powers	133
Defensive Powers	134
Movement Powers	135
Utility Powers	135
Meta-Complications.....	136

MORPHING POWERS..... 137

The Morph Effect	137
Transformed Condition.....	137
Morphing Descriptors	138
Morphing Features	138
Offensive Powers	138
Defensive Powers	139
Movement Powers	139
Utility Powers	140
Other Morphing Powers	141
Morphing Complications	141

BY DESIGN - SHIFTING POWERS..... 142

PLANT POWERS..... 143

Plant Descriptors	143
Plant Features	143
Offensive Powers	144
Defensive Powers	145
Movement Powers	145
Utility Powers	145
Other Plant Powers	146
Plant Complications	147

RADIATION POWERS..... 148

Radiation Descriptors	148
Radiation Features	149
Offensive Powers	149
Defensive Powers	150
Movement Powers	150
Utility Powers	150
Other Radiation Powers	151
Radiation Complications	152

SENSORY POWERS..... 153

Sensory Descriptors	153
Sensory Modifiers	153
Sensory Features	154
Offensive Powers	154
Defensive Powers	155
Movement Powers	155
Utility Powers	156
Other Sensory Powers	157
Sensory Complications	157

SIZE POWERS..... 158

Size Descriptors.....	158
Size Features	158
Size Effects	158
Offensive Powers	160
Defensive Powers	160
Movement Powers	161
Utility Powers	161
Other Size Powers	162
Size Complications.....	162

BY DESIGN - PLOT-STOPPING POWERS..... 163

SONIC POWERS..... 166

Sonic Descriptors	166
Sonic Features	167
Offensive Powers	167
Defensive Powers	168
Movement Powers	168
Utility Powers	168
Other Sonic Powers	170
Sonic Complications	170

SPEED POWERS..... 171

Speed Descriptors.....	171
Speed Features.....	172
Offensive Powers	172
Defensive Powers	173
Movement Powers	173
Utility Powers	174
Speed Complications.....	175

STRENGTH POWERS..... 176

Strength Descriptors.....	176
Strength Features.....	176
Strength Arrays	177
Offensive Powers	177
Defensive Powers	178
Movement Powers	179
Utility Powers	179
Other Strength Powers	180
Strength Complications.....	180

SUMMONING POWERS..... 181

The Summon Effect	181
Summoning Descriptors.....	182
Summoning Features	182
Offensive Powers	182
Defensive Powers	183

Movement Powers	183
Utility Powers	184

TALENT POWERS..... 186

Talent Descriptors	186
Talent Features	187
Offensive Powers	187
Defensive Powers	187
Movement Powers	188
Utility Powers	188
Other Talent Powers	190
Talent Complications	190

BY DESIGN - POWER COMPLICATIONS..... 191

TECH POWERS..... 192

Tech Descriptors	192
Tech Features	193
Offensive Powers	193
Defensive Powers	193
Movement Powers	194
Utility Powers	194
Other Tech Powers	195
Tech Complications	196

TELEPORT POWERS..... 197

The Teleport Effect	197
Teleport Descriptors.....	198
Teleport Features.....	198
Teleport Tricks.....	199
Offensive Powers	199
Defensive Powers	200
Movement Powers	200
Utility Powers	201
Teleport Complications.....	201

TIME POWERS..... 202

Time Descriptors.....	202
Time Features	202
Offensive Powers	203
Defensive Powers	204
Movement Powers	204
Utility Powers	205
Other Time Powers	206
Time Complications.....	206

WATER POWERS..... 207

Water Descriptors.....	207
Water Features.....	207
Offensive Powers	208
Defensive Powers	208
Movement Powers	209
Utility Powers	209
Water Complications.....	211

WEATHER POWERS..... 212

Weather Descriptors.....	212
Weather Features	213
Offensive Powers	213
Defensive Powers	214
Movement Powers	214
Utility Powers	214
Weather Arrays	215
Other Weather Powers	215
Weather Challenges	215
Weather Complications.....	215

INDEX..... 217

LICENSE..... 223

INTRODUCTION

Were it not for a successful experiment in electronic publishing, this book might not exist. *Power Profiles* started out, not as a complete book, but as a series of weekly chapters, each exploring a particular type of super-powers in *MUTANTS & MASTERMINDS* game terms. It was an effort to provide players of the new third edition of the game with some immediately useful content on a regular basis, something we started with the weekly *Threat Report* series, and it proved quite popular and successful, even more so than *Threat Report*. Part of the reason for that is the nature of power mechanics in *M&M*.

MUTANTS & MASTERMINDS is an “effects-based” system: the power mechanics describe what a given effect does, leaving the exact question of *how* up to the players and Gamemaster. For example, the Damage effect is just that, a means of inflicting damage on a target. Whether that damage is a result of kinetic force blasts, fiery plasma, a hail of bullets, or soul-chilling necromancy (amongst many other things) depends on how the effect is described. This is a time-honored approach to power creation because it covers a tremendous range of powers in a relatively small number of mechanics. On the other hand, it has a “do-it-yourself” quality, since the basic system cannot possibly provide details on every possible description associated with every effect.

That’s where *Power Profiles* comes in. This book helps to answer the question “How do I...?” when looking at the *M&M* power effects system. It provides hundreds of worked examples of taking the basic power effects, applying different extras and flaws, and finishing them off with a description to create a broad range of super-powers. In these pages, you will find a vast catalog of powers, ranging from bringing inanimate objects to life to mimicking the powers of animals, manipulating the forces of probability, and much, much more. They’re all powers found in comic books and other fiction, but not explicitly described in the core *MUTANTS & MASTERMINDS* rules, until now.

HOW TO USE THIS BOOK

You can use *Power Profiles* for a number of purposes in your *M&M* game, making it a go-to resource for both players and Gamemasters. The following are just the most common uses for the material in this book.

CHARACTER CREATION

First and foremost, *Power Profiles* is a reference for quick and easy character creation in *M&M*. Looking to build a hero or villain around a particular theme? Just flip to that section of the book and scan through the listings of powers available, and you’ll find much of the work has already been done for you. Just note the particular powers you find appropriate and their costs and you’re already well on your way! *Power Profiles* streamlines the character design process by giving you a broad “*a la carte* menu” of choices you can assemble (and modify) to create your character’s powers.

CHARACTER INSPIRATION

Stuck for an idea? The pages of this book are chock-full of powers and power-themes. Just reading or paging through it may give you inspiration for new heroes and villains for your *M&M* games. In fact, you may wish to take note of interesting powers that catch your attention. That way you can come back to them and look for ways to integrate them into your game, perhaps by creating a character based around or using that power. If a player joins the game, ask what type of character interests that player. Chances are you can go right to that section of *Power Profiles* to offer examples of powers the player should consider.

GAMEPLAY REFERENCE

Some characters shift or change their traits in the midst of the game. For them *Power Profiles* can be an invaluable reference, quickly picking and choosing pre-designed powers rather than having to go through the process of filling out those powers during play and taking up valuable game time. The book is also a catalog of potential power stunts: even if your hero does not have a particular power, it may be just a use of extra effort (or a hero point) away!

GAMEMASTER GUIDE

Lastly, *Power Profiles* offers some useful models to Gamemasters of how to create and manage certain powers, as well as advice on handling “problem” powers and effects in the game. It also looks at questions of villain versus hero powers and player character versus non-player character powers and power levels.



From the unleashed power of a hurricane wind or destructive tornado to drawing the breath from your target's lungs, air powers command the life-giving atmosphere all around us. Whip up wind blasts and shields to protect you from attack, fly on the wings of the wind, and let it carry your words across great distances as you snuff out fires—and the consciousness of your foes!

AIR DESCRIPTORS

The following are some important descriptors associated with air powers, with potential influence on their use.

- **Air:** Broadly speaking, “air” means the normal combination of gases making up the Earth’s atmosphere: primarily nitrogen with a significant percentage of oxygen and some carbon dioxide, water vapor, and trace gases, all existing in a gaseous state at Earth-normal pressures and temperatures. Amongst other things, this generally means air powers do not work directly on gases other than those found in the atmosphere: an air-controller can whip up a wind to move a cloud of chlorine vapor, for example, but cannot manipulate that gas directly. Similarly, air changed by tremendous pressure into a liquid (or even a solid in extreme cold) is outside of an air-controller’s influence, although such an extreme environment carries its own concerns. The same is true of a vacuum, where there is no air at all to manipulate.
- **Wind:** Wind is the movement of air masses due to differences in temperature and pressure under normal circumstances. Wind is primarily measured in terms

of its speed, with the fastest wind speed on Earth being about 250 miles per hour (speed rank 7). Given the destructive force of this kind of wind, Gamemasters can safely assign a Damage rank to wind equal to twice its speed rank, in terms of gusts striking structures and other large objects.

COUNTERING

Air powers, along with countering each other, can potentially counter any power dependent upon air to function or vulnerable to the physical movements of the wind. For example, air powers can potentially counter fire effects by depriving them of their oxygen, while powerful sustained winds may be able to counter various types of projectiles, pushing them off course and scattering them. Powerful winds may wear down some targets; air is mystically seen as opposed to the element of earth (much as water is opposed to fire) so air powers may be able to counter some earth powers, particularly if both are magical in nature. Air powers can potentially counter movement effects like Flight, creating powerful turbulence or even robbing a flier of motive power. Even if unable to counter a Flight effect, an air power may still be able to make flying difficult or dangerous (see **Utility Powers** for more).

AIR FEATURES

Some potential Feature effects associated with Air Powers include the following:

- **Freshen Air:** You clear the air of all scents, leaving it smelling crisp and clean.

- **Scent:** You can generate any mild scent in the air around you, like an incense, perfume, spice, or the smell of flowers.
- **Wind Effect:** You can create a gentle stirring breeze at will, just strong enough to ruffle hair and clothing and possibly scatter things like paper or leaves.
- **Wind Hearing:** You ignore the effects of wind noise on your Perception checks to hear things, as if the sound did not exist.

OFFENSIVE POWERS

Anyone who has witnessed the awesome destructive power of a hurricane or tornado knows full well the effectiveness of “mere air” as an attack. Air controllers can also wield more subtle offensive powers, including depriving targets of oxygen.

AIR BLAST

You strike with a powerful blast of compressed air that hits with hammering force. Typically, this power produces swirls and contrails of mist; if it uses nothing but unseen air, it also qualifies for the Subtle modifier.

Air Blast: Ranged Damage (air pressure) • 2 points per rank

AIR BURST

You create an explosive outward blast of compressed air or a momentary vacuum that causes the surrounding air to rush in with the force of a thunderclap, potentially stunning targets in the area. If you can only produce the burst in an area around you, remove the Ranged modifier.

Air Burst: Ranged Burst Area Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 3 points per rank

AIR RIFLE

Rather than striking with compressed air, you use that force to propel small objects as projectiles, like an air rifle. If you can do either, add 1 rank of the Variable Descriptor.

Air Rifle: Ranged Damage (projectiles) • 2 points per rank

BLINDING GUST

A wind kicks up dust, sand, and other grit or debris to fly into a target's eyes, blinding them.

Blinding Gust: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

FLINGING GUST

A powerful gust of wind picks up your target and flings it a considerable distance. If the attack hits, the target makes

a Strength or Dodge check against your effect rank check. If the target wins, there is no effect. If you win, the target is flung a distance rank equal to your effect rank minus the target's weight rank. So a 200 lb. man (weight rank 2) hit with a rank 8 Flinging Gust would be hurled 1,800 feet (distance rank 6, or 8 minus 2).

Note that a character with the Aerokinesis power (under **Utility Powers**) can duplicate the effects of this power.

Area versions of this power are common, including Wind Wall (under **Defensive Powers**, following) and Wind Blast (in the **Weather Powers** section).

Flinging Gust: Move Object, Limited Direction • 1 point per rank

STENCH

You fill the air around the target with a disgusting, nauseating stench sufficient to cause a significant distraction and potentially powerful enough to incapacitate the target.

Stench: Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Smell-Dependent • 2 points per rank

A Cloud Area version of this power is a common variation, affecting all targets in 15-foot radius for two rounds (the initial attack and the following round).

Stench Cloud: Ranged Cloud Area Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Smell-Dependent • 3 points per rank

SUFFOCATION

You cut off a target's air, literally drawing the air out of their lungs and causing them to suffocate. For air controllers with sufficient command over the element, this power may be Perception Ranged.

Suffocation: Ranged Progressive Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 4 points per rank

TORNADO

You create a powerful whirlwind capable of damaging structures and picking up unsecured objects. The basic tornado has a radius of 30 feet (distance rank 0). It can “grab” or lift objects with weight rank equal to or less than its rank; a realistic tornado should be limited to around rank 8 in terms of both wind speed and lifting capabilities (sufficient to pick up and hurl vehicles), but the GM can allow cyclones of any rank. Because the power is Damaging, it can lift objects, “hold” them (trapped in the whirlwind), hurl them away, or simply damage them.

Tornado: Cylinder Area Move Object, Damaging • 4 points per rank, +1 point per rank per +1 area distance rank

DEFENSIVE POWERS

The wind's ability to deflect often provides defensive air powers, as does the simple value of fresh air (or a strong breeze) in defending against airborne hazards.

AIR BUBBLE

You create a bubble of fresh, clean, breathable air around you, 30 feet across (distance rank 0). Anyone inside the bubble is able to breathe normally (assuming they are an air-breather). If you stop sustaining the air bubble, its surface tension is sufficient to keep it intact for one more round before it pops.

If you can create an air bubble at a distance, apply the Ranged modifier for an additional 2 points. If the bubble protects against other hazards, increase the rank of the Immunity (at a cost of 3 points per rank) to cover them. This includes the bubble resisting pressure (such as deep under water) or vacuum (in space) or maintaining a constant temperature.

Air Bubble: Immunity 2 (Suffocation), Affects Others, Cloud Area, Sustained • 6 points + 2 points per +1 area distance rank

AIR SHIELD

You surround yourself with a thin barrier of "hardened" air that protects you against damaging attacks. The default air shield is visible as a misty shimmer; if it is truly invisible, apply the Subtle modifier as well. A stronger air shield may have the Impervious modifier, allowing it to ignore lesser attacks.

Air Shield: Protection, Sustained • 1 point per rank

AIR SUPPLY

You can generate your own supply of air, sufficient to allow you to breathe normally in airless conditions. If your air supply provides you with protection from other environmental hazards, increase the rank of Immunity. To provide an air supply for others, see the Air Bubble power.

Air Supply: Immunity 2 (suffocation), Sustained • 2 points

DEFLECTING WINDS

You can wield the winds to deflect ranged attacks at a distance, setting up a swirling barrier protecting anyone inside it. Roll the die and add your Deflect rank, adding 10 to the die roll if it is a 10 or less. The result becomes the active defense for targets inside the area if it is higher than their normal active defense.

See Whirlwind in the **Weather Powers** section for a similar effect, with an expanded Cloud Area, allowing the whirlwind to deflect attacks on the round after it is used as well.

Deflecting Winds: Deflect, Burst Area, Limited to Physical Projectiles • 1 point per rank

MIST

You condense a heavy mist out of the air. It imposes a -2 visibility modifier in the area. For twice the cost (2 points per rank), the mist imposes a -5 visibility modifier.

You are unable to see through your own mist unless you have an appropriate Senses effect (such as Counters Concealment or the Air Sense power, following). You can also apply a Feature to your power (does not impede your own vision) or make it Selective in order to decide who is and is not affected.

Mist: Environment (Visibility) • 1 point per rank (-2 modifier) or 2 points per rank (-5 modifier)

WIND WALL

You create a narrow corridor or "wall" where the wind blows strongly in one direction, creating a barrier of sorts: anything trying to pass through the wind wall must beat an opposed check of Strength or Speed against the wall's rank. If the wall wins the check, the target is flung in the direction the wind is moving a distance rank equal to the wall's rank minus the target's weight rank. So a STR 4 person running into a rank 8 wind wall (moving at Speed rank 0) must make a Strength check (d20 + 4) versus d20 + 8 (the wall's rank) or be thrown distance rank 8 - 2 (average human weight) or 1,800 feet (distance rank 6).

A Wind Wall can be combined with Deflecting Winds (previously) to create a barrier that provides a defensive bonus as well as flinging aside things trying to cross the barrier.

Wind Wall: Line Area Move Object, Limited Direction (along the length of the line) • 2 points per rank + 1 point per rank per +1 distance rank of wall length.

MOVEMENT POWERS

The wind provides motive power for sailing, gliding, and soaring and can just as easily interfere with all such forms of movement, redefining the meaning of "air superiority".

AIR-WALKING

You can walk on air as if it were solid ground, including ascending or descending invisible inclines or simply standing and hovering in one spot.

Air-Walking: Flight 1, Subtle, Quirk (the prone condition causes you to fall, -1 point) • 2 points

FULL SAIL

You summon up a wind to fill the sails of a vessel and speed it along: increase its speed to your effect rank if it is higher than the vessel's normal speed. The realistic rank limit on Earth is around rank 6, but the GM may allow any rank, as desired.

Full Sail: Swimming, Affects Objects, Limited to Wind-Powered Vehicles, Alternate Effect: Flight, Affects Objects, Gliding, Limited to Wind-Powered Vehicles • 1 point per 2 ranks + 1 point (for the alternate effect)

GLIDING

You can ride wind currents to glide through the air, but you can only gain altitude from updrafts, so your maximum gliding distance is equal to your starting height plus your effect rank.

Gliding: Flight, Gliding • 1 point per rank

GROUNDING

Your control over the air allows you to ground or becalm wind-powered forms of movement in an area. This includes winged Flight, sailing-based Swimming, and Flight based on conventional aerodynamics (as opposed to sheer power like anti-gravity, magnetics, and so forth). As long as you maintain your concentration, taking a standard action each round to do so, targets in the area remain grounded and those not yet grounded have to make a new resistance check. If you can maintain a grounding area as a free action, apply the Sustained modifier for an additional 1 point per rank cost.

Grounding: Nullify Flight and Swimming Based on Air, Concentration, Cylinder Area, Effortless • 4 points per rank

WIND-RIDING

You can truly ride the wind, similar to Gliding (previously) except you can *create* the necessary updrafts to control your ascent and maintain altitude at will.

If you can command the wind to carry others aloft with you, either apply the Affects Others, Ranged, and Area modifiers, or use wind lifting (see **Utility Powers**) to pick up and carry them along.

Wind-Riding: Flight • 2 points per rank

UTILITY POWERS

Control over air grants a number of other useful effects, from animating masses of air into mobile minions to moving large objects, sensing the flow of air currents, or even transforming into air itself.

AEROKINESIS

You use focused winds or mini-whirlwinds to lift and move objects with an effective Strength equal to your rank.

See Wind-Lifting in the **Weather Powers** section for a Burst Area and Selective version of this power.

Aerokinesis: Move Object • 2 points per rank

AIR CREATURES

You can summon or create semi-independent creatures of air that obey your commands. The air creatures you summon are not truly alive, merely animated masses of air.

They can look like virtually anything, from misty humanoids to mythic creatures like thunderbirds or dragons. You can apply the various modifiers for the Summon effect to get additional air creatures or to make them more active or capable (removing the minion type from the template).

Note the creature template has a power level higher than the Summon effect rank, an option discussed in the **Summoning Powers** section.

Air Creatures: Summon Air Creature 6 (90-point minion) • 12 points

AIR CREATURES

PL8 • MR6

STR 0 STA — AGL 2 DEX 0 FGT 0 INT — AWE — PRE —

Powers: **Aerokinesis** (Move Object 2); **Air Form** (Concealment 4 (visual), Insubstantial 2 (gaseous), Permanent, Innate); **Suffocation** (Cumulative Affliction 8 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated); **AE: Wind Blast** (Move Object 8, Accurate 4, Limited to Flinging Away)); **Unliving** (Immunity 30: Fortitude Effects); **Wind-Walker** (Enhanced Advantage 2 (Improved Initiative 2), Movement 1 (Environmental Adaptation: Aerial), Flight 7 (250 MPH))

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +10, Suffocation +8 (Close, Affliction 8), Wind Blast +8 (Ranged, Move Object 8)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 6, Will Immune

Totals Abilities -26 + Powers 88 + Advantages 0 + Skills 4 + Defenses 24 = 90

AIR FORM

You can transform from flesh and blood into a mass of mobile air. In air form you are gaseous and insubstantial, able to slip through any opening that is not airtight, and largely immune to physical harm (although energy attacks and area effects, like explosions, still affect you). You can become invisible or appear as a misty, humanoid shape resembling your normal form. You can move through the air in any direction, but lack physical strength and cannot touch or move objects on your own, although you can still use powers like Aerokinesis to do so.

Your air form may grant you other air powers, such as Suffocation or Stench (previously), either at their normal range or limited to close range, requiring you to engulf the target in your air form.

Air Form: Concealment 4 (visual), Flight 1, Insusubstantial 2 (gaseous) • 20 points

AIR SENSE

You can feel the movement of air currents around you, giving you an effective picture of your surroundings without having to see and allowing you to sense any unusual disturbances of the air nearby (usually from the use of other powers with an air descriptor).

Air Sense: Senses 2 (Air Awareness, Ranged Touch) • 2 points

SOLID AIR

You can “solidify” air into a transparent crystalline material, like very strong glass, creating objects out of it which dissolve back into normal air when you choose or are no longer maintaining them. If your creations are truly invisible, apply the Subtle 2 extra to the power.

Solid Air: Create Solid Air Objects • 2 points per rank

WIND CONDITIONS

You whip up high winds in the area, impeding movement. In addition to the speed rank reduction, the GM may impose a circumstance modifier (–2 for 1 rank, –5 for 2 ranks of reduction) to movement-related skill checks like Acrobatics, Athletics, and Vehicles.

Wind Conditions: Environment (Impede Movement) • 1 point per rank for a 1 rank reduction in movement speeds, 2 points per rank for a 2 rank reduction.

WHISPERING WIND

Currents of air “carry” your voice over a distance, allowing you to deliver a message to someone further than you could normally speak (or even shout).

Whispering Wind: Communication (auditory, air), Subtle 1 • 1 point + 4 points per rank

OTHER AIR POWERS

Closely connected to the air powers in this section are the abilities listed in the **Weather Powers** section, as noted in several places. Many air powers can become weather powers and vice versa. In particular, any weather power with “wind” in its name is also a potential air power.

AIR COMPLICATIONS

Wielders of air powers can encounter complications stemming from the medium they manipulate or the attitudes or inclinations it gives them, such as the following.

ACCIDENT

The potential destructive force of air powers like Tornado is considerable, and characters wielding hurricanes and twisters as weapons may find themselves dealing with a lot of collateral damage in the aftermath. Such accidents may lead to air controllers exercising greater restraint with their powers (sometimes to their disadvantage) or having to deal with others who want to place restraints on their powers and what they can do with them.

DISABILITY

A character with a Permanent Air Form (see **Utility Powers**) suffers from a significant disability: having no

physical body at all! The character might be able to interact with solid objects via powers like Aerokinesis or having Affects Corporeal Strength but, even then the character will find it difficult to lead a “normal” life.

Air powers may actually compensate for other disabilities, allowing characters to be more active. For example, the ability to fly carried by the wind overcomes many of the drawbacks of being unable to walk. Likewise, a power like Air Sense may partially compensate for being blind, providing at least a clear picture of the character’s surroundings.

PHOBIA

With powers linked to the open air and the sky, a fear of enclosed spaces and suffocation—claustrophobia—may be common for air controlling characters, making them less willing to venture underground or into tight indoor areas where their powers and maneuverability may be limited.

Conversely, an air controller with a fear of heights or wide open spaces could face some interesting challenges! Imagine someone who has the potential to soar on the winds but who remains firmly grounded due to an extreme fear of heights.

POWER LOSS

Air powers are dependent on air as a medium to create and carry their effects. While some air powers (such as Air Bubble) actually *create* air, others might be rendered ineffective in the absence of air to manipulate, such as in a vacuum chamber, underwater, or in the depths of space. Whether powers like Air Blast create the air they use or not depends on whether or not the player wants to accept the Power Loss complication (and the hero point award that comes with it).

Characters might also lose the use of air powers for other reasons. Mystical air powers could be negated by conditions like being surrounded with an opposing element, such as earth, so a character inside a cavern (or buried beneath a landslide) would be rendered powerless. Air powers relying on fans, turbines, or similar technology could be jammed, damaged, or otherwise rendered inoperative. Such devices could also have the Removable modifier (*Deluxe Hero’s Handbook*, page 201).

WEAKNESS

Weaknesses associated with air powers include vulnerabilities to opposed elements, such as earth or water: characters might suffer an additional degree of effect from such attacks, or find their defenses less effective against them.

Similarly, air controllers might be able to counter airborne attacks like gases by pushing or blowing them away, but might also be vulnerable to them, given their sensitivity to the surrounding atmosphere.

ARMOR POWERS



Some acquire amazing powers by accident or virtue of birth, but others *make* their powers or acquire them by wearing them, in the form of armor, like the knights of old. Suits of super-powered armor—and similar costumes—have become staples of the superhero comics for both heroes and villains. In their case the suit really can “make the man” although it is often the person inside who counts.

ARMOR DESCRIPTORS

- **Armor:** Implies an external or worn suit of armor rather than natural armor like exceptionally tough skin, armor plates, or whatnot. This does not necessarily mean the armor is Removable, although it may. Some “worn” armor is actually integrated into the user’s body, or cannot easily be removed. More often than not, however, armor is a Removable device of some sort.
- **Technological:** Common, but also not required. High-tech battlesuits are the most common collections of armor powers. The kind of technology involved may imply other descriptors, including cybernetic, nanotech, or even things like clockwork or retro “steampunk” suits. This descriptor makes armor good for power stunts or applications of inventing (*Deluxe Hero’s Handbook*, pages 211–212) based around jury-rigging the armor in different ways.
- **Magical:** Technology is not the only source of power armor, however. Some suits may have a “magical” descriptor instead, ranging from enchanted suits of mundane mail armor with enhanced protective

properties and other abilities to magical automatons “worn” and piloted by a person inside of them.

ARMOR FEATURES

Armor is well-suited (no pun intended) for a variety of Features, adding minor capabilities to the armor that do not rate full-fledged power effects. Just a few of the many possible features include:

- A small display screen or projector, perhaps even able to produce translucent holographic images in empty air. This is solely for the display and sharing of information (and entertainment value), not an Illusion effect.
- A built-in piece of equipment costing 1 point or less, including the equivalent of a cell phone, computer, flashlight, or similar useful item.
- A loudspeaker able to amplify the wearer’s voice, like a built-in bullhorn (useful for crowd control and cutting through noisy situations).
- Built-in storage compartments or hidden places to conceal things.
- A data-storage drive, allowing the wearer to copy and store digital information easily (perhaps with an included interface cable or wirelessly).
- A design that not only disguises the wearer’s identity, but even allows the wearer to masquerade as a different sex or pretend to be a robot rather than a person in armor.

Armor Features are a great opportunity for retcons and stunts involving the armor's capabilities, such as having just the right item in that hidden storage compartment, or access to the right Feature at the right time.

REMOVABLE OR NOT?

Power armor often has the Removable flaw (*Deluxe Hero's Handbook*, page 201) as the wearer can take it off and, presumably, have it taken off, or be caught without it in some situations. However, the flaw is not required, and different suits of armor may have different degrees of removability.

The Removable degree is the default. The armor can only be removed when the wearer is stunned and defenseless and takes some amount of time (GM's judgment, but at least a couple of rounds, to as long as a minute or more).

Easily Removable armor is relatively rare, but may be dependent upon some easily removable component or object; perhaps the armor has vulnerable exposed power pods, cables, or other components an opponent can grab in combat, rendering the armor inoperative.

Some armor is not Removable at all in game terms, not that the armor *cannot* be removed, just that it cannot be removed against the wearer's will in anything less than hours. Perhaps the armor has such sophisticated security a foe cannot remove it even when the wearer is incapacitated. Rather than a flaw, the occasional Power Loss complication might come into play (see **Complications**).

OFFENSIVE POWERS

Power armor usually has some type of offensive capability provided by various built-in weapons.

WEAPON ARRAYS

Power armor is a prime candidate for an array of different offensive powers (weapons); each weapon is usable one at a time, but not all at once. See the **Alternate Effect** modifier on pages 188–190 of the *Deluxe Hero's Handbook* for details on arrays and how they are set up.

The array can represent multiple settings on a single weapon—such as a blaster with direct and wide-beam applications, or with different Damage descriptors like laser and electricity—or it can represent the total weapon capabilities of the armor, limited by things like power usage and operator attention. An armor array might even include non-offensive powers, if it represents management of the armor's power or processing capacity.

Offensive armor powers can also make use of the Variable Descriptor extra (*Deluxe Hero's Handbook*, page 197) to have different “settings” that are the same effect (such as Damage) with different descriptors (such as fire, laser, impact, and radiation, for example).

BLASTER

The most basic type of armor weapon: a straightforward ranged blasting attack. The attack may originate from the armor's gauntlets or arms, shoulder-mounted pods, or from the chest-plate or helmet, depending on the descriptors. Likewise, a “blaster” can be different types of energy or even physical projectiles.

Blaster: Ranged Damage • 2 points per rank

CAPTURE WEAPON

A non-damaging ranged weapon intended to disable and incapacitate opponents without harming them. A capture weapon may be tranquilizer darts, stun gas, a taser, net, or similar weapon. See the Dazzle, Sleep, and Snare sample powers in **Chapter 6** of the *Deluxe Hero's Handbook* for additional examples.

Capture Weapon: Ranged Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated) • 2 points per rank

HOMING MISSILE

You launch a micro-missile with an on-board guidance system, allowing it to lock onto and track its target. By default the homing missile is a heat-seeker, tracking its target by its heat emissions, but you can substitute another Sense effect worth 1 point (or spend additional points for a higher-ranked sense effect).

Homing Missile: Ranged Damage, Homing 2 Linked to Senses 1 (Infravision) • 3 points + 2 points per rank

MACHINE-GUN

This weapon is a repeating type of blaster attack (see Blaster, previous): it may be a conventional machine gun or chain gun firing solid projectiles (or rubber bullets) or a pulsed energy weapon, depending on descriptors

Machine-Gun: Ranged Multiattack Damage • 3 points per rank

MICRO-MISSILES

Your armor can fire explosive micro-missiles from an arm-, shoulder-, or chest-mounted launcher. Although the default effect of this weapon is Damage, see the **Grenades and Explosives** section of **Chapter 7** of the *Deluxe Hero's Handbook* for some potential Alternate Effects.

A micro-missile might have partial ranks of Burst Area for three “tiers” of Damage: full Damage to the target of a successful attack check, Burst Area Damage to nearby targets in the blast radius, and half Burst Area Damage to targets in the blast radius who make a successful Dodge check.

Micro-Missiles: Burst Area Ranged Damage • 3 points per rank

IMPERVIOUS OPTIONS

Armor often has the Impervious modifier (*Deluxe Hero's Handbook*, page 193) applied to one or more of its defenses, particularly Toughness. For those who prefer an alternative to the game system for Impervious Defense given in the *M&M Deluxe Hero's Handbook*, consider one of the following options:

- Limit Impervious ranks to no more than the series power level (to limit their use in defense trade-offs against power level limited attacks).
- Impervious Defense ignores effects with a rank less than its own (rather than equal to or less than half its rank). You may wish to double the modifier's cost in this case.
- When rolling resistance checks using an Impervious Defense, add 10 to a roll of 1–10, like spending a hero point on a re-roll.
- Make resistance checks normally but, if the effect rank is less than your Impervious rank, reduce any degree of failure by one; zero degrees of failure counts as one degree of success.

SURFACE SHOCK

You electrify the exterior surface of your armor such that anyone touching it gets a nasty shock, good for throwing off grabs and gangs of minions.

Surface Shock: Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Reaction (when touched) • 4 points per rank

Alternate Effects of this power may include enough voltage to do Damage or a version using another medium, such as super-heating or cooling the armor's surface.

Surface Shock: Damage, Reaction (when touched) • 4 points per rank

STRENGTH ENHANCEMENT

Your armor has a strength-enhancing exoskeleton, a strength-reinforcing force field, or some similar system, greatly magnifying your normal strength. Generally, this Strength Enhancement affects all aspects of your Strength rank, although some armor has ranks limited to slow, sustained applications of Strength, essentially with the Limited to Lifting modifier (see **Power-Lifting**, *Deluxe Hero's Handbook*, page 175).

A truly massive suit of armor may provide Permanent and Innate ranks of Growth instead of or in addition to Strength Enhancement.

Strength Enhancement: Enhanced Strength • 2 points per rank

DEFENSIVE POWERS

The primary power of armor is defensive, although different suits of armor protect their wearers in different ways and to different degrees.

ARMOR

The most basic armor power is its namesake: protection against external sources of damage and injury. Some powered armor is reinforced, shrugging off minor attacks altogether, represented by ranks of the Impervious modifier (see **Impervious Options**, following).

Armor: Protection • 1 point per rank

FORCE FIELD

Rather than armor plating or similarly protective materials, power armor may protect the wearer by generating a powerful force field. Descriptors vary from electromagnetic to magical or even cosmic.

For some suits, the force field is effectively permanent in duration: as long as the armor is worn and operating, its defenses are "up". Others may have continuous or sustained duration force fields capable of greater mutability (usable for stunts) but also subject to being shut-down under circumstances where the effect cannot be maintained. Note that a permanent force field may have the Noticeable modifier (if the field glows brightly, for example), while non-permanent fields are noticeable by default.

Force Field: Protection • 1 point per rank

LIFE SUPPORT SYSTEM

The next most common defensive power for armor after the protection it affords is some type of built-in life support or sealed system, allowing the armor's wearer to operate in virtually any hostile environment. Some power armor is customized for particular environments, such as aquatic, arctic, or deep space, with lesser ranks of Immunity.

The Gamemaster may wish to require a lower rank of Immunity, or permit the Quirk (missing some Immunities, –1 point each) for a Life Support System that does not cover certain things, such as still requiring the armor's wearer to rest or resist diseases or poisons that manage to penetrate the armor's outer shell.

Life Support System: Immunity 10 (Life Support) • 10 points

MIND SHIELD

Your armor is attuned to aid you in resisting mental attacks (generally Will resisted effects with a mental, psionic, or psychic descriptor; see the **Mental Powers** section).

Mind Shield: Enhanced Impervious Will, Limited to Mental Effects • 1 point per rank

Alternately, your armor's systems might "screen out" some specific mental effect or from mental influences in general. If your armor only partially filters such things, Limit the Immunity to half effect.

Mind Shield: Immunity 5 (one mental power, such as psychic mind control) or Immunity 10 (all psychic or psionic mental powers) • 5 or 10 points

SENSORY SHIELD

Filters and baffles in your armor, particularly in the helm or faceplate, are designed to shield your senses from overload due to outside stimuli. This allows you to largely ignore things like blinding light, deafening noise, nauseating odors, and so forth.

If your armor only partially filters such things, Limit the Immunity to half effect (changing the cost to 3 points).

Sensory Shield: Immunity 5 (Sensory Affliction Effects) • 5 points per rank

MOVEMENT POWERS

Power armor may be equipped with a variety of propulsion systems, allowing the wearer to move quickly in a number of different ways. Multiple propulsion systems may be bundled together as an array of different movement powers.

AQUATIC TURBINES

Powerful turbines deploy from your armor to propel you underwater.

Aquatic Turbines: Swimming • 1 point per rank

LEG HYDRAULICS

Powerful hydraulic or other strength-enhancing devices in the lower body of your armor greatly enhance your leaping ability, allowing you to jump great distances.

Leg Hydraulics: Leaping • 1 point per rank

LIMB EXTENDERS

The arms and legs of your armor can telescope, extending many times their normal length, controlled remotely by you. This allows you to rise up on stilt-like legs or reach out with extended arms to grab or attack.

Limb Extenders: Elongation • 1 point per rank

SKATES

Roller skate wheels (or in-line skates) deploy on command from the boots of your armor, allowing you to zip along the ground. Your skates may even be rocket powered, letting you move *really* fast! Unpowered skates should be limited to around Speed 3, while rocket-powered or magnetic skates could be up to rank 7 or 8!

Skates: Speed • 1 point per rank

THRUSTERS

The most common power armor movement effect involves rockets or other thrusters, allowing the wearer to fly. Some types of armor may have even more sophisticated anti-gravity systems or magical flight capabilities. These may have a rank of the Subtle modifier, being almost silent in use.

Thrusters: Flight • 2 points per rank

TUNNELING

Armor designed for underground exploration might have the ability to tunnel through soil and bedrock, using built-in drills, digging lasers, or similar devices. Perhaps the entire suit becomes a “tunneling machine” of sorts that “flies” through earth and solid rock!

Tunneling: Burrowing • 1 point per rank

UTILITY POWERS

As mentioned under **Features**, power armor often has a wide range of different utilities and devices built into it.

COMBAT COMPUTER

Computer systems in your armor analyze combat situations and potential threats and offers a variety of options, even exerting some subtle influence over your movements and actions to allow you to deal with unexpected situations faster than having to think about them.

Combat Computer: Enhanced Advantages (choose from Assessment, Close Attack, Favored Opponent (previously assessed), Improved Initiative, Ranged Attack, and Uncanny Dodge) plus Enhanced Defense (Dodge and Parry) • 1 point per rank of Enhanced Advantages + 1 point per rank each of Enhanced Dodge and Parry

COMMUNICATION SYSTEM

Your armor features a comm system, allowing you to communicate, usually via radio or cellular link, with maximum range determined by its effect rank. Scrambled or encrypted communication systems apply the Subtle modifier. This system is powerful and self-contained; for the simple ability to tap into existing CB or cellular communications, add an appropriate Feature (cell phone or radio).

Comm System: Radio Communication • 5 points per rank

SENSORS

Power armor often comes equipped with sensor devices, feeding into displays in the armor’s visor or helmet. Low-light and Darkvision are particularly common, but virtually any Senses effect with an appropriate descriptor may be included in power armor’s sensor package.

Sensors: Senses • 1 point per rank

OTHER POWERS

“Power armor” or, even more broadly, “power suit” can be a descriptor for virtually *any* sort of power, simply saying the power resides in the suit rather than the wearer. So, for example all of the various fire powers (see **Power Profile: Fire Powers**) could also be armor powers for a suit of “fire-generating” armor, equipped with flame-throwers, able to project a fiery aura, and so forth. Throw magic or alien super-science into the mix, and you can even have super-suits providing mental or mystical powers!

ARMOR COMPLICATIONS

A number of complications can stem from wearing, using, and maintaining a suit of power armor. As cutting-edge technology (or mysterious magic), power armor may come with various known and unknown “bugs” or side-effects.

DISABILITY

A common concept is the armor that compensates for some disability, such as giving an otherwise paraplegic wearer the ability to walk, or a blind wearer the ability to see (or some compensatory sense, like sonar imaging). In essence, the character still has a disability, but the occasions when it comes into play are dependent on whether or not the armor is available and functioning normally (see **Power Loss**, following).

The flip-side of this is armor that *causes* some type of disability when it is worn and used. For example, the armor might greatly reduce the wearer’s sense of touch, making it nearly-impossible to feel anything outside of it, or it may restrict the wearer’s senses apart from the armor’s own sensor inputs.

IDENTITY

A full-body suit of armor is an excellent means of concealing one’s identity. While most superheroes have to make do with flimsy masks and changes of clothes or hair color, an armored hero conceals virtually everything, possibly including voice (filtered or distorted) and race, sex, or species! (See **Armor Features** for armor this concealing.)

POWER LOSS

This is the primary complication associated with armor powers. Under different circumstances, the armor may fail, suffer damage, run out of power, or otherwise stop working. This can be due to damage suffered in combat or the course of adventuring, or other circumstances chosen by the player and the Gamemaster. For example, getting hit by a falling power cable may short-out or damage armor systems, or they may be affected by radiation, electromagnetic interference, sunspots, or what have you. Magical armor may likewise suffer power loss due to shifts

in the cosmic currents or changes in the wearer’s condition, such as armor intended for a faithful champion of justice faltering when the wearer doubts his mission or performs an unworthy deed.

RELATIONSHIP

Sophisticated high-tech armor might require a “support staff” or “ground crew” to assist with its maintenance and even operation. Such a helpful relationship may qualify as a Benefit advantage, particularly if the ground crew has useful skills or insights. Where the complication comes into play is when members of the support staff develop their own agendas or manage to get in over their heads, and the hero has to come charging to the rescue.

REPUTATION

It’s fairly easy for an armored character to get a reputation, one which may be attached as much to the armor as to the person inside of it. For example, a hero who adopted an infamous suit of military armor once used in wartime might have to deal with the atrocities associated with the armor, even though someone else was using it at the time.

RIVALRY

Power armor is specialized technology (or rare magic or the like) so armored characters often have enemies or rivals with similar devices. For example, the inventor of a suit of armor might have a rival who developed similar technology but claims to have invented it first. The rivalry between Ultramarine and Steelhead in the *Emerald City* setting is another example: step-siblings who each wear a prototype aquatic armor design.

SECRET

Along with identity (see previous) armor wearers can have various secrets, ranging from a troubled past to secrets concerning the armor itself, where it came from, and how it works. For example, perhaps the “maverick inventor” who uses his power armor to fight crime is in fact a military test-pilot posing as an independent to test a government prototype in plain sight, or witnessed the death of the real inventor of the armor and now uses it to try and make things right.

WEAKNESS

Power armor may have or cause weaknesses for the wearer. Other than potential power loss (see **Power Loss**), armor weaknesses may include a vulnerability to electrical or magnetic attacks, vulnerability to technology-influencing effects (like a computer virus or a machine-controlling villain), or even things like additional degrees of effect from sensory attacks due to the armor’s sensor feeds or the like. As usual, when the weakness comes into play, the armor’s wearer gets a hero point.



Speed of the cheetah, eyes of the eagle, strength of the elephant, courage of the lion... the powers of the animal kingdom are vast, and the **Animal Powers** section looks at them for themed characters with animal-like powers or those able to adopt *any* of the powers of the animal kingdom!

ANIMAL DESCRIPTORS

The following are important descriptors for animal powers.

- **Animal:** A key question for animal powers is “What constitutes an animal?” After all, humans are animals, too, right? As a descriptor, animal generally excludes humans, as it focuses on traits humans do not have. Animal generally *does* include insects, jellyfish, worms, sponges, and other invertebrates. It’s largely up to the Gamemaster whether or not the animal descriptor is limited solely to *earthly* animals; in settings with inhabited alien planets, there are all kinds of extraterrestrial animals. If it does include alien creatures, the GM should consider the impact this may have on any modifiers associated with the descriptor.
- **Natural:** A reference to “natural” animals generally means the creatures 1) originate on Earth, 2) are not genetically altered or enhanced, and 3) are not supernatural (such as dragons or unicorns). Depending on the handling of the animal descriptor, item 1 may not apply.
- **Morphic:** A common descriptor for animal powers, morphic refers to the theory of a “morphic” or “morphagenic” field, an invisible field of information linking all members of a species and—to a lesser degree—all

forms of life. If such a field exists, then the ability to access it may be a source for obtaining animal powers, particularly for characters able to access multiple powers or to vary their animal powers. Similarly, the morphic field may be the basis for animal shapeshifting or conditions like lycanthropy.

- **Totem:** In the context of animal powers, a totem is a supernatural spirit associated with a particular animal, which may grant animal powers to human allies. So a wolf totem, for example, might grant wolf-like powers to a mortal. Totems can have their own agendas, and their gifts of power may come with strings attached (see **Animal Complications**).

COUNTERING

Animal powers as a general descriptor do not have much use in countering; specific powers may counter other effects, such as using Webbing to smother a fire, for example. Most animal powers modify the user’s body or abilities in some way and are similarly difficult to counter, except with a Nullify effect directly aimed at one of their descriptors (such as magic, in the case of magical animal powers).

ANIMAL FEATURES

Feature effects associated with Animal Powers include the following:

- A minor, but still useful, animal trait like a coat of fur able to provide some protection from the cold, or a reduced need for food and water (or the ability to

store it), stretching out the time before the symptoms of starvation and dehydration set in are useful for a circumstance bonus in some situations.

- **Animal Harmony:** Natural animals are favorably disposed towards you, having an initial attitude of favorable unless circumstances dictate otherwise. Predators tend not to see you as prey, while prey species tend not to perceive you as a threat. Animal Empathy is a common advantage for characters with this trait.
- You have an innate ability to know the traits of an animal upon seeing or touching it (useful for those looking to mimic those traits).
- You have a keen sense of animal behavior. Upon seeing an animal, you automatically know its attitude towards you (*Deluxe Hero's Handbook*, page 125).

OFFENSIVE POWERS

The struggle for survival in nature equips many animals with offensive capabilities, which offensive animal powers duplicate.

CRUSHING GRIP

Whether it's like a powerful bear-hug or a python's constricting coils, you have a mighty grip able to hold and squeeze an opponent. The Enhanced Strength granted by this power is still limited by power level. Crushing Grip is often accompanied by advantages like Improved Grab and Improved Hold.

Crushing Grip: Enhanced Strength, Limited to Grabs • 1 point per rank

FEROCIOUS CHARGE

With a rush of movement at your opponent, you can hit with considerable force, like a charging rhino or bull. Protection or Immunity 2 (Own Slam Damage) is common with this power, as is the Improved Critical advantage.

Ferocious Charge: Strength-based Damage, Limited to While Charging • 1 point per 2 ranks

NATURAL WEAPONS

Nature equips animals with weapons ranging from sharp claws and teeth to fangs, horns, spines, and mandibles. You possess similar natural weapons; some may be Penetrating, while others have a Linked venom effect (see the **Venom** power, following) or ranks of Improved Critical.

Natural Weapons: Strength-based Damage • 1 point per rank

QUILLS

You have a coat of sharp quills or spines, making it dangerous to grab you and allowing you to inflict additional damage in close combat.

Quills: Reaction Damage (to being touched) • 4 points per rank

SHOCK

You can deliver a powerful shock by touch, like an electric eel. If you can generate the shock by reflex whenever someone touches you, apply the Reaction modifier.

Shock: Cumulative Affliction (electric shock; Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 2 points per rank

TERRIFYING ROAR

You can emit a fearsome roar, cry, or other animal call able to shake and startle your foes. A truly terrifying roar might be a Hearing Area Affliction instead.

Terrifying Roar: Enhanced Intimidation • 1 point per 2 skill ranks

VENOM

The animal kingdom is filled with a wide range of venomous creatures, most using fangs or stingers to inject their venom into a target (thus the use of Toughness for the initial resistance check). Venom can be Linked with a Damage effect for more serious injection methods, like envenomed claws or dagger-like fangs. Vary the conditions imposed by the Affliction to suit different types of venoms: paralytics, for example, may hinder, immobilize, and paralyze.

Venom: Progressive Affliction (Resisted by Toughness, Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 3 points per rank

WEBBING

You can produce webbing like that of a spider, but scaled up to human size, giving your webs greater tensile strength and durability. In addition to using your webbing as an attack, you may be able to use it for the Movement (Swinging) effect as a regular power or power stunt.

Webbing: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 3 points per rank

DEFENSIVE POWERS

Animals have many defensive adaptations making them tougher or better suited to their environment. In particular, characters may have different forms of Immunity, Movement (Environmental Adaptation) and even Enhanced Advantage (Favored Environment) to reflect an animal-like adaptation to an environment.

PROTECTIVE HIDE

Your skin is tougher than normal, being leathery or covered with armored scales, for example. For extremely tough or armored hides, add ranks of Impervious.

Protective Hide: Protection • 1 point per rank

REGROWTH

Like certain lizards or worms, you can regrow lost body parts and heal quickly from injury, ignoring many of its complications.

Regrowth: Regeneration • 1 point per rank

SQUEEZE THROUGH

You can compress and shift your body to squeeze through small spaces an ordinary human could never fit through.

Squeeze Through: Movement (Permeate), Limited to Small Spaces • 1 point per rank

MOVEMENT POWERS

A number of movement effects make for good animal powers: Burrowing for moles or worms, Leaping for grasshoppers or gazelles, Speed for cheetahs, horses, and other swift land-animals, and Swimming for aquatic creatures of all types. Others include the one listed below.

SERPENT SLITHER

Like a snake, you can slide along the ground and climb head-first down surfaces your body can grip.

Serpent Slither: Movement 1 (Slithering) • 2 points

WALL-WALKER

You can stick to walls and ceilings like an insect (or some types of lizards and salamanders).

Wall-Walker: Movement (Wall-Crawling) • 2 points per rank (up to 2 ranks).

WINGS

You have fully functional wings: bird-like, bat-like, or even insect- or butterfly-like. You may be able to grow and shed your wings at will; if this takes any longer than a free action, apply the Activation modifier to your power. The fastest sustained flight for an animal is about speed rank 6.

Wings: Flight, Wings • 1 point per rank

UTILITY POWERS

These powers involve various animal-related abilities from communicating, controlling, and working with animals to taking on some of their useful traits.

ANIMAL COMPANION

You have an animal ally or companion able to understand at least simple commands and carry them out, and likely well-inclined towards you. Your companion may be an ordinary trained animal or an unusual specimen in some way, such

as having greater than normal Intellect or unusual abilities. Create your companion as a character with 15 power points per rank, using the sample animals in the *Deluxe Hero's Handbook* and *Gamemaster's Guide* as templates.

Animal Companion: Summon Animal Companion, Heroic, Self-Powered (see **Summoning Powers**) • 3 points per rank

ANIMAL FORM

You can transform into an animal or animal-like form. Common in-between forms are humanoid mixes of human and animal traits, like a classic therianthrope.

The default version of this power lets you assume a single animal form with no more power points than your normal (human) form. If you can assume multiple forms, increase Morph rank to 2 (for a general type of animals) or 3 (for all animals) and apply a rank of Metamorph for each individual form. See the animal archetypes on pages 133–136 of the *Gamemaster's Guide* for a list of potential animal forms. This includes the Swarm archetype, allowing you to transform into a swarm of insects (or similar tiny creatures) rather than a single animal.

A humanoid “in-between” form counts as a separate Metamorph rank and mixes humanoid and animal traits allowing you to, amongst other things, speak and have hands while gaining many of the animal's other traits. The various difficulties of function in animal form are covered by complications (see **Animal Complications**).

If you can assume *any* animal form, see the Shapeshift power from **Morphing Powers**, with the Limit “Only Animal Forms”.

Animal Form: Morph 1 (Animal Form), Metamorph • 6 points per rank

ANIMAL MIMICRY

You can temporarily mimic the traits of different animals. See the **Meta-Powers** section for more on mimicry in general.

Animal Mimicry: Variable (physical traits), Limited to traits possessed by animals • 6 points per rank

ANIMAL SENSES

Animals have a tremendous range of sensory abilities compared to those of normal humans. Some of the Senses effects Animal Senses may grant include:

- **Acute Olfactory:** Many animals have an acute sense of smell (1 rank), able to distinguish individuals by scent alone, or even an analytical sense (2 ranks total) able to pick up subtle scents and clues. Tracking Olfactory abilities are also common for predators (1 rank).
- **Extended:** Some animals have extended senses compared to humans, notably the vision of some predatory birds (1 rank).
- **Heat-Sensing Pits:** Various reptiles have heat-sensing pits, granting them the benefits of Infravision (1 rank).

- **Multifaceted Eyes:** Insects often have multifaceted eyes (or multiple eyes) granting them the benefits of Radius Vision (1 rank).
- **Navigation:** Birds and some fish appear to have an innate sense for navigation (Direction Sense, 1 rank).
- **Night Vision:** Nocturnal animals have considerably better night vision than humans, providing Low-light Vision (1 rank).
- **Sonar:** Animals like bats and some cetaceans use echolocation, providing them with a kind of sonar (Accurate Hearing, 2 ranks).
- **Survival Sense:** Prey animals often have a preternatural sense for danger, perhaps providing the benefits of Danger Sense (1 rank).
- **Ultra-Hearing:** Animals like dogs and some of the aforementioned sonar-using creatures have hearing ranges into the ultrasonic (1 rank).

Animal Senses: Senses • 1 point per rank

Generally, characters have a fixed set of animal senses, or gain the senses of a particular animal form (see **Animal Form**). Those able to gain any animal sense, may have a limited version of **Animal Mimicry**. This power can grant any 5 power points in animal senses as a sustained effect, taking a standard action to re-allocate points.

Animal Senses: Variable 1 (physical traits), Limited to Animal Traits, Limited to Sense effects • 5 points

ANIMAL SUMMONING

You can summon animals to do your bidding. The default version of this power works on natural animals in your nearby surroundings; the animals come in response to your summons under their own power and fulfill your commands to the best of their abilities. The GM determines what animals (if any) are nearby and how quickly they can respond.

The listed rank is sufficient to summon any of the animals from the *Gamemaster's Guide* (except for a giant squid); adjust based on the type and amount of animals the character can summon: flocks of birds, for example, substitute General Type and may summon a few swarms (*Gamemaster's Guide*, page 135) rather than a full 5 ranks of Multiple Minions, the same for Animal Summoning limited to sea-life. If you summon the animals out of nowhere, having them appear instantly at your side, drop the Self-Powered flaw.

Animal Summoning: Summon Animals 3, Broad Type (Animals), Horde, Multiple Minions 5 (32 animals), Self-Powered (see **Summoning Powers**) • 42 points

CHAMELEON CAMOUFLAGE

You quickly shift your color and pattern to match your surroundings, allowing you to blend into the background like a chameleon, although this power is far more adaptive and efficient.

Chameleon Camouflage: Concealment (Visual) 2, Blending • 2 points

CREATE CHIMERA

You have the unusual power to “merge” two or more different animals, creating a combined creature with a mix of their traits—a chimera—able to carry out your commands. Your rank in the power sets the limit of the most powerful chimera you can create. Once you no longer sustain the power, the animals forming the chimera return to their normal forms (and likely to their normal habits and habitats as quickly as possible).

Create Chimera: Summon Chimera, Broad Type (Mixed Animals), Heroic, Limited to Available Animals • 4 points per rank

MULTIPLE LIMBS

You have additional limbs, like many members of the animal kingdom. This power ranges from a prehensile tail (able to function like a hand) to feet adapted to work as hands, or additional arms (or tentacles).

Multiple Limbs: Extra Limbs • 1 point per rank

SPEAK WITH ANIMALS

You can communicate with animals and they can respond to you. This power does not necessarily give animals any greater degree of intelligence, so their communication may be limited to fairly simple concepts and sense-impressions. If you can “speak” with animals without speaking aloud (you simply think your responses), apply the Subtle modifier. If others can understand animals when you are around, apply the Affects Others modifier. To communicate with animals over greater distances, use the Communication effect (or Summon, if you simply “call” animals to aid you).

Speak With Animals: Comprehend 2 (Animals) • 4 points

OTHER ANIMAL POWERS

For more on summoning and controlling creatures, see the **Summoning Powers** section. Some **Morphing Powers**, particularly Shapeshift Limited to Animal Forms, can also be animal powers. **Size Powers** and **Strength Powers** are useful for giant-sized and powerful animals while **Sensory Powers** provide additional sense ideas.

ANIMAL COMPLICATIONS

Animal powers come with a number of potential complications, usually tied into the animal mind-set and the physical limitations of animals as compared to humans.

DISABILITY

Just as they have abilities humans do not, animals also lack many human traits, particularly greater intelligence,

language, and manipulative appendages (and the tool use that comes with them).

Characters who assume animal forms may run into some of these disabilities as complications, earning hero points for them. Just as with other complications, these disabilities only earn hero points when they actually come into play. Just because a hero cannot speak while in animal form does not earn the character an automatic hero point; a situation must arise where the inability to speak is a hindrance. Likewise not having hands or other animal disabilities.

Note that if you want your character to not have one or more of these disabilities—being able to speak normally in animal form, for example—just disregard the complication and the associated hero point award.

ENEMY

Animal powers tend to encourage two types of enemies. The first is the “natural enemy” associated with the character’s animal type. For example, someone with cat powers may have a dog-themed foe, or a mongoose-powered hero might confront snake-themed villains (cobra-themed, to be more specific). See the Nemesis and Opposite roles for villains in the *M&M Gamemaster’s Guide* for additional discussion.

The second type of enemy is the foe of animals or nature in general. Animal powers often come with a protectiveness of the natural world, from heroes shutting down poachers and polluters (and earning their enmity) to vigilantes violently retaliating against those who commit “crimes against nature” or psychopaths looking to wipe out all humans to allow the natural world to thrive without them.

IDENTITY

Just like they sometimes have to deal with the limitations of animal forms, those with animal powers may also run into complications involving the animal mind-set. It’s common for animal powers to come with some measure of the animal’s attitude or personality, which can potentially overwhelm the character, creating complications.

So a character with the form or powers of a predatory animal might have to deal with violent tendencies or a desire to hunt prey animals, while someone with the form or traits of a prey animal may become skittish and more inclined to run than fight. Stereotypical traits associated

with animals can also come into play: proud eagles and lions, stubborn mules, skittish and playful monkeys, cold and vicious sharks, and so forth.

INVOLUNTARY TRANSFORMATION

Animal powers with a transformative aspect may sometimes prove outside the character’s control. The classic example is the lycanthrope’s transformation during the full moon; the character might have complete control the rest of the time, but lose it when the moon is full. A more whimsical version is the character who transforms when wet, posing difficulties in maintain a secret identity.

POWER LOSS

Various circumstances can cause the loss of animal powers depending on their source. Supernatural powers may cease to function in the presence of magical or religious wards, on consecrated ground, or in the presence of certain charms, from natural plants to magical diagrams.

Animal powers originating with supernatural beings like totems may also be revoked at the being’s whim, should the character misuse them or fail to follow a certain code of behavior. Regaining the lost powers could be as simple as returning to right behavior or as complex as seeking the totem out and asking for some type of penance.

TEMPER

A measure of animal bloodlust is a common complication for those with the powers of predatory creatures. See the **Identity** complication for more.

WEAKNESS

Mythological shapeshifters and therianthropes often have specific weaknesses, the most common being the legend of a silver bullet killing a werewolf, which is often extended to werewolves being vulnerable to silver in general. Other animal powers might be vulnerable to certain types of weapons, from jade and obsidian to cold iron or mythic metals.

Besides direct harm, certain things may also be able to ward off animal powers. Supernatural ones might be held at bay or forced to flee religious artifacts or symbols, rings of salt, iron, or certain herbs (like wolfsbane, for example), or the calls of other creatures



COLD POWERS



Freeze, perp! With **Cold Powers**, you can make that more than just an intimidating order to your foes. Cold controlling characters can create ice and snow, chilling temperatures, and use ice as a weapon, armor, and mode of transportation.

COLD DESCRIPTORS

“Cold” and “ice” are the important descriptors for cold powers.

- **Cold:** Although treated as a quality of its own, cold is technically the *absence* of heat. Still, descriptions often talk about characters able to “generate cold” or “shape cold” and cold powers tend to treat it as a discrete force. Some with cold powers also have power over heat (see **Other Cold Powers**) but most tend to stay within the cold descriptor and theme.

The *Deluxe Hero's Handbook* puts cold into three main categories for game purposes (see **Heat and Cold**, page 238): uncomfortable, intense, and extreme. They are measured by the frequency of Fortitude checks to resist becoming fatigued by the cold due to exposure: one per hour, once per 10 minutes for intense cold, and once per minute for extreme cold. More severe sources of cold can be considered direct Damage or Affliction effects, requiring a resistance check every round to overcome them.

Precisely how cold the three environmental categories are in terms of temperature is left somewhat vague. In general, uncomfortable cold is below freezing, intense cold is arctic weather, and extreme cold is the coldest environments found on Earth.

- **Ice:** Ice is frozen water, given a relatively brittle material Toughness of 1 (*Deluxe Hero's Handbook*, page 244), although thicker sheets of ice are tougher (+1 Toughness per doubling of thickness). Ice created by cold powers may also be tougher due to the “super-cold” of the character’s power or some other factor. It’s generally assumed that cold generating characters create ice out of the moisture in the air, if no other source of water is available. A sufficiently dry environment (like a desert or humidity-controlled chamber) might inhibit ice formation. See **Power Loss** under **Cold Complications** for more. Other characters may simply form ice out of nowhere, especially if their power is supernatural, not worrying about humidity as a complication.

COUNTERING

The natural effect for countering cold is heat, which is, in turn, countered by it. Heat and fire effects can potentially counter cold effects along with melting ice. Likewise, a cold effect may be able to counter a heat- or fire-based effect.

Cold can counter effects based on water or other liquids by freezing them solid; especially intense cold may even counter some gaseous or solid materials by condensing gases or rendering solids brittle. The latter can also be a use of the Flash Freeze power (under **Offensive Powers**).

On the other hand, cold can enhance electrical and magnetic effects, increasing conductivity. The GM may wish to apply a circumstance bonus for especially cold conditions, or allow some cold powers to provide assistance to electromagnetic powers by way of a team check (*Deluxe Hero's Handbook*, page 16).

COLD FEATURES

Some potential Feature effects associated with Cold Powers include the following:

- You can generate sufficient cold to perfectly chill food and beverages by touch or keep cold items cold so long as you are touching them.
- When you create ice you can make it any translucent color you wish, as if it were dyed.
- You can generate small amounts of ice and/or snow at will, up to about a handful per round, sufficient to give you ice to fill a glass or produce a snowball to throw.
- You can cool small, hot items instantly by touch, turning boiling water into ice water, for example, or making hot food cold.
- You can generate a small drop in temperature, enough to give people “chills” in your immediate area, good for a circumstance bonus for some interactions.

COLD DAMAGE

The more severe effects of cold damage like hypothermia and frostbite are best handled as temporary complications, like other lasting injuries (*Deluxe Hero's Handbook*, page 251). Generally, characters do not suffer any permanent ill-effects of cold exposure, unless the player wants to adopt a permanent complication. More realistic settings may deal with the consequences of frostbite in terms of nerve damage and tissue loss, but those things are left in the hands of the Gamemaster.

Similarly, a character left incapacitated or dying due to cold damage may receive different medical treatment to help restore core body temperature, but otherwise recovery from those conditions is assumed to be the same, regardless of the effect that caused them.

OFFENSIVE POWERS

Offensive cold powers use low temperatures and ice formation to hinder or damage targets.

COLD BLAST

You strike targets with a blast of freezing air, causing a sudden drop in temperature.

Cold Blast: Ranged Affliction (cold; Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 2 points per rank

CRYOKINESIS

You can lower a target's temperature simply by looking at it, eventually freezing it solid. A completely frozen target can be broken or shattered, with the damage remaining

when the target thaws, making this potentially fatal to living targets. Apply the Insidious modifier if the target is unaware of the effect.

Cryokinesis: Perception Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Transformed), Affects Objects • 5 points per rank

FLASH FREEZE

You flash freeze a nonliving object, causing it to become extremely brittle and easy to break or shatter. If you can flash freeze living targets as well, remove the Limited to Objects modifier, although you may also want to link a Damage or Affliction effect, since flash freezing a living being should realistically render them a nonliving object before it makes them brittle enough to shatter.

Flash Freeze: Ranged Weaken Toughness, Affects Only Objects • 2 points per rank

FREEZING AURA

Your body is so very cold to the touch that it “burns” those who come into physical contact.

Freezing Aura: Reaction Damage (cold; being touched) • 4 points per rank

HAILSTORM

You cause large hailstones to pelt targets in your chosen area. The Hailstorm lasts for an additional round after your initial attack, affecting any targets remaining in the area.

Hailstorm: Cloud Area Ranged Damage (cold and bludgeoning), Indirect 2 • 2 points + 3 points per rank

ICE BLAST

A solid ram, spear, or shower of ice strikes at target, inflicting damage. For showers of icy projectiles, you may add Multiattack to the power. Sharp or pointed ice weapons may constitute going for the kill (*Deluxe Hero's Handbook*, page 258).

Ice Blast: Ranged Damage (cold and bludgeoning or slashing) • 2 points per rank

ICE BINDING

Thick ice forms instantly around your target, trapping them. If you can completely entrap a target in ice, putting them in a kind of suspended animation, remove the Limited Degree flaw and make Incapacitated the Affliction's third degree, increasing cost to 4 points per rank.

Ice Binding: Ranged Cumulative Affliction (ice; Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 3 points per rank

ICE FIST

A heavy “gauntlet” or club of ice forms around your fist, allowing you to hit harder in close combat.

Ice Fist: Strength-based Damage (cold and bludgeoning)
• 1 point per rank

ICE SLICK

You coat a surface with a slick of smooth, wet ice, making it very slippery and difficult for targets to stand or move.

Ice Slick: Ranged Burst Area Affliction (ice; Resisted and Overcome by Dodge; Hindered and Vulnerable, Defenseless and Prone), Alternate Resistance, Extra Condition, Limited Degree • 3 points per rank

SNOWBLIND

Drawing upon the effect of sunlight reflected off snow and ice, you strike a target temporarily blind.

Snowblind: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense • 2 points per rank

DEFENSIVE POWERS

Defensive cold powers rely on the ability to ignore the effects of extreme heat or cold or use ice to shield against attacks.

IMMUNITY TO COLD

Your powers render you immune to some or all of the effects of cold temperatures. Rather than a permanent trait, your Immunity might be sustained in duration (with no change in cost), requiring a free action each round to maintain, perhaps representing some conscious temperature manipulation. On the other hand, you can use sustained Immunity to Cold for power stunts, perhaps even switching it for Immunity to Heat (following) by controlling temperatures the other way.

Immunity to Cold: Immunity 1 (Environmental Cold), Immunity 5 (Cold Damage), Immunity 10 (Cold Effects)
• 1, 5, or 10 points

IMMUNITY TO HEAT

The power to create or manipulate cold renders you immune to some or all of the effects of extreme heat. Like Immunity to Cold, this power might be sustained rather than permanent in duration, requiring a small amount of concentration, but opening it up to some power stunts.

Immunity to Heat: Immunity 1 (Environmental Heat), Immunity 5 (Heat Damage), Immunity 10 (Heat Effects)
• 1, 5, or 10 points

ICE ARMOR

You can form a protective layer of ice around your body, using your power to make it flexible or reforming it as you move. This armor may prove ineffective against certain attacks (see **Weakness** under **Cold Complications**).

Ice Armor: Protection • 1 point per rank

INFRARED INVISIBILITY

You can reduce your body’s heat signature to no more than that of the surrounding air, even in sub-zero conditions, masking your appearance on infrared and heat scanners. If you can mask others as well, apply the Affects Others and Ranged or Area modifiers, also a potential power stunt for cold-emitting powers like Cold Projection or a cold attack power.

Infrared Invisibility: Concealment 2 (Infravision) • 4 points

MOVEMENT POWERS

Movement powers involving cold typically use ice to move in different ways or overcome some of the difficulties of moving across ice or snow.

ICE SLIDES

You create bridges and slides of ice, allowing you to “surf” along at a distance above the ground.

Ice Slides: Flight, Platform (ice slides) • 1 point per rank

ICE PASSAGE

You can pass through ice and snow as if it were no more solid than air.

Ice Passage: Movement (Permeate), Limited to Ice and Snow • 1 point per rank up to 3 ranks

ICE PORTAL

Similar to Ice Passage (previously) to appear to pass “into” a surface of ice or snow, but you emerge from another some distance away without having to pass through the space between. This cold power tends to be magical in nature, and may have other Teleport modifiers applied to it.

Ice Portal: Teleport, Medium (ice) • 1 point per rank

ICE TUNNELING

You can cut passages through snow and solid ice.

Ice Tunneling: Burrowing, Limited to Ice and Snow • 1 point per 2 ranks

ICE WALKING

You can walk on ice as though it were dry, level, ground, without any effect on your movement.

Ice Walking: Movement 1 (Environmental Adaptation – Ice)
• 2 points

SNOW SHOES

You can walk on the surface of even lightly packed snow without sinking into it or leaving any tracks to follow.

Snow Shoes: Movement 2 (Trackless, Water-Walking), Limited to Snow • 2 points

SPEED SKATING

You can “skate” across the surface of ice as if you were a skilled ice skater (realistically limited to 4 ranks maximum). If you remove the Limit from the power, then you also create your own icy surface beneath you as you move, which melts away as you pass, “moving” along with you.

Speed Skating: Speed, Limited to Ice • 1 point per 2 ranks

UTILITY POWERS

Cold utility powers range from whipping up cold weather to summoning creatures of ice and snow, or transforming into one.

BLIZZARD

You can whip up powerful, blinding snow storms. At the minimum, this power creates intense cold and a –2 circumstance penalty to visibility. At its most severe, it creates extreme cold and a –5 visibility penalty.

Blizzard: Environment (Cold, Visibility) • 2, 3, or 4 points per rank

COLD PROJECTION

You create an area of intense or extreme cold. While this does create an environmental hazard (*Deluxe Hero's Handbook*, page 237) it is more often useful for countering some effects and providing cold conditions needed for others, unless the area is large enough to affect a whole region or lasts for considerable time.

Cold Projection: Environment (Cold) • 1 or 2 points per rank

ICE CREATURES

You can create or summon animated creatures of ice that obey your commands. Heat-related weaknesses are common complications for these creatures (see **Cold Complications**).

Ice Creatures: Summon Ice Creature 5, Controlled • 15 points
+ 10 points per doubling of number of creatures + 5 points for Horde to summon all of them at once.

ICE CREATURES

PL8 • MRS

STR 7 STA — AGL 0 DEX 0 FGT 0 INT — AWE 0 PRE —

Powers: **Freezing Touch** (Cumulative Affliction 8; Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), **Ice Armor** (Impervious Protection 8); **Ice Passage** (Movement 2 (Permeate), Limited to Ice and Snow), **Unliving** (Immunity 30: Fortitude Effects)

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +0, Freezing Touch (Close, Affliction 8), Unarmed +8 (Close, Damage 7)

Defense: Dodge 6, Parry 6, Fortitude Immune, Toughness 8, Will Immune

Totals Abilities –16 + Powers 64 + Advantages 0 + Skills 4 + Defenses 12 = Total 64

ICE FORM

You can transform into a being of living ice. Melting may incapacitate you, or involuntarily transform you into a water form (see the **Water Powers** section).

Ice Form: Immunity 20 (Cold Effects, Life Support), Protection • 20 points + 1 point per Protection rank

ICE SHAPES

You can create and shape masses of ice, forming things like walls and other barriers, braces for structures, bridges, domes, and so forth. Your ice sculptures melt based on the prevailing temperature, unless you use your power to reform them or shore them up.

Ice Sculpting: Create Ice, Permanent • 2 points per rank

ICE SHIFTING

You can move masses of ice and snow, up to a mass rank equal to your effect rank.

Ice Shifting: Move Object, Perception Range, Limited to Ice and Snow • 2 points per rank

SNOW FORM

You can transform into a being of living snow (a mass of granular ice) and may even look like an animated “snowman”!

Snow Form: Immunity 20 (Cold Effects, Life Support), Insubstantial 1 • 25 points

THERMAL VISION

You can see gradations of temperature, perceiving into the infrared range. Amongst other things, this makes warm bodies stand out clearly against cold surrounding temperatures (and vice versa).

Thermal Vision: Senses 1 (Infravision) • 1 point.

OTHER COLD POWERS

Power over cold implies the ability to affect heat as well, at least in terms of removing it. Someone with cold powers might have abilities from the **Fire Powers** section as well, reflecting the ability to project heat in addition to subtracting it from the environment.

A common source of cold conditions is the weather, and many cold powers are also **Weather Powers** and vice versa. The character's weather control might be limited to cold- and ice-themed conditions or they might be more extensive. Exposure, Fog, and Weather Control are just a few weather powers suited to cold controllers as well.

Lastly, ice powers depend on frozen water, so a water controller might be able to create and manipulate ice as well, making some cold powers into **Water Powers**. Similarly, control over ice may imply power over water's liquid (and even gaseous) forms as well.

COLD COMPLICATIONS

The cold can cause complications, ranging from the smooth operation of people and technology used to temperate environments to difficulties with the character's own physiology and psychology.

ACCIDENT

With powers like Cryokinesis and Flash Freeze and the creation of large masses of ice for ramps, walls, barriers, and the like, it is quite possible for a cold-wielding character to cause accidents. Melting ice structures may collapse into deadly avalanches, even in the midst of a city! Pools of ice water can do damage and make areas treacherous, and authorities may begin treating the character like a living blizzard blowing into town.

DISABILITY

The adaptations of some cold-powered types make it impossible for them to survive in above-freezing temperatures. A character permanently in Ice- or Snow Form might have to remain frozen in order to remain healthy. Similarly, a cold-user might need a special refrigeration suit or some other means of moving about in a warmer environment.

Conversely, other characters produce cold by absorbing heat, in which case it is not warmth that disables the character, but lack of it! Heat-dependent types can literally freeze from the effects of their own powers; trapped without heat, they turn into immobile, frozen statues.

POWER LOSS

While those with cold powers can generally lower temperatures on their own, creating cold, they may have greater

difficulty when the ambient temperature is already quite high. So, cold-wielders may be at full power on a temperate day, but have difficulties in the steamy jungle or the midst of a burning desert.

Similarly, the power to create ice often relies on drawing moisture out of the air. Much of the time, it's easy to assume there's enough for whatever the character wants to do, but especially dry environments—like the aforementioned desert—may deprive characters of the ability to create ice (or large amounts of it) without providing their own water.

PHOBIA

It's natural for cold characters to display a fear of their disabilities or weaknesses, such as being afraid of fire or heat sources that could injure, melt, or even destroy them.

QUIRK

Ice-themed characters may have personalities as "cold" as their powers, distant and emotionless. Of course, the "cold shoulder" may simply be a defense mechanism for those unable to exist amongst normal people because of their powers: trapped inside a refrigerated environment suit, for example, or doomed to inflict frostbite on any normal person coming into contact with them. This isolation can lead to relationship complications as well, such as a parent separated from a child, or someone separated from a spouse or other loved one whom they can no longer touch or spend time with.

REPUTATION

As mentioned under **Accident**, cold-users can develop a reputation as walking natural disasters, especially for population centers not used to dealing with snow and ice. It's one thing to bury downtown Albany under fallen snow and another to leave tons of ice melting in central Atlanta!

WEAKNESS

The most common weakness for cold powers is heat, counteracting their effects and weakening their user. The character may suffer additional degrees of effect (literally!) from heat- or fire-powers, and exposure to above freezing or hotter temperatures could be incapacitating or worse.

As mentioned under **Disability**, some cold users may actually have a weakness when it comes to *cold*, needing constant sources of heat to keep them from freezing solid. They may receive additional degrees of effect from cold powers and attacks used against them, perhaps even their own.



There are powers beyond life on Earth. Cosmic powers deal with the vastness of the universe and the fundamental forces driving it. Soar amongst the stars and draw upon the fabric of the cosmos with powers that can protect the universe, or shake it to its foundations.

COSMIC DESCRIPTORS

The following are important descriptors for cosmic powers:

- **Cosmic:** The “cosmic” descriptor can have several meanings. In this section, it primarily means “of, or related to, the cosmos”, particularly outer space and the universe beyond the bounds of Earth. This is one way it is often used in comic books, with “cosmic” adventures being those involving outer space and alien empires and such. Cosmic effects may be connected to outer space and to planetary and stellar phenomena.

Cosmic literally means “order”, particularly the order inherent in nature and the universe (from the Greek *kosmos*, the opposite of *kaos*). *Cosmology* is the study of that inherent order. In superhero settings, it relates to things like primal or cosmic power over the structure of reality, and the beings who wield such power. Thus “cosmic power” is closely aligned to descriptors like divine or metaphysical, related to “higher” supernatural powers such as embodiments of cosmic order (or other concepts as part of the greater cosmic order). In some settings, there may be no real difference between the cosmic and divine descriptors, although cosmic beings in the comics are rarely worshipped.

Lastly, “cosmic” is often synonymous with “powerful” in comic book terms; cosmic characters and

beings have planet-shaking capabilities and cosmic adventures often place the fate of the universe (or all universes in a greater omniverse) at risk. This is *not* one of the uses of the descriptor in this section. Any power is potentially vastly powerful, if used at a high enough rank of effect, and the powers in this section are no more inherently powerful than any others simply because of their cosmic nature.

COUNTERING

Cosmic powers are fairly broad and Gamemasters should tend to consider their effects, rather than their source, when dealing with their ability to counter other effects. For example, a Cosmic Blast is a form of energy, and so it may be able to counter other types of energy and direct attacks, but its primary effect is Damage, so it is probably not useful in countering, say, a Transform effect even if the blast is “cosmic” in nature. Cosmic Transmutation, on the other hand (itself a Transform effect) would be useful to counter another Transform effect, or an Affliction imposing the transformed condition.

For a broad cosmic countering effect, see the Cosmic Order power under **Utility Powers**.

COSMIC POWERS & SCALE

Cosmic powers must often work on a different scale than those of earth-bound characters. In particular, cosmic powers range between planets or even stars and may have those same planets and stars as their area of effect! There are a number of ways to handle this in *M&M* game terms.

DEFAULT COSMIC POWERS

In a cosmic *M&M* series, the Gamemaster may want to take into account the importance of three primary power effects: Comprehend, Immunity, and Space Travel.

Space Travel is necessary for a series to transcend the limits of a single planet or star system. Either all the heroes need to have Space Travel powers, or they need access to equipment or vehicles providing them. Examples may include a fleet of fast space ships (or a single ship the heroes call home and use as a mobile headquarters) or some type of “teleportals” or “hyperspace corridors” allowing characters to visit other planets like Earth-bound heroes visit neighborhoods of their home city.

Immunity (life support) is vital to deal with the environmental hazards of a cosmic series, particularly operating in the depths of space. While things like explosive decompression and deadly alien atmospheres may be occasional hazards (as complications), for the most part, the heroes should not have to worry about such things. Again, either all characters have some degree of Immunity, from life support to all Fortitude effects, or else they use equipment like advanced space suits or life-support force fields.

Lastly, given the vast array of alien life in most cosmic series, characters need some means of communicating with the intelligent life forms they encounter. The simplest solution is to assume there is some sort of galactic *lingua franca* (“Galactican” or some such) used by civilized species, making the language barrier an occasional challenge. Otherwise, characters need ranks of Comprehend (languages) to overcome this problem, either via their own powers, a telepathic or linguist teammate, or “universal translator” equipment (perhaps built-in to the aforementioned space suits).

Gamemasters running a cosmic series may choose to require the players’ heroes to have some measure of these powers, or can choose to make them (or suitable equipment) available to the heroes at no power point cost as a part of the series itself, so players do not have to worry about spending additional points on the default powers.

First is to simply require the necessary ranks of Area and Extended Range to handle the vast distances and areas involved. Each rank of Extended Range doubles an effect’s ranges so just 5 ranks is a x32 increase; 10 ranks is just over 1,000 times! Some power effects already take great distances into account: Communication, for example, has an unlimited range option, while Environment can cover vast areas. Effects like Space Travel handle movement over cosmic distances (see the **Default Cosmic Powers** sidebar). Perception-ranged effects can also greatly extend range; in outer space, the distance you can see a target like a planet or a massive starship is far greater than perception range on a planet’s surface where you are limited by the curve of the horizon. Add appropriate Extended senses for even greater distances.

Another option is to simply assume cosmic events occur on a cosmic scale: ranged powers still have short, medium, and long ranges, but they are 10 or 100 times greater; the GM simply chooses whether to apply a 0, -2, or -5 circumstance modifier for range. Likewise, area effects might cover an entire ship or nebula or the like when used in the void of space. This approach is suitable for either a primarily cosmic setting or the occasional cosmic adventure where the GM and players do not want to concern themselves with the vast scale.

COSMIC FEATURES

Some potential Feature effects associated with Cosmic Powers include the following:

- **Cosmic Champion:** You are the chosen champion or representative of a cosmic being, which may give you recognition and regard in certain circles (but may earn you Enemy and Rivalry complications in others). This Feature is good for a circumstance bonus when appropriate and may provide access to other cosmic Features or Benefits.

- **Cosmic Council:** You can gain the attention of higher cosmic beings, calling upon them for advice, council, or to render judgment in matters pertaining to them. This is essentially like a use of inspiration via hero points (*Deluxe Hero’s Handbook*, page 21) and under the Gamemaster’s control (portraying the cosmic beings). You can use this Feature once per rank per adventure.

OFFENSIVE POWERS

Wielders of cosmic power can focus it in a number of offensive ways, from blasts of pure energy to entrapping webs or clouds of obscuring stellar gases.

COSMIC BLAST

You can unleash a blast of pure cosmic energy. Some versions of this power have the Variable Descriptor modifier, allowing you to project different types of energy, perhaps along the entire electromagnetic spectrum (rank 2).

Cosmic Blast: Ranged Damage • 2 points per rank

Explosive cosmic blasts are a common variant, striking a target point and bursting to encompass an area. Apply the Burst Area modifier for this power, or the Cloud Area for a cosmic blast that creates a lingering Damage effect in the area.

Cosmic Burst: Ranged Burst Area Damage • 3 points per rank

COSMIC GRASP

A tendril of cosmic power entraps your target, rendering them paralyzed, held in your grasp until you choose to release them or they manage to break free.

Cosmic Grasp: Ranged Affliction (Resisted by Dodge, Overcome by Strength; Impaired and Vulnerable, Defenseless and Immobilized), Extra Condition, Reversible, Limited Degree • 1 point + 2 points per rank

METEOR SHOWER

A bombardment of fiery streaks strikes your chosen target. The meteor shower normally comes from your outstretched hands, but apply the Indirect modifier if you can call down a meteor shower from a different point.

Meteor Shower: Ranged Multiattack Damage (fire and impact) • 3 points per rank

NEBULAR FIELD

You conjure a glowing, swirling cloud of nebular gases, able to conceal everything within it. A Nebular Field might add additional senses (particularly magnetic or radio) to the Concealment effect, increasing its rank accordingly.

Nebular Field: Ranged Cloud Area Concealment Attack 4 (Visual) • 16 points + 4 points per +1 distance rank to area.

DEFENSIVE POWERS

Cosmic power shields against harm as well as causing it, and those infused with its power may be beyond many human concerns. In addition to the powers listed here, some with cosmic powers may have ranks of Immortality, with an enduring life force able to recover from any damage, given enough time.

COSMIC SHIELD

An aura of cosmic energy surrounds you, shielding you from harm. For those lacking the Unearthly power (following), Cosmic Shield may include a Sustained Immunity 10 (life support) effect, providing protection against the environmental hazards of space and alien worlds as well as direct damage.

Cosmic Shield: Impervious Protection, Sustained • 2 points per rank

SPACEWORTHY

You can survive unaided in the void of space, a useful ability for those who spend a great deal of time away from the comforts of a planetary environment.

Spaceworthy: Immunity 5 (cold, all suffocation, radiation, vacuum) • 5 points

UNEARTHLY

You are a being of the void between worlds, beyond mere mortal frailty. You do not need to eat or sleep and are immune to the harmful effects of environments ranging

from the depths of space to the heart of a star. You also do not age and are effectively immortal, so long as you are not killed. This power includes lesser immunities like Spaceworthy (previously).

Unearthly: Immunity 30 (Fortitude effects) • 30 points

MOVEMENT POWERS

Cosmic movement powers tend to focus on crossing the vast distances between planets and stars.

FASTER THAN LIGHT

You can fly through space faster than the speed of light, able to traverse the distance between planets, stars, even galaxies in a relatively short amount of time. This power does not include the ability to survive unprotected in space, although Immunity (life support) or the Unearthly power are common for characters who have this power.

Faster Than Light: Movement (Space Travel) • 2 points per rank up to rank 3 (6 points).

SPACE WARP

You can open a warp in the fabric of the cosmos, allowing you to instantly cross a distance in space: entering the portal at one point and emerging from the other. Like Faster Than Light (previously) Space Warp is only useful for travel over interplanetary distances; warping across the surface of a planet takes a Teleport effect, possibly with the Portal modifier as well.

Space Warp: Movement (Space Travel), Portal • 4 points per rank up to rank 3 (12 points).

SOAR THE SPACEWAYS

You soar through the black void of space with the ease of a bird in the sky. It is a natural environment to you. Characters with this power may also have the Favored Environment (space) advantage, or an Enhanced Advantage as part of this power, granting the same benefit.

Soar the Spaceways: Movement 1 (Environmental Adaptation: Space) • 2 points

UTILITY POWERS

Cosmic power can accomplish a great many things, providing a wide range of utility powers, from communication across the vastness of space to sensing cosmic phenomena to virtually unlimited power within a specific set of parameters.

COSMIC AWARENESS

You are connected to the fabric of the cosmos on a fundamental level, allowing you to sense energies and events of

universal importance. You also have some awareness of the “correct” flow of events in the cosmos, warning you when something diverts destiny from its proper course.

Cosmic Awareness: Senses 6 (Acute Cosmic Awareness, Precognition Limited to Cosmic Events) • 4 points

COSMIC COMMUNICATION

You can project your voice and image across vast distances, allowing you to communicate with subjects on other planets or even galaxies as if they were in the same room with you.

Cosmic Communication: Communication 5 (subspace audio-visual projection, any distance) • 20 points

COSMIC CONTROL

Your control over cosmic energy allows you to use it to grasp, lift, and manipulate objects from a distance without actually touching them. Typically this involves a visible beam or tendril of energy extending from you; if it is simply an invisible extension of your will, apply the Subtle modifier to the power.

Cosmic Control: Move Object • 2 points per rank

COSMIC HEALING

You can channel cosmic energies to bolster the life force of injured creatures, helping to quickly restore them to health. Various Healing modifiers are common for this power, up to and including Resurrection for powerful cosmic healers.

Cosmic Healing: Healing • 2 points per rank

COSMIC MASTERY

You wield great, but vaguely defined, “cosmic power” able to do virtually anything, limited solely by your will and imagination. With sufficient ranks, this power can include all of the various other powers in this section and more.

Cosmic Mastery—also known as “The Power Primal” or “The Power Cosmic”—may have different Variable modifiers, particular to the action needed to change the effect, allowing you to choose different effects essentially at will (as a free action). Gamemasters are cautioned against allowing a large number of ranks of this power; most heroes with broad cosmic powers are better handled with power stunts while most villains with such power are essentially Power Level X plot devices (*Game-master’s Guide*, page 72).

Cosmic Mastery: Variable (cosmic powers) • 7 points per rank

COSMIC ORDER

You can call upon the universal forces of order to weed out chaos and eliminate the effects of unnatural powers,

particularly those which tamper with the fabric of space and time (including things like Space Warp and Faster Than Light travel). This power often includes the Area modifier as well, working on all effects in an area rather than all effects on a single target at once.

Cosmic Order: Nullify Chaos Effects, Simultaneous • 2 points per rank

COSMIC STRENGTH

Cosmic energy flows through your corporeal form, giving you increased physical strength.

Cosmic Strength: Enhanced Strength • 2 points per rank

COSMIC TRACKING

Provided you have some sort of connection (DNA sample, psychic trace, prior knowledge, etc.) you can “lock on” to a subject and track them across to vastness of space anywhere in the cosmos, although some phenomena in the depths of space—nebulas or supernovas, for example—may cause you to lose the trail. This power does not include the movement ability necessary to *follow* a trail you sense, although such capabilities are commonly associated with it. Cosmic Tracking allows you to move at your full speed, even using Space Travel to fly faster than light through the void of space.

Cosmic Tracking: Senses 8 (Accurate, Acute, Direction Sense, Distance Sense, Extended, Tracking 2) • 8 points

COSMIC TRANSMUTATION

Cosmic energy gives you the power to rearrange matter on a molecular or atomic level, restructuring it into different forms or materials. See the **Element Powers** section for additional details on transmutative powers and effects.

Cosmic Transmutation: Transform (anything into anything else) • 5 points per rank

UNIVERSAL TRANSLATION

Tapping into low-level telepathic abilities or the fabric of the cosmic consciousness allows you to speak and understand any language, no matter the alien species or civilization, and to be understood in the listeners’ language, regardless of how many beings interacting with you.

Universal Translation: Comprehend 3 (speak, understand, understood, all languages) • 6 points

OTHER COSMIC POWERS

Given the broad nature of “cosmic energy” any other energy power could potentially be cosmic, especially for those able to use cosmic energy to control a wide spectrum of forces. Powers from the **Light Powers** section work particularly well as supplemental cosmic powers.

Cosmic power may imply some influence over the fundamental forces of the universe, making powers from the **Gravity Powers**, **Teleport Powers**, or even **Time Powers** sections suitable for wielders of cosmic power as well. By a similar token, if cosmic power involves tapping into the “universal order” or some such, then it may grant effects like **Luck Powers**, or be opposed to such powers for their violations of that same universal order.

COSMIC COMPLICATIONS

Like the powers, cosmic complications tend to be *big*. The following are some of the complications wielders of cosmic power might encounter in a series.

ACCIDENT

Cosmic accidents come with equally large consequences. These types of powers have the potential to destroy planets and stars, earning a character a galaxy-wide Enemy or a major Quirk or Phobia involving the guilt of causing such devastation. Of course, given the dangers of cosmic power, it might also only *appear* such an accident has happened, an effort to make the character seem like a threat by those who would rather not confront those cosmic powers directly.

DISABILITY

Cosmic types are often “strangers in a strange land”—either aliens visiting Earth or humans traveling amongst the stars to alien worlds. In either case, the character may well be ignorant of local history, customs, laws, and so forth, leading to potential complications. This differs from prejudice (following) because it represents a gap in the character’s knowledge and abilities, rather than just the opinions of others.

Alien characters may also have “disabilities” relative to humans due to different physiology, such as an alien species lacking human sensory capabilities or manipulative limbs. Aliens can also be dependent on different environmental conditions—breathing a methane atmosphere, for example—relying on life support equipment or powers to survive on Earth.

ENEMY

Cosmic power tends to come with a destiny of some sort, and there are often those opposed to that destiny who become the character’s sworn enemies. Even cosmic characters simply seeking peace and solitude amongst the stars may find enemies looking to exploit or steal their power for their own uses. Cosmic enemies need a range and scope similar to the character, able to pursue wherever their foe might go, even across the vastness of the universe.

FAME

Just as earthly heroes may be famous in a city, country, or even worldwide, cosmic characters are often famous on a galactic or even universal scale, known and recognized on civilized planets (colonies, space stations, etc.) every-

where. This makes it difficult for the characters to escape the demands of their powers and their other complications, like enemies or responsibilities.

POWER LOSS

Cosmic powers can be considerable, but there may be ways in which characters can lose them temporarily, leading to complications.

Those reliant on an object or touchstone of some sort for their powers may face its loss or damage. In some cases, the character’s cosmic powers may be Removable. In others, the loss of the item is rare and better treated as a complication than a power modifier.

Cosmic powers dependent on the whims of a higher being might be revoked (see Responsibility, following) while powers reliant on the character’s confidence, will-power, moral purity, or some other characteristic could be lost when that quality falters, regained only when the character undergoes some penance or effort to recover.

PREJUDICE

With vast cosmic power comes grave concerns. People and authorities may turn a watchful (and jaundiced) eye towards cosmic power wielders, treating them as potential disasters waiting to strike. While a world might be grateful for the character’s help, they may not tolerate a long-term presence, given the potential for disaster or the possibility of attracting cosmic foes.

Similarly, aliens may face xenophobic attitudes on other worlds. This includes humans visiting alien planets, where they may not be welcome. Certain races and cultures may develop prejudiced attitudes and stereotypes, and heroes looking to keep the peace and obey local laws—much less establish friendly diplomatic relations—have to find ways to deal with them.

RESPONSIBILITY

Cosmic power comes with a heavy amount of responsibility, whether self-imposed, or coming from a higher authority.

Characters with cosmic power tend towards either a great sense of personal responsibility (for heroes) or an obsession with a goal (for villains). Either way, the character is devoted to wielding power for a purpose, and must avoid distractions.

Given the number of “higher powers” in cosmic events, those with cosmic powers are often responsible to godlike patrons, from interstellar law enforcers answering to their superiors to vastly powerful soldiers of alien empires, or heralds of cosmic gods serving their masters’ needs.

TEMPER

A fiery temper is a common complication for imperious and (perhaps understandably) arrogant cosmic beings, who see themselves as too powerful to deal with petty matters or to be questioned by their inferiors.

DARKNESS POWERS



Darkness—and the blindness that comes with it—is one of the most primal fears, and command of darkness is one of the most primal powers. Darkness powers turn shadows into weapons and minions, allow you to turn out the lights, or wield even more esoteric effects.

DARKNESS DESCRIPTORS

The following are important descriptors for darkness powers.

- **Darkness:** Rather than a quality, darkness is technically the lack of sufficient light. *MUTANTS & MASTERMINDS* describes lighting in terms of concealment (*Deluxe Hero's Handbook*, page 244) with a low level of lighting (twilight, full moonlight, heavy shadows) providing partial concealment and near complete darkness providing total concealment, with all of the associated modifiers. Various Senses effects overcome this concealment, either by enhancing vision or allowing other senses unaffected by visual concealment to compensate.

Darkness is still treated as a descriptor like any other and many powers “create” or “generate” darkness rather than eliminating or reducing light. Some darkness powers may tap into an extradimensional or metaphysical source of darkness, such as a form of light-absorbing energy or matter—“dark matter” perhaps—or the mystic essence of darkness. Although darkness is often associated with evil and malevolence, this is not required. Still, even heroes with darkness powers may have sinister reputations and complications associated with their powers (see **Darkness Complications**).

- **Death:** Darkness is often seen as a symbol of death: swallowing and smothering light and life. Although death is not a necessary descriptor for darkness powers, there is some crossover between these powers and those in the **Death Powers** section, particularly the idea of “hungry” darkness feeding on the vital energy of living creatures.

- **Shadow:** A shadow is an area of reduced lighting created by an obstruction blocking a light source (including the sun) casting a darker area in the shape of the obstruction. Shadows produce concealment, making them useful for hiding and stealth. They also have a great deal of folklore associated with them; shadows are often believed to mystically symbolize the objects or individuals casting them, allowing a sorcerer to influence the source using the shadow, for example. Shadows are also associated with containing the dark or sinister qualities of the objects or, especially, people casting them.

COUNTERING

Darkness powers are naturally opposed to light effects and darkness may counter light and vice versa, with the more powerful effect overwhelming the other. Powers like Shadow Shroud (see **Offensive Powers**) are assumed to block out normal sources of light in their area as part of their effect. For lighting to overcome the darkness, a specific countering attempt is required.

Darkness effects do not need countering checks to provide concealment against visual senses. Likewise, Sense effects which overcome or counter concealment do not need checks

to do so, both occur automatically as part of the effect. A darkness effect providing only partial concealment imposes penalties on visual-based checks, as given in the Concealment rules on page 244–245 of the *Deluxe Hero's Handbook*.

Darkness powers may be able to counter other effects, depending on other descriptors. For example, a solidified “dark energy” such as the Shadow Shaping power can form constructs able to counter or contain physical forces. Metaphysical darkness with a cold descriptor could potentially smother a fire or other source of heat or combustion.

DARKNESS FEATURES

Some Feature effects associated with darkness powers include the following:

- **Shades:** Your control of darkness provides you with some minor protection from intense light. You never sunburn or worry about glare, as if you were always wearing sunscreen and a pair of sunglasses.
- **Shadow Puppets:** You can create minor “shadow shows” against a flat surface, shaping the shadows as you wish to mimic different silhouettes and shapes, but otherwise causing no more effect than a circumstance bonus to some interaction checks or uses of Expertise: Performance (or similar skills).
- **Shadow Suit:** You can cover your entire body with impenetrable shadows at will, essentially “wearing” darkness as if it were clothing, “styled” however you wish, from a skintight silhouette to a swirling cloak or “garment” of shadows. You can similarly conceal your face with a shadowy mask (or a complete head covering).

OFFENSIVE POWERS

Offensive darkness powers blind and confuse targets, or make darkness manifest to strike, bind, and damage foes directly.

BLINDING BLAST

A bolt of darkness strikes the target, covering or binding the eyes and temporarily blinding the victim. Cumulative or even Progressive are common modifiers for this power.

Blinding Blast: Ranged Affliction (darkness; Resisted by Dodge, Overcome by Will; Impaired, Disabled, Unaware), Limited to Vision • 1 point per rank

DARK BLAST

A blast or bolt of darkness strikes your target, including force, cold, or life-draining damage. With the Variable Descriptor modifier, your Dark Blast may be able to inflict any of these types of Damage, as you choose. Life-draining damage may be resisted by Fortitude rather than Toughness (see the **Death Powers** section).

Dark Blast: Ranged Damage (cold, force, or life-drain) • 2 points per rank

NIGHT TERRORS

You invoke the primal fear associated with darkness, projecting it on your targets and filling them with terror.

For a version of this power that affects those your shadow falls upon (rather than a target you can perceive), apply the Line Area modifier in place of Perception Ranged, perhaps with Reaction, if the effect occurs automatically without any conscious effort on your part.

Night Terrors: Perception Ranged Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Limited to fleeing or cowering in terror • 2 points per rank

SHADOW BIND

Ribbons or chains of darkness bind and trap your target. Some—particularly mystical—versions of Shadow Bind have the Affects Incorporeal modifier.

Shadow Bind: Cumulative Ranged Affliction (Resisted by Dodge, Overcome by Will; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 3 points per rank

SHADOW BOXING

You can grab, damage, or otherwise exert your Strength on a target by having your shadow “touch” theirs, rather than having to physically interact with them. This limits the effect to the distance your shadows extend and to the interactions you can physically mimic (using your shadow’s hands to grab or punch, for example).

Shadow Boxing: Damaging Move Object, Limited to Shadow Interactions • 2 points per rank

SHADOW SHROUD

You create an inky cloud of darkness, blocking out all light (and therefore vision) in the area. If you can only create the darkness in a radius around you, remove the Ranged modifier. Apply different Area modifiers for things like a lingering dark mist (Cloud Area) or a spreading “black light beam” (Cone Area).

Shadow Shroud: Ranged Burst Area Visual Concealment 4 Attack • 16 points + 4 points per +1 area distance rank

SWALLOWING SHADOW

You engulf a target in darkness and they simply disappear, banished to a shadowy nether-world. Additional ranks of the power after the first have the Limited to Resistance modifier on their cost.

Swallowing Shadow: Perception Ranged Movement (Dimensional Travel to a “shadow world”) Attack (Resisted by Will, base DC 11) • 4 points + 3 points per +1 in resistance DC.

DEFENSIVE POWERS

Defensive darkness powers conceal you from attackers or protect you with a dark aura or shield.

DARK AURA

A shadowy aura surrounds your body, with an effect like a Dark Blast (previously) on anyone touching you, including the descriptors associated with the Damage (cold, force, or life-draining). Like Dark Blast, a Dark Aura may have the Variable Descriptor modifier.

Dark Aura: Reaction Damage (to being touched; cold, force, or life-drain) • 4 points per rank

IMMUNITY TO DARKNESS

Your power over darkness makes you immune to its direct effects upon you, although this power does not grant you the ability to overcome or ignore the concealment created by darkness effects (for that, see the Darkvision power).

Immunity to Darkness: Immunity 5 (darkness effects) • 5 points

IMMUNITY TO LIGHT

Your darkness powers counteract the effects of most light powers, making you immune to light-based Affliction or Damage effects, for example.

Immunity to Light: Immunity 10 (light effects) • 10 points

SHADOW MELD

You can appear to “melt” into the shadows, virtually invisible when you are in any area with concealment provided by shadows or darkness. Additional ranks of Concealment can affect hearing or scent, becoming truly shadow-like.

Shadow Meld: Concealment 4 (Visual), Limited to areas of shadow or darkness • 4 points

SHADOW SHIELD

A shadowy aura around your body protects you from harm. Your Shadow Shield may be Impervious, although perhaps not against light-based attacks (see **Power Loss** under **Darkness Complications**).

Shadow Shield: Protection (dark force), Sustained • 1 point per rank

MOVEMENT POWERS

Movement powers use darkness as a medium for flying through the air or stepping through shadowy portals to emerge elsewhere, amongst other effects.

DARK FLIGHT

A dark aura or shadowy wings allow you to defy gravity and fly.

Dark Flight: Flight • 2 points per rank

SHADOW BRIDGE

A bridge or platform of darkness supports you, allowing you to glide above the ground.

Shadow Bridge: Flight, Platform (shadow bridge) • 1 point per rank

SHADOW CRAWL

Tendrils or limbs of shadow emerge from your body (or a dark aura around it) to carry you above the ground like the legs of a giant spider. Elongation and Extra Limbs are common additional effects for this power.

Shadow Crawl: Speed • 1 point per rank

SHADOW DOOR

You can use a shadow as a “doorway” to pass through the surface it falls upon, as if you were stepping only through a shadow, and not a solid barrier. This is a much more limited range effect than Shadow Walk (following); it ends once you emerge from the other side of the object your “door” passes through.

Shadow Door: Movement (Permeate) • 2 points per rank

SHADOW PROJECTION

You place your consciousness into your shadow and send it forth from your body, allowing you to sense and operate through it at a distance. The normal Insight check to notice Remote Sensing (DC 10 + rank) is a Perception check to notice your separated shadow instead.

Shadow Projection: Remote Sensing (visual, auditory, mental) • 4 points per rank

SHADOW WALK

You appear to step into a shadow in one place and emerge from another elsewhere. Teleport modifiers like Accurate, Easy, Extended, and Portal are common for this power.

Shadow Walk: Teleport, Medium (shadows) • 1 point per rank

UTILITY POWERS

Power over darkness can be used for everything from ignoring its effects and seeing through it to transforming into it or shaping it into a semi-solid medium.

DARKVISION

Your vision is unhindered by darkness and you can see normally regardless of the light level.

Darkvision: Senses 2 (Vision Counters Concealment – darkness) • 2 points

GLOOM

You lower the light levels around you, creating an area of gloom and shadows, which may be a useful prerequisite for the use of other darkness powers, or simply an atmospheric environmental effect. At extreme ranks (sufficient to affect hundreds or even thousands of miles in radius), this power may involve creating an actual eclipse of the sun!

Gloom: Environment (visibility) • 1 or 2 points per rank

HEALING DARKNESS

Darkness and shadows soothe your hurts and allow you to heal quickly from any damage or injury.

Healing Darkness: Regeneration, Source (darkness) • 1 point per 2 ranks

SCRY THROUGH SHADOW

You can peer into a shadow or other area of darkness and perceive what is happening near another such shadow within your range. Those nearby may have the intense feeling of being watched from within that shadow if they succeed on an Insight check (DC 10 + your rank).

Scry Through Shadow: Remote Sensing (visual and auditory), Medium (shadows and darkness) • 2 points per rank

SHADOW FORM

You can transform as a free action into a living shadow, able to pass through solid barriers and ignore most physical attacks, save light-based effects. You can “slide” along surfaces, including walls and ceilings, and ignore the physical needs of flesh-and-blood. Shadow Form may include other effects, particularly upgrading Immunity to all Fortitude effects or adding traits like Elongation or Senses (such as Darkvision, previously).

Shadow Form: Concealment 2 (Visual, Limited to Darkness and Shadows), Immunity 10 (life support), Insubstantial 3 (shadow form), Movement 3 (Slithering, Wall-crawling 2) • 33 points

SHADOW SHAPING

You project and sculpt a kind of “solid darkness” into different shapes according to your will. This power is typically for forming walls and other barriers, containment spheres (cubes, etc.), temporary bridges and other such constructs.

Shadow Shaping: Create Shadow Shapes • 2 points per rank

SHADOW TENDRILS

You extend tendrils of shadow from your hands or a dark aura around your head or body, able to grasp and manipulate objects like solid tentacles. Some Shadow Tendrils have the Precise modifier for performing delicate tasks, and the Area modifier allows you to extend multiple tendrils, each capable of lifting and moving your full Move Object rank of weight.

Shadow Tendrils: Move Object (shadows) • 2 points per rank

SUMMON SHADOWS

You can summon shadow beings, either animating ordinary shadows or calling shadow creatures from some nether dimension. Although no more substantial than ordinary shadows, these creatures can touch and manipulate physical objects—and damage them. Apply the Multiple Minions extra to summon more than one shadow creature at a time and the Horde modifier to summon them all at once.

Summon Shadows: Summon Shadow Creature 4 (58-point minion) • 8 points

SHADOW CREATURE

PL5 • MR4

STR 0 STA — AGL 2 DEX 2 FGT 0 INT — AWE — PRE —

Powers: **Shadow Tendrils** (Damaging Move Object 2); **Shadow Form** (Concealment 2 (Visual, Limited to Darkness and Shadows), Insubstantial 3 (shadow form), Movement 3 (Slithering, Wall-crawling 2)); **Unliving** (Immunity 30: Fortitude Effects)

Skills: Ranged Combat: Move Object 6 (+8)

Offense: Initiative +2, Shadow Tendrils +8 (Ranged, Damage 2)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 0, Will Immune

Totals: Abilities –22 + Powers 59 + Advantages 0 + Skills 3 + Defenses 18 = 58

OTHER DARKNESS POWERS

Darkness is symbolically and functionally linked to several other types of powers, which may widen its range of effects. As light and heat are linked, so are darkness and **Cold Powers**. Darkness may leech away warmth and powers like Cryokinesis, Flash Freeze, and Freezing Aura may be darkness powers as well with the addition of a dark or shadow descriptor.

Similarly, darkness is often associated with **Death Powers**, including life-draining effects or the creation or summoning of undead shadows or ghosts. Since darkness and **Light Powers** are opposite sides of the same coin, control over one may imply control over the other. Darkness may leech away warmth, and powers like Cryokinesis, Flash Freeze, and Freezing Aura may be darkness powers as well with the addition of a dark or shadow descriptor.

Lastly, **Illusion Powers** are often associated with shadows, with illusions being just “shadow” manifestations of real objects or sensations.

DARKNESS COMPLICATIONS

Darkness powers have their limits and can create some complications for their wielders, including the following.

ADDICTION

Darkness powers are sometimes portrayed as addictive, particularly if they have light- or life-absorbing effects. A character may become addicted to the use of powers like Night Terrors or Swallowing Shadow, either due to the rush they produce or the demands of some external “dark entity” that they feed, which may feed on the character instead if its needs are not satisfied.

DISABILITY

At home in darkness, some characters may have disabilities related to operating in the daylight world, such as sensitivity to light or even blindness in ordinary levels of lighting. A darkness wielder could be completely blind, relying on other Senses effects to “see” such as bat-like sonar or the power to perceive life-force as “light” (especially with powers to “feed” on such energies).

ENEMY

Darkness powers are given to both opposite and “mirror” enemies, either wielders of light powers (and perhaps evil ones at that) or other darkness powers, perhaps even the character’s own “shadow-self” given a life and will of its own.

PHOBIA

Darkness is associated with primal fears, and although used to wielding them as a weapon (such as with the Night Terrors power), those with darkness powers may suffer from such fears themselves. In particular, even if the character suffers no physical effects from light, there may be a phobia of being left exposed out in the light that causes the character to shun it, if at all possible. Similarly, “the shadow” is psychologically linked with all of the qualities we deny or repress about ourselves. Working with the powers of darkness may unleash aspects of the shadow in the character’s own personality.

POWER LOSS

In addition to creating darkness, many darkness powers depend on it to function, weakening or failing in the light. Lighting conditions brighter than deep shadows may cause a power loss complication for darkness powers, dissolving away dark construction like ice in a blast furnace, for example, or preventing powers like Dark Flight from working. Note that some darkness powers already have this built-in limitation as a flaw, accounted for in their cost. Shadow Walk, for example, has the Medium (shadows) flaw, and therefore already does not work in the absence of shadows. Such powers do not qualify for a power loss

complication, although the character may have others ones that do. Regardless of the number of powers affected, the hero point award is the same.

PREJUDICE

Darkness tends to have unpleasant associations, invoking phobias about the unknown and what may hide within it, and darkness is linked with the powers of evil and death, so darkness wielders tend to acquire sinister associations whether they want to or not. Other people may be inclined to believe the worst about characters with darkness powers, and characters may have a harder time earning the public’s trust and goodwill.

REPUTATION

Of course, some darkness wielders play the sinister reputation of their powers to the hilt, using it to their full advantage when it comes to things like circumstance bonuses to Intimidation checks and striking fear into the hearts of their enemies. The price they pay is in the form of a reputation as scary and possibly evil (or at least unstable and suspect). The reputation may be deserved or in spite of the character’s best efforts to be perceived in a better light (so to speak). In either case, when it gets in the way the character’s player earns a hero point for the complication.

SECRET

The darkness is good at hiding secrets, and the sinister reputation of darkness powers is sometimes entirely deserved. Darkness wielding characters may be concealing the truth about the origin and nature of their powers, especially if those powers have some serious downsides or unpleasant complications like Addictions, Disabilities, or Phobias. They may likewise be hiding secrets about their past, such as misdeeds that earned them their darkness-based powers in the first place.

WEAKNESS

Darkness powers often lead to weaknesses or vulnerabilities, particularly to light effects. In addition to Power Loss complications (previously), darkness characters may suffer additional degrees of effect from light attacks, or be more easily damaged or hindered by them. Similarly, some wielders of darkness may suffer adverse effects from simple exposure to bright light, ranging from always being impaired or disabled in light equivalent to normal daylight to their condition becoming dying after a brief exposure to bright light!

Addiction complications (previously) that go beyond just the psychological may cause weakness in situations where characters deny them for too long, such as a “dark hunger” that, when not sufficiently fed, imposes different conditions on the character, ranging from impaired to dazed, hindered, or even dying when “the hunger” begins to feed on the character’s own life force.



Perhaps the most feared—and most sought—power is over death itself, the ability to inflict it at will, and the power to hold it at bay in one form or another. Death powers do all this and more. Although often associated with evil, many of these powers can be used for good, and those gifted—or burdened—with them can choose whether to serve death or seek to master it.

DEATH DESCRIPTORS

The following are important descriptors associated with death powers:

- **Death:** In *M&M* game terms, “dead” is a specific condition that follows dying. Like other conditions, there are circumstances where it may be removed: the Immortality effect allows for recovery from death, for example, as does the Resurrection modifier of Healing. Death in the comic books is rarely permanent, especially for major characters, so it is often easier to consider death a more difficult-to-treat condition.

Powers with the death descriptor may have an “anti-life” quality: directly draining, removing, or destroying vital life force rather than inflicting harm on the body. (See the **Life Powers** section for a discussion of life force.) This is significant for other effects protecting against particular descriptors. A target immune to kinetic and energy Damage, for example, is not immune to death Damage.

Because it directly attacks life force, death effects are often resisted by Fortitude rather than Toughness, bypassing external armor, but having no effect

on unliving targets (since they cannot be killed, only damaged or broken).

- **Necromantic:** Originally, “necromancy” was the mystical art of *communicating* with the spirits of the dead, using techniques like seances and divination. In modern usage—particularly in fantasy fiction and gaming—it has come to mean all magic dealing with death and the undead. Necromantic powers are death powers, but have the additional connotation of involving spirits or souls and creating, commanding, or communicating with undead beings. Necromantic powers are usually magical in nature, but they may also have the divine, preternatural, or even other descriptors, such as undead reanimated through a virus or technology.

- **Soul:** Death powers often associate the life force with the soul or spirit (used interchangeably). Death usually separates the soul from the physical body, sending it on to some kind of afterlife, although various means may allow for communication with the souls of the departed or their return. Likewise, some souls become trapped in the world of the living (or “in-between” the worlds of the living and the dead) becoming ghosts or other types of spectral undead.

- **Undead:** The undead are creatures that are not alive (having no Stamina rank, vital life force, or vital signs) but still capable of awareness and action. Some undead are just constructs, also having no Intellect. Others are intelligent beings with their own thoughts and motivations. Powers affecting non-living subjects affect the undead and some death powers target them specifically.

COUNTERING

Death powers are obvious candidates for countering effects with life, healing, and life force descriptors, attenuating and dissipating life energies into nothingness. Similarly, life powers can often counter death powers directly, the two canceling each other out.

Death powers may also be able to counter power effects using life—or living things—as a medium, such as plant and animal powers or summoning powers, cutting apart those effects like the reaper's scythe cleaves through the living. Thus death powers are useful for withering a plant-based Affliction trap or an effect involving a swarm of insects, for example.

DEATH FEATURES

Some Feature effects associated with Death Powers include the following:

- **Deathly Aura:** Your touch is inimical to simple forms of life: small plants wither and die when you touch or even just walk over them, and small insects perish upon touching you. Although an inconvenience (and good for a complication) at times, this is a net Feature good for, amongst other things, a circumstance bonus to Intimidate checks.
- **Deathly Mien:** You *seem* dead to all appearances, even though you are not: your flesh is pale and cold, you don't have a discernible heartbeat or other vital signs, and so forth. Effects that detect "life" do not work on you. However, you do still need to breathe and powers that target living creatures do still work on you, unless you have the Undead Form power (see **Utility Powers**).
- **Undead Presence:** Undead creatures tend to regard you as "one of them" and have, at worst, a neutral attitude towards you. They do not consider you a living creature for commands involving such, and may simply ignore you.

DEATH & DYING

As noted under **Lethal Damage** in the *Gamemaster's Guide*, death is a relatively rare consequence for characters in *MUTANTS & MASTERMINDS*. It takes a measure of effort to deliberately kill another character, and accidental deaths only occur as a result of complications imposed by the Gamemaster or chosen by the players, rather than being dictated by a roll of the die. Even then, it's fairly difficult for characters to die: it takes three total degrees of failure on the Fortitude check for a dying character to perish, with plenty of opportunities to stabilize along the way. This reflects the nature of the superhero genre, where death is, at best, a temporary condition and major characters rarely die for any reason other than a plot complication.

This section and the powers in it assume death remains at this level of rarity, but that the options for Lethal Damage given on pages 193–194 of the *Gamemaster's Guide* are available, as well as making dying a third degree Affliction condition. Gamemasters may also wish to keep in mind

the **Instant Death** option from the same section and the **Going for the Kill** sidebar on page 258 of the *Deluxe Hero's Handbook*. At the least, offensive death powers should *always* constitute "going for the kill".

OFFENSIVE POWERS

Death powers are given to offensive effects, from directly draining a victim's life energy to nothing to long lasting curses or wielding the very stuff of souls as a weapon.

BANSHEE'S WAIL

A soul-rending scream tears at the very life force of all who hear it. This power is often Cumulative as well, making it even more dangerous on successive rounds, and it may have Affects Corporeal for attackers with the Ghost Form power (see **Utility Powers**).

Banshee's Wail: Hearing Perception Area Affliction (Resisted and Overcome by Will; Dazed, Stunned, Dying) • 2 points per rank

COMMAND THE UNDEAD

You can exert control over undead beings in your presence, perhaps even wresting it away from whomever else controls them. Treat mindless undead as having a resistance check modifier of +0. This power is sometimes Cumulative, allowing you to make multiple attempts to strengthen your control, and may be Limited to a single command, like "stay back!" or "begone!" rather than full control of the creatures.

Command the Undead: Hearing Perception Area Affliction (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Affects Objects, Limited to the Undead • 2 points per rank

DEATH CURSE

Through mystic, psychic, or other means you place a "mark of death" upon your victim. From then on, the victim suffers from a progressive debilitating condition like a slow poison or disease until the death curse is removed or the victim finally succumbs.

Death Curse: Perception Ranged Progressive Affliction (Resisted and Overcome by Will; Impaired, Disabled, Dying), Limited to one check per day • 4 points per rank

DEATH STARE

With a chilling gaze, you fill your target with the terror of impending death, perhaps even to the point of causing a shadow of the Grim Reaper (or some other avatar of death) to cross your features.

Death Stare: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Impaired, Stunned, Paralyzed), Vision Dependent • 3 points per rank

DEATH TOUCH

Your very touch is potentially deadly, draining victims of their life force and causing weakness and, eventually, death.

Death Touch: Cumulative Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Dying) • 2 points per rank

A version of this power may have an Enhanced Trait with the Fades modifier, recharged by draining life from others.

GRASPING GRAVES

Multiple rotting and skeletal arms erupt from the earth at your command to grab a target and hold them in place. This power may be Limited to places where there are actual graves, or it might produce its effect anywhere.

Grasping Graves: Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 2 points per rank

SOULFIRE

You can generate and project a kind of fiery energy made up of the essence of souls, rather than having anything to do with actual fire. Infernal mystics and creatures sometimes refer to this energy as “hellfire” while angels and higher beings call it “divine” or “holy” fire.

The basic effect of Soulfire is to “burn” the spirit rather than the body. Some can project blasts of Soulfire (add the Ranged modifier) or use it for a wider range of effects. See the **Fire Powers** section, applying the appropriate descriptors to those powers to make them into Soulfire effects.

Soulfire: Damage (soul), Alternate Resistance (Will) • 1 point per rank

SUPPRESS LIFE

Rather than the sheer draining power of Death Touch (previously) a more sinister power weakens the quality of the victim's life force, leaving them incapable of healing or recovering or benefitting from effects that help them to do so.

Suppress Life: Weaken Stamina, Incurable, Insidious, Limited to Recovery Checks • 2 points + 1 point per 2 ranks

DEFENSIVE POWERS

Defensive death powers allow characters to feed on the energies of death or harness them to protect themselves.

BLOOD HEALING

You can quickly recover from damage, but only by consuming at least a pint of blood of a living creature. Some characters and creatures change the power's source to

another power like Death Touch or to something like consuming flesh (for cannibalistic ghouls and zombies).

Blood Healing: Regeneration, Source (blood) • 1 point per 2 ranks

DEATHLESS

You are beyond the grasp of death and, even if you are destroyed, you will return. There must be at least one way to slay you permanently, however, whether beheading, burning, or burying your remains in hallowed ground.

Deathless: Immortality, Limited (means of permanent death) • 1 point per rank

GHOST SHIELD

Swirling ghostly forms around you deflect damage and keep you from harm. The Impervious modifier is common for this power.

Ghost Shield: Protection (necromantic), Sustained • 1 point per rank

SHIELDED SOUL

You are protected against death effects and direct attacks upon your soul or life force.

Shielded Soul: Immunity 5 (death effects) • 5 points

MOVEMENT POWERS

Death powers include fairly few movement effects, although death-wielding sorcerers and undead often have them as secondary powers (via magic or spectral forms, such as levitation, flight, or angelic or demonic wings).

DEATH'S GATE

You can open a portal into the realm of the dead (or realms, if there are more than one), allowing you and others to pass through into it. Of course, there is no assurance that you will necessarily be able to find someone there or bring them back with you. Indeed, the realms of the dead are often dangerous, and ruled by beings who prefer never to let *anyone* leave.

Death's Gate: Movement 2 (Dimensional 2, afterlives), Portal • 8 points

VALKYRIE'S RIDE

You are drawn to death, so much so that you can immediately appear at the side of anyone known to you whose condition is dying. As a side effect of this power, you immediately know when such an opportunity arises and who that person is. This is a variant of the Accurate modifier (*Deluxe Hero's Handbook*, page 183). The Easy modifier is common for this power, allowing you to arrive at your

destination ready for anything (rather than being momentarily disoriented).

Valkyrie's Ride: Teleport, Accurate (see description), Extended, Limited to Dying Subjects • 3 points per rank

UTILITY POWERS

Death powers deal with creating and controlling undead beings, sensing the forces of death, or even *becoming* undead, temporarily or permanently.

DEATH SIGHT

You can perceive those about to perish, seeing their life force as a kind of "life" which fades as their condition progresses through dying towards death.

Death Sight: Senses 2 (Detect Dying, Ranged) • 2 points

DEATH VISIONS

You can see the spirit of death hovering near those who will die soon. Whether or not their fate can be changed depends on how the GM chooses to handle precognitive effects, but generally the assumption is the victim will die unless something is done to prevent it, although you do not necessarily know how they will die or what needs to be done.

Death Visions: Senses 4 (Precognition), Limited to Visions of Death • 2 points

GHOST FORM

You are a ghost: an incorporeal, undead being with no physical body. You pass harmlessly through solid objects, although you may affect them if you have powers with Affects Corporeal. You're immune to mortal concerns, but do not recover on your own without aid or the use of a power. Many ghosts also have ranks of Concealment, at least sufficient to render them unseen by mortal eyes, and may have other powers as well.

True ghosts apply the Permanent modifier to Flight and Insubstantial and Innate to Insubstantial, increasing the net cost by 1 point. Otherwise, it is assumed you can switch in and out of your Ghost Form at will as a free action.

Ghost Form: Flight 1, Immunity 30 (Fortitude effects), Insubstantial 4 (incorporeal), No Stamina rank (–10 points) • 41 points

NECROMANCY

You can imbue corpses, even skeletal remains, with a semblance of life, turning them into undead creatures that rise up at your command. Use the zombie archetypes from the *Gamemaster's Guide* (page 144) or apply the zombie template (page 145) to a different archetype for things like creating zombie or skeletal dinosaurs or other creatures.

Although the power as listed has a substantial cost per rank, only 1 or 2 ranks are needed to cover the undead's

power level and costs; Summon Zombies costs 14 points while Summon Skeletons costs 28 points. This power may have a Limited modifier requiring the necessary corpses be already present, making it fully useful only in places like graveyards, morgues, and battlefields.

Necromancy: Summon Undead, Controlled, Horde, Multiple Minions (32 total) • 14 points per rank

SPEAK WITH THE DEAD

You can summon the spirit or shade of someone who has passed in order to communicate with them, learning what they knew in life. At the Gamemaster's discretion, this may require an interaction skill check rather than the Perception check normally associated with a Senses effect, representing your negotiation with the summoned spirit. If you can "channel" the spirit, allowing it to speak or interact through you as a medium, apply the Affects Others modifier, allowing you to grant the benefits of your insights to observers.

Speak With the Dead: Senses 4 (Postcognition) • 4 points

UNDEAD FORM

You are no longer living, but not truly dead, either. Although your body has no vital signs or autonomic functions (breathing, heartbeat, brain activity, etc.) you are still animate and aware. Although you are immune to many of the things troubling living creatures, your body also does not heal on its own without a separate power like Blood Healing (previously).

Undead Form: Immunity 30 (Fortitude effects), No Stamina rank (–10 points) • 20 points

OTHER DEATH POWERS

As the Soulfire power mentions, various **Fire Powers** may—with the appropriate descriptors—also be death powers channeling mystic soulfire. Nearly all of the offensive powers are suitable, along with utility powers like Fire Creatures and Fire Shaping.

As death powers and **Life Powers** can be seen as two sides of the same coin, some characters may wield both, giving them extensive control over the forces of life and death. Some of the powers in this section, rather than involving necromancy, may simply be manipulations of once-living organic material.

The connection between soul and psyche makes certain **Mental Powers** suitable for those who deal in the forces of death. In particular, Possession is common for ghosts and necromancers, as well as Psychic Vampirism and Emotion Control, and Astral Projection may allow psychics to interact with ghosts and other incorporeal undead, depending on descriptors and the nature of the planes in the setting.

The Necromancy power is in **Summoning Powers** as well, and other summoning powers may involve the creation of undead or pseudo-living minions.

DEATH COMPLICATIONS

Death is, in many ways, the ultimate complication for a **MUTANTS & MASTERMINDS** game: a definite setback for a character, but not necessarily the end of the story, given all the various means comic book characters have for returning to life. Other complications associated with death powers include the following.

ACCEPTANCE

Death powers can be a terrible curse, especially if they come as an inheritance or “gift” the character never wanted in the first place. Some wielders of these powers may seek acceptance and understanding, but have difficulty finding it, given most people’s fear of death and the things surrounding it.

ADDICTION

Some death powers—especially ones that “feed” on life like *Death Touch* and *Blood Healing*—are shown to be frightfully addictive. Necromancers and undead creatures may struggle with the desire to feed on the life forces of the living, particularly if they are trying to act as heroes. Many address this by feeding solely on criminals (and, even then, fighting to control their urges). For some, the complication goes beyond addiction into a disability where the character weakens and perishes eventually if denied a source of “nourishment.”

DISABILITY

Trafficking with the forces of death may cause a variety of strange and difficult conditions, ranging from not having a shadow or reflection (like the classical vampire) to an inimical relationship with nature: animals and even plants disliking the character and reacting negatively to his presence.

OBSESSION

A macabre obsession with death and all of its trappings is common for those connected so directly with its powers, and does little to alleviate concerns about them.

PHOBIA

Likewise, those who wield the powers of death may develop fears concerning the symbols or powers of life. This is a common complication for undead creatures, who fear things like holy symbols, certain plants (wild rose, wolfsbane, and ash, for example), or things like running water (representative of the flow of life force).

POWER LOSS

Powers of death are often weakened or negated entirely in the presence of certain forces of life. For supernatural death wielders, things like direct sunlight or consecrated

ground (dedicated to a religion of life) may take away their powers temporarily. Other symbols or talismans may serve to guard against their powers, such as wearing a particular holy symbol or metal (like iron or silver) providing immunity to a power like *Death Curse* or *Death Touch*.

PREJUDICE

Of all the complications faced by those with death powers, this one is the most universal. The trappings and presence of death are shunned by most people, so even the most heroic of characters get labeled “creepy” and “disturbing” when it comes to death powers. The more the character embraces the deathly image, the worse the prejudice becomes, until suspicion haunts the character’s every step and other people are always ready to believe the worst, likely to turn into a torch-wielding lynch mob at the slightest indication that the character is using “unnatural” powers or becoming a threat to society.

Undead characters may face the additional complication of their murky legal and moral status. Since they are technically deceased, do they have any legal rights (beyond those accorded corpses)? Do they lose claim to any property they once owned? This gets even more complicated if the character in question was born decades or even centuries before the establishment of current laws. Likewise, is being undead inherently evil or unnatural, or merely an “unusual condition” no different from being an alien, android, or one of the many other unusual non-human beings encountered in the typical superhero setting?

REPUTATION

Given the prejudice towards death powers (see the previous), it is not difficult to develop a sinister reputation. Indeed, some death wielders cultivate such a reputation, since it makes them more intimidating to their foes. However, it can work against them by imposing circumstance penalties for other interaction checks and generally making the public and the authorities less willing to cooperate with—or even tolerate—the character.

WEAKNESS

Like disabilities and phobias, death wielders are given to various unusual weaknesses and vulnerabilities associated with their powers and the symbols of life and death. The classic examples include the undead weakness to direct sunlight, which may have effects ranging from pain and weakness to outright destruction, reducing the undead to ash and dust, if they are exposed long enough.

Similarly, necromantic beings may have particular attacks able to overcome their defenses, such as a wooden stake killing (or paralyzing) a vampire, or a bullet to the head destroying a zombie. Blessed or holy weapons might ignore necromantic Protection effects. Certain substances—such as holy water or the blood of a martyr—may act as toxins that ignore the Immunity to Fortitude effects granted by many death powers.

BY DESIGN = BOOSTING POWERS

Boosting or “buffing” powers increase a character’s traits, but only temporarily, meaning the character normally operates at a lower rank. Examples include things like a controlled “adrenaline rush” or “berserker rage” that increases the character’s Strength and Stamina for a short time, or a time-sensitive ability, such as greater power during the three days of the full moon, or a particular astrological conjunction.

The difficulty with boosting powers is their relationship to series power level limits. For non-player characters, it’s largely irrelevant; the character just operates at a higher power level while boosted. The difficulty is for player characters, who must operate at a generally lower power level than the series limit while not boosted, with their boost bringing them on par with characters who operate at the

series power level most of the time. It can make the whole concept of “boosting” the character seem like not much of an improvement at all. There are a few options for dealing with this.

DEFINE “BOOST”

First and foremost, consider what kind of a “boost” the character receives. If it is more of a limit on a power or ability—such as “only has Enhanced Strength in short bursts”—then it is entirely appropriate that the character’s boost does not exceed power level limits. The benefit to the character comes in the discount applied by the flaw on the power(s), points that character can spend elsewhere. So while a hero with adrenal control who has Enhanced Strength 5 with the Fades modifier won’t always be the equal to a hero who has Enhanced Strength without a flaw, the first character has 5 extra power points to spend.

EXTRA EFFORT

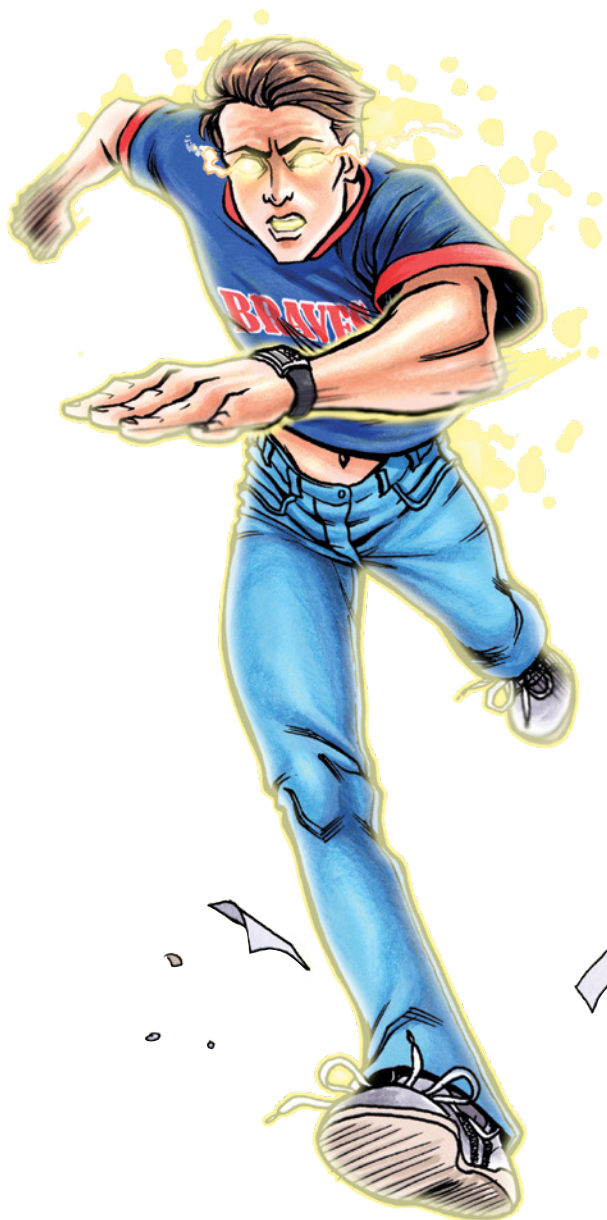
Sometimes a “boost” is not actually a regular power, but an expression of extra effort (*Deluxe Hero’s Handbook*, page 19). The extra effort mechanics already take power level into account, and do allow characters to exceed it in some specific areas (basically 1 rank in strength, speed, and power). The extraordinary effort advantage (*Deluxe Hero’s Handbook*, page 135) pushes this a rank further.

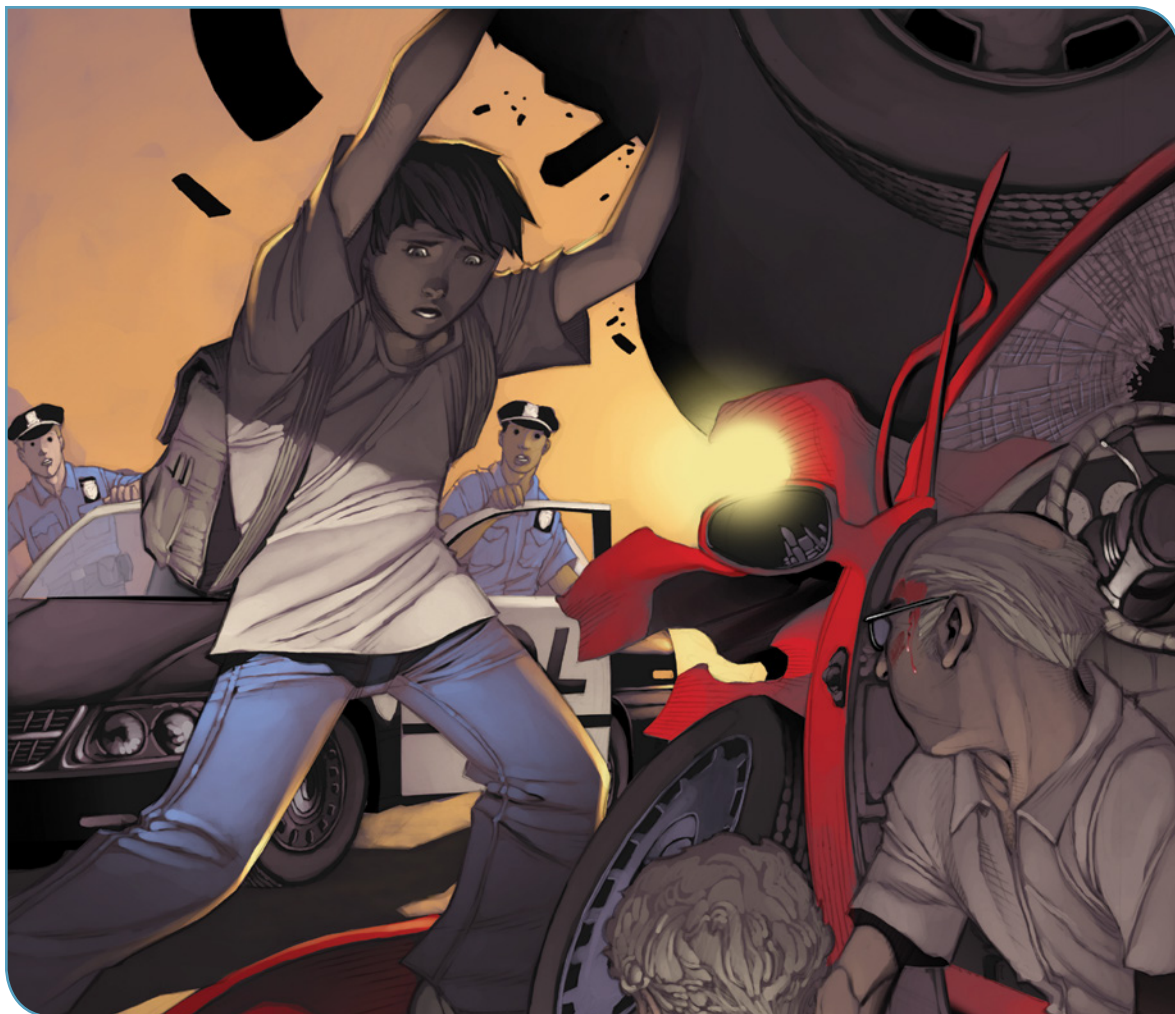
Gamemasters who wish to do so may permit ranks of powers with the Limit “only in conjunction with extra effort,” allowing some characters to boost their normal extra effort by additional ranks. The GM can likewise choose whether or not these ranks count towards power level limits (see **Taking the Cap Off**, following).

DYNAMIC TRADE-OFFS

With this option, characters can compensate for an increase in rank in one area with a subsequent decrease in another, like the regular power level trades-offs (*Deluxe Hero’s Handbook*, pages 25–26). So, for example, an increase in effect might cause a decrease in accuracy due to the character’s greater power on a 1-to-1 basis. Similarly, an increase in accuracy might come with a decrease in defense, as the hero must focus more upon aiming.

The trade-off is only required past the point of the power level limits, and makes “room” for greater boosts without unbalancing things too much. Even still, the GM should keep an eye on trade-offs to make sure they are having the desired effect, and watch out for abusive combinations, or ones that render the boost largely moot (there’s little point in having a massive effect, if you can’t hit any target, for example).





CIRCUMSTANCE MODIFIERS

Gamemasters can treat some boosts as circumstance modifiers, which are not limited by power level. Certain advantages grant circumstance modifiers, so why not certain Features or other powers? The trick here is making sure the circumstance is sufficiently limited that the character will only be operating at what is effectively a higher power level on occasion. For example, a boost that is treated as a +2 circumstance modifier (exceeding power level limits by 2) but limited to the circumstance of the hero being submerged in water is probably suitable for most series, but not limiting enough for an island or aquatic setting, and too limiting for a space-faring series that may or may not be visiting planets with liquid water!

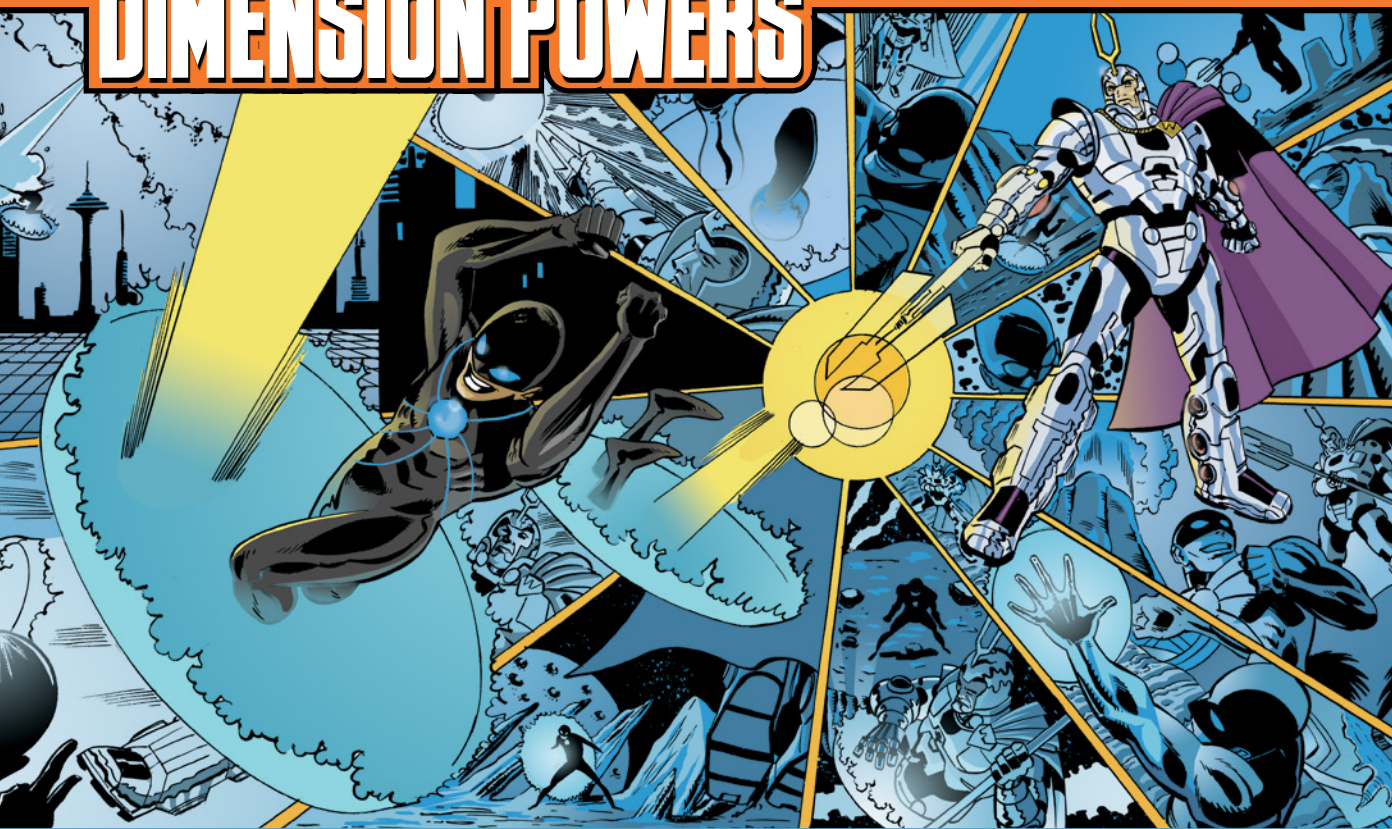
An instance where treating a boost as a circumstance modifier is particularly appropriate is when one character's power compliments or augments another, such as when a force field projector grants another character an additional "layer" of protection against a hazard. In this case, the GM can permit the additional trait to "stack" up to a +5 circumstance bonus, ignoring the normal power level limits, so long as such occasional instances remain just that, and players do not attempt to abuse this option, "boosting up" a particular character at every opportunity.

TAKING THE CAP OFF

Lastly, as in all cases, the Gamemaster can choose to bend or overlook power level limits for some powers or situations. It's not a good idea to do so all the time unless you're running an Unlimited Power Level series (*Gamemaster's Guide*, page 185), in which case the whole question is moot. Otherwise, it's best to limit this kind of thing to extraordinary circumstances such as one-time power stunts or heroic efforts, such as a hero with absorption being able to handle the entire energy output of a star in order to save the entire world from destruction, or a psychic hero pushing her powers to the limit to forge a telepathic link with every mind on Earth (or even in the galaxy!).

You may want to limit this type of thing to uses of the Extraordinary Effort advantage, keeping in mind that characters who do not have the advantage can make a one-time use of it as a heroic feat by spending a hero point. Exceeding power level caps entirely may be a third level of extra effort, automatically incapacitating the character after the effort, but allowing for nearly anything within the character's theme and descriptors during that one action!

DIMENSION POWERS



Get some perspective by getting out... way out, into another dimension altogether! Dimension Powers involve manipulating and shifting between different layers of reality to move between dimensions, summon things from them, or use them as traps or weapons.

DIMENSION DESCRIPTORS

The following are important descriptors for dimensional powers.

- **Dimension:** In most comic book settings, the “dimension” descriptor has multiple facets, any of which can potentially apply to dimensional powers.

The first means a largely separate universe or reality from the one in which the characters normally live (usually the one occupied by their version of Earth). These dimensions are further sub-divided by category, from parallel universes to mythic and mystic dimensions to alternate realities like hyperspace or dimensions where the laws of physics as we know them are entirely different. Depending on the nature of the omniverse (the collection of every possible dimension or universe) there may be an infinite number of alternate dimensions, or a specific, finite number.

Something keeps these different dimensions apart, whether it is a specific sub-quantum “vibration” or mystic barriers created eons ago by powerful sorcerers. Dimensional powers often involve the ability to overcome these separations, bridging or mixing the dimensions.

The other definition concerns the physical dimensions of space-time, the ways in which we measure

the universe. The first three are the most familiar: the three dimensions—length, width, and depth (or height)—we use when referring to something as “three-dimensional”. Most comics add time as a “fourth dimension,” with the movement from past to future like a line (a “timeline”) through that dimension. You can even add fifth and sixth dimensions extending to the “sides” of time. Dimensional powers involving these descriptors tend to change the traits of characters and objects, making them two-dimensional, for example, or “extending” them through the fourth or higher dimensions.

- **Outsider:** An outsider is an extradimensional being in a dimension other than the one where it originates. So a demon on Earth is an outsider, for example, but then so is a human in a Hell dimension. Outsiders are often summoned into other dimensions, but may travel there using their own powers as well. Certain dimension powers specifically target or deal with outsiders.

COUNTERING

Dimensional powers counter other effects in two ways, directly and indirectly.

Direct countering is primarily dimensional powers opposing each other, undoing others’ manipulation of the dimensional fabric, such as closing and sealing a dimensional portal someone else has opened, or restoring an object to its natural dimensions after it is altered. The Dimensional Stability power (under **Utility Powers**) is a broader example of this.

Indirect countering uses dimensional powers as a means of creating or controlling some other effect used to counter. The Dimensional Cascade power (under **Offensive Powers**) is an example of this: unleashing a torrent of other-dimensional energies useful in countering certain effects, such as intense cold countering heat. See the specific sections involving those powers and effects for details about using them to counter. The dimension descriptor here is merely incidental; what matters is the descriptor of the effect the dimensional power is bringing into being.

DIMENSIONAL EFFECTS

The Dimensional Travel effect of Movement (*Deluxe Hero's Handbook*, page 172) and the Dimensional Modifier (*Deluxe Hero's Handbook*, page 192) are both influential for dimensional powers.

Both the effect and the modifier are priced based on a scale related to the number or type of dimensions they can access. This allows the Gamemaster to tailor them to suit the setting, which may include many dimensions, just a few, or none at all (in which case dimensional effects involving other realities do not exist).

Both are also based on the idea that effects bridge the dimensions in the same proximate location; when you use a Dimensional effect to “reach” or perceive into another dimension, you affect the area roughly equivalent to your physical location in the dimension you occupy. Likewise, when you move between dimensions with Dimensional Travel, you shift from your location in one dimension to the proximate location in the other (and back). Being able to reach distant points in other dimensions requires the same kind of effects and modifiers used to extend distance in your home dimension: Extended Range or Senses, Remote Sensing, and Teleport, to name a few.

DIMENSION FEATURES

Some potential Feature effects associated with Dimension Powers include the following:

- **Native Garb:** When you arrive (and only when you arrive) in another dimension, you can choose to change the appearance of whatever you are wearing to suit local fashions and appearances. This does not necessarily disguise your physical features, although it can provide concealing hoods, cloaks, and similar garments.
- **Native Outsider:** Although you are not originally from the dimension you primarily inhabit, you are not considered “foreign” to that dimension when it comes to effects targeting “outsiders” or “extradimensional” beings. Thus, it is more difficult to banish or influence you. Additional ranks of this Feature may “naturalize” you to additional dimensions.
- **Safety Sense:** You can visualize a target area in another dimension and sense if you are capable of moving there safely before you make the attempt. If there is something preventing you from successfully and safely moving there, you sense it as a free action

and can choose not to make the attempt, applying your action to do something else.

OFFENSIVE POWERS

Offensive dimension powers manipulate the fabric of the dimensions in different ways to harm or impair targets, or to simply remove them, sending them to another dimension entirely.

DIMENSIONAL BANISHMENT

You banish a target from the dimension you both currently occupy to another. If the target resists, nothing happens. If it fails, it disappears. Exactly how varies according to the power's descriptors: it may make the character simply fade away or it may look like the character is sucked into a howling tear in the fabric of reality.

By default, this power only banishes the target to a particular dimension, either its dimension of origin or a specific one (such as always banishing targets to Limbo or Hades). Add ranks of Dimensional Travel (at 4 points each) if you can choose to send your target to a range of different dimensions. Increasing the resistance DC above the base of 11 costs 3 points per rank (including the Limited to Resistance modifier) and is limited by power level.

This power is often Limited to banishing only outsiders, so you cannot exile someone from their native dimension. It can effectively serve to counter many dimensional summoning effects.

Dimensional Banishment: Perception Ranged Movement (Dimensional Travel 1) Attack (Resisted by Dodge or Will) • 4 points + 3 points per +1 to resistance DC.

DIMENSIONAL BLADE

You can conjure a two-dimensional weapon that is almost infinitely thin, making it impossibly sharp. It might be a Removable device, called out of nothing, or even your own hand or arm, flattened down into two-dimensions. The blade is Subtle in that it is practically invisible when seen on-edge, making it easier to conceal, and occasionally useful for surprise attacks.

Dimensional Blade: Penetrating Damage (cutting), Subtle • 1 point + 2 points per rank

DIMENSIONAL CASCADE

You tear a rift in the dimensional fabric, causing a cascade of dangerous energies to pour out and engulf your targets. You can choose any environmental effect or hazard—heat, cold, poison gas, electricity, radiation, and so forth—as the descriptor for the power's Damage. For a more focused version, swap Ranged for Cone Area.

Dimensional Cascade: Cone Area Damage (environmental effect), Variable Descriptor 1 (environmental effects) • 1 point + 2 points per rank

DEFENSIVE POWERS

Defensive dimension powers protect against the hazardous environments and conditions encountered in other dimensions, or use the manipulation of dimensions to protect against attacks.

DIMENSIONAL ADAPTATION

You adapt to survive in dimensions you visit, allowing you to travel without any concern for the local conditions.

Dimensional Adaptation: Immunity 10 (life support), Limited to Hazardous Dimensions • 5 points

DIMENSIONAL ANCHOR

You are a “fixed point” amongst dimensions, immune to dimension-manipulating or shifting effects you do not initiate yourself.

Dimensional Anchor: Immunity 5 (dimension powers) • 5 points

DIMENSIONAL SHUNT

You neutralize the effects of attacks by shunting them into another dimension. This requires the Defend action (*Deluxe Hero's Handbook*, page 246) so you cannot use Dimensional Shunt while taking other standard actions, but you can use this power to protect other targets from attacks, so long as they are within range. Reflect and Redirect are potential modifiers for this power.

Dimensional Shunt: Deflect (dimensional) • 1 point per rank

MOVEMENT POWERS

The primary dimension movement power is, of course, the ability to travel between different dimensions, but that basic ability can play out into a number of different dimension-based movement powers.

DIMENSION WALK

You can literally walk across the dimensions, shifting the dimension you occupy as you move. You must move under your own power, meaning you cannot ride a mount or in a vehicle (or be carried by someone else), but you do not have to walk; you can use whatever modes of movement you have, including Speed or Flight. If your check to navigate through the dimensions is unsuccessful you may become lost, wandering into a different dimension or trapped in a realm between dimensions, rather than the power not working, at the GM's discretion.

If you can lead someone else along with you, apply the Affects Others modifier. If you can lead a whole group, apply Affects Others along with the appropriate Area modifier—Burst if they have to remain in close proximity, Line if they must follow in line behind you.

Dimension Walk: Movement 3 (Dimensional Travel, any dimension), Quirk (Only While Moving, –1 point), Requires a Perception Check (DC 12, –2 points) • 3 points + 6 points with Affects Others + 12 points with Affects Others and Area.

DIMENSIONAL JUMP

You move from one dimension to another simply by willing it, vanishing from your current dimension and appearing in the other. You appear at your proximate location in the other dimension, and if you move there and travel back to the previous dimension, you appear to have moved the proximate distance. For the ability to shift great distances between dimensions, add a Teleport effect to your power.

Dimensional Jump: Movement (Dimensional Travel) • 2 points per rank up to 3 ranks (6 points).

DIMENSIONAL PORTAL

You can open a portal or gateway between the dimension you currently occupy and another. Anyone can step through the portal so long as you concentrate to keep it open.

Dimensional Portal: Movement (Dimensional Travel), Portal • 4 points per rank up to 3 ranks (12 points).

UTILITY POWERS

Dimension powers are useful for a number of different things, from grabbing items from other dimensions to stashing them in a “pocket dimension” to retrieve later.

DIMENSION SENSE

You have the ability to sense the “vibration” or other metaphysical qualities of the dimension you occupy, letting you both recognize it (if you know it) and learn it for future reference, allowing you to travel there again and recognize it when you do. Making the sense Analytical allows you to learn the essential differences between the physical laws and properties of the dimension from the baseline you know (usually Earth's dimension).

Dimension Sense: Senses 2 (Detect Dimension, Acute) • 2 points

DIMENSIONAL GRAB

You have the power to “reach” out across the myriad dimensions to find an item or type of item and draw it to you. Items in the possession of other beings entitle them to a Will resistance check to avoid them being taken. Unattached items are simply limited to a mass rank no greater than your effect rank.

You have to specify the item you're looking for, and unspecified details may vary. So, if you reach for “a gun” you may get anything from an antique flintlock to super-science blaster pistol. If you specify a “Colt .45” you'll get that,

although details like its grip or make could vary. Game-master's may wish to limit the ability to grab very specific items to avoid the damage this power—carefully used—can do to the plot.

Dimensional Grab is often associated with a Removable device, such as a gauntlet or a container (bag, pocket, or hat) from which the user can withdraw almost anything.

Dimensional Grab: Enhanced Advantage (Equipment; dimensional), Variable Descriptor 2 (equipment) • 2 points + 1 point per rank

DIMENSIONAL PERSPECTIVE

By shifting the perspective of your senses through dimensions, you can perceive “around” obstacles in the dimension you occupy: a wall, for example, may not exist in a neighboring dimension and is “flat” when viewed from a higher one.

Dimensional Perspective: Senses 4 (Penetrates Concealment) • 4 points per sense.

DIMENSIONAL POCKET

You can access an extradimensional “pocket” or storage space where you can place things and retrieve them later. Items placed in your dimensional pocket remain in the same state until you withdraw them. You cannot place living or unwilling beings into your pocket, only nonliving objects. The object you wish to retrieve from the pocket is always “on top” when you reach into it, coming immediately into your hand. The power's rank determines the mass you can store at once. Once the pocket is “full” nothing else will fit into it without first removing something.

Like Dimensional Grab, this power is often a Removable device of some sort, a container you literally reach into to store and retrieve items; otherwise, your Dimensional Pocket appears like a “hole” in the air or may simply be items appearing and disappearing from your hands.

Dimensional Pocket: Feature (extradimensional storage of mass rank in material) • 1 point per rank

DIMENSIONAL SHIFT

You shift the majority of your bodily mass out of your current dimension, leaving only a ghostly after-image, allowing you to move about like an immaterial wraith. You may be exposed to hazards in the interstitial dimension where you have shifted your mass, and others with Dimensional Shift powers may be able to reach you there.

Dimensional Shift: Insubstantial 4 • 20 points

DIMENSIONAL STABILITY

You “harden” the local dimensional structure around you, making it more difficult to change, manipulate, or open

for as long as you concentrate. If this power only requires a modicum of concentration for you, apply the Sustained modifier (increasing cost by +1 per rank).

Dimensional Stability: Nullify Dimension Powers, Cloud Area, Concentration, Simultaneous, Close Range • 3 points per rank + 1 point per rank per +1 area distance rank

DIMENSIONAL SUMMONING

You can bring creatures from other dimensions to serve you. These can range from mythic and metaphysical beings to alien life forms or even parallel world duplicates, depending on the power's descriptors. See the **Summoning Powers** section for details and additional ideas for this power.

Dimensional Summoning: Summon Extradimensional Beings • 2 points per rank

DIMENSIONAL WINDOW

You open a “window” into another dimension, allowing you to peer into it, seeing and hearing what is happening there proximate to your location. If you can extend your senses to other locales in your target dimension, add ranks in Remote Sensing to the power (possibly Limited to Other Dimensions).

Dimensional Window: Dimensional Vision and Hearing • 2 points (one other dimension), 4 points (related group of dimensions), 6 points (any dimension).

TWO-DIMENSIONAL FORM

You flatten your body down to two dimensions, having height and width, but essentially no depth, becoming almost infinitely flat. This makes you practically invisible when seen from the side (on edge) and allows you to fit through any opening wide enough to accommodate the width of your shoulders, allowing you to slide through the cracks between door and window frames, for example.

This form is often (but not always) accompanied by the Dimensional Blade offensive power, using your hands and arms as infinitely thin cutting edges.

Two-Dimensional Form: Concealment 4 (all visual, Limited to One Side), Insubstantial 1, Quirk (Limited by body width, –1 point) • 8 points

FOUR-DIMENSIONAL FORM

You “extend” your physical form into the dimension “above” the three of space, allowing you to ignore many of the limitations of being a three-dimensional being. In particular, you gain the benefits of the Dimensional Perspective power, looking “around” 3D obstacles. You can also “sidestep” such obstacles, effectively teleporting around them as your normal movement, and you can make Indirect attacks by extending “above” so your attacks seem to originate from a different point.

Depending on the nature of other dimensions in the setting, this form may include other effects, such as Dimensional Travel, Enhanced Strength, Move Object, or even Time Travel.

Four-Dimensional Form: Indirect 3 (Variable Descriptor 2, all attacks), Senses 8 (Vision and Hearing Penetrate Concealment), Teleport 1 • 15 points

OTHER DIMENSION POWERS

Both **Summoning Powers** and **Teleport Powers** may involve other dimensions, and powers from those sections can supplement the dimension powers in this section. Similarly, time is often treated as “the fourth dimension” in fiction, and **Time Powers** may be related to dimension powers and vice versa.

Travel to other dimensions and summoning creatures and forces from them are common elements of the mystic arts in comic books, so dimension powers may supplement the material in the **Magic Powers** section.

DIMENSIONAL COMPLICATIONS

As any seasoned mystic will say, tampering with the forces and inhabitants of other dimensions is no simple matter, leading to a variety of complications, including the following.

ACCIDENT

Start warping, much less poking and tearing, the dimensional fabric and accidents are bound to happen. This complication gives the Gamemaster carte blanche to have almost anything pop up from another dimension, from the character’s evil twin to intelligent mad scientist dinosaurs. A dimension power accident can easily lead into other complications, like an ongoing enemy or a reputation for causing dimensional disasters!

Perhaps the most common accident for dimension powers is a “mis-jump” or other incident that hurls the character (and anyone nearby) into another dimension with no immediate means to return. This makes an excellent plot hook for an adventure involving an alternate dimension or characters visiting a new dimension for the first time.

ENEMY

Speaking of enemies, those with dimension powers widen their potential scope of foes from the earthly plane to the entire omniverse! Enemies may consider those with dimension powers a threat to them and their plans, or want to find a way to harness the character’s powers to serve their own ends. Some dimensional heroes act as guardians or gatekeepers of their dimension, holding outsiders at bay, while others are explorers who may stumble upon extradimensional threats in their wanderings. Some dimensional enemies may have dimension powers of their

own, while others are reliant upon finding other ways to enter their foe’s home dimension.

Perhaps the greatest dimensional enemy is the concept of vastly powerful, alien, and preternatural entities that exist outside of reality as we know it, from an alternate universe with vastly different physical laws, possessed of a malign intelligence and considerable (often mystical) powers. Heroes rarely confront these beings directly, but instead deal with the machinations of their minions seeking to open the dimensional portals to allow them access to Earth. The heroes work to prevent this, since it would mean the end of life on Earth as we know it.

IDENTITY

Characters with dimension powers may themselves originate in other dimensions, making them strangers on Earth. This can lead to identity complications, particularly if the character has no previous legal existence or is a parallel universe duplicate of an existing person. There might be awkward questions to answer and investigators looking to uncover the truth about the character’s identity.

POWER LOSS

Dimension powers may rely upon specific conditions, such as the “alignment” of dimensional geometries or mechanics, depending on the relationships between dimensions. A dimensional “eclipse” might black out some or all dimension powers for a time, and dimensional “storms” can inhibit travel between dimensions or make it more difficult.

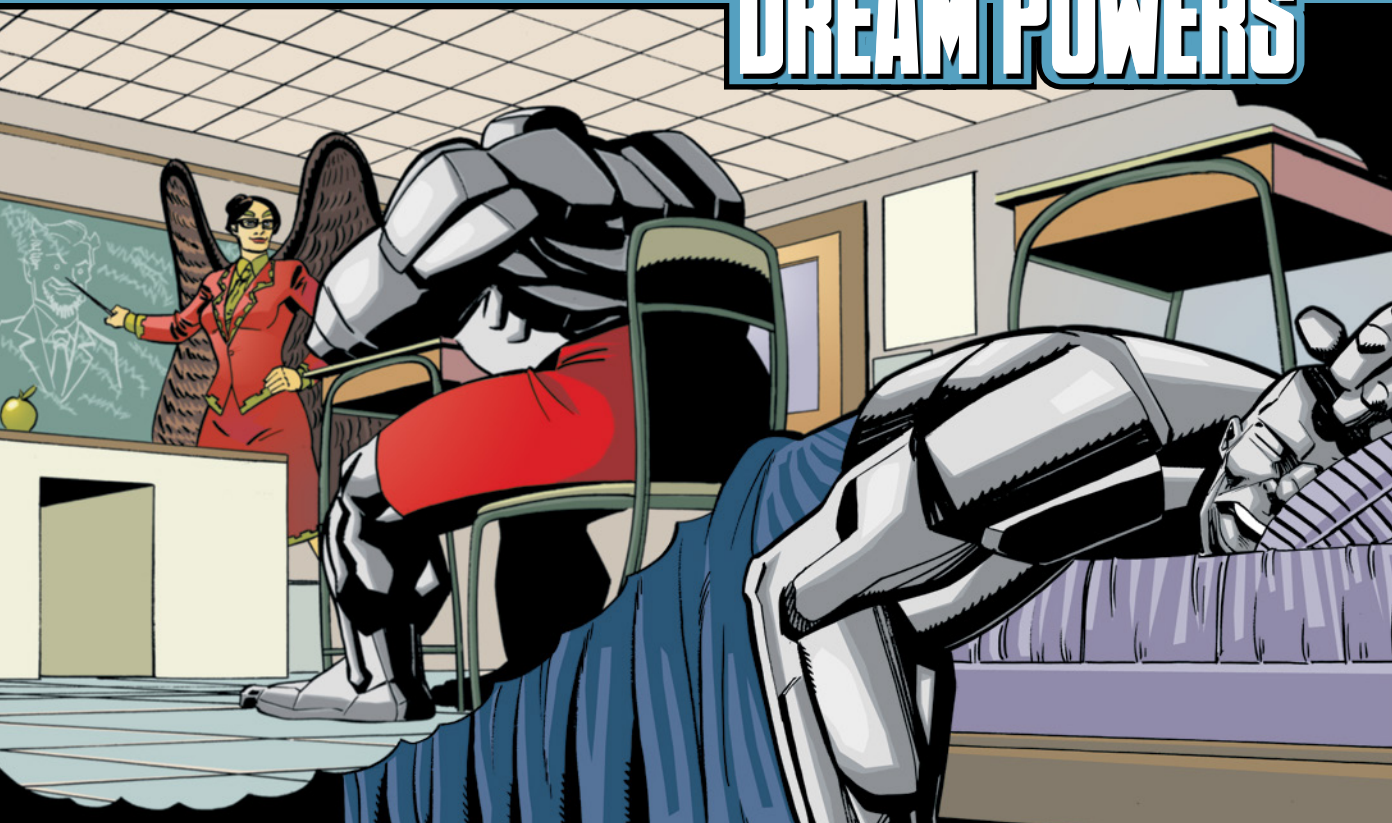
If a higher authority grants some or all of the character’s dimension powers (see Responsibility, following), then those powers may be revoked under the right circumstances.

RESPONSIBILITY

As mentioned under Enemy, dimension powers sometimes come with a responsibility to use them to safeguard the character’s home dimension, or even the whole of the omniverse, against extradimensional threats. A character might be a mystically appointed guardian or an officer of the “reality police” in charge of apprehending rogue dimension travelers.

SECRET

The very existence of other dimensions, much less the ability to travel between or manipulate them, may be a closely guarded secret. Those with dimension powers can often pass them off as things like teleportation or conjuring tricks, keeping their true nature secret. Likewise, characters from other dimensions may have good reason to keep their origins secret, especially if they are operating “under cover” on Earth as an agent of an extradimensional power or organization.



"To sleep, perchance to dream...." Dreams have been omens and harbingers throughout history and power over dreams means near-omnipotence in that misty nighttime world of sleep and imagination. Dream powers range from crafting cunning illusions to nightmares able to traumatize, or even kill.

DREAM DESCRIPTORS

The following are important descriptors associated with dream powers.

- **Dream:** A series of images and sensations that occurs while asleep (see **Sleep**, following). Although there are numerous theories concerning the causes and purposes of dreams, apart from evidence of brain activity during certain stages of sleep, there is no definitive understanding about them. Dreams may be anything from psychological processing of information and experiences to psychic insight into another layer of reality (see the **Dream Dimension**, following) or some measure of both, with other elements mixed in. The key elements of the dream descriptor are the internal imagery and their occurrence while asleep, although "daydreams" may occur when in a light waking trance (essentially the entranced condition, *Deluxe Hero's Handbook*, page 19).

If a power requires dreaming—either on the part of the user or the subject—and that requirement is no longer fulfilled (the subject wakes, for example) then the power stops working. What that means may vary; for some, the power just stops, but in other cases, a dream traveler might be lost in the depths of the dream dimension or face other complications.

- **Dream Dimension:** In many comic book settings, the realm of dreams is an entire alternate reality characters may visit, complete with its own rules, native inhabitants, and dangers. The dream dimension is commonly thought of as a version of the "collective unconscious"—a psychic realm connecting individual dreamscapes at a deep, fundamental level.

All dreamers might visit the dream dimension, at least at some level, although individual dreamscapes are often separate and distinct from the greater expanse of the dimension. "Travel" to the dream dimension may be purely mental/sensory, and limited to effects like Remote Sensing and Mind Reading, or it may be possible to go there bodily using the Dimensional Travel effect of Movement, translating the physical into "dream-stuff" and back again as part of the transition.

As dream dimensions are imaginary realms, even those lacking dream powers may have unusual abilities or options there. After all, the "physical laws" of a dream are arbitrary, and lucid or strong-willed dreamers may be able to alter them. Gamemasters should consider loosening the guidelines for power stunts, editing scenes, and heroic feats (*Deluxe Hero's Handbook*, page 20) for characters in a dream dimension, allowing for anything the character can imagine (and the player can describe) perhaps using Will as a base rank for some power stunts, such as gaining an entirely new power, or non-powered characters exhibiting superpowers in the dream dimension! As with all instances of extra effort and hero point spending, these options are primarily limited by the character's available fatigue and hero points.

For examples of dream dimensions, see *Book of Magic* (pages 35–37), the Imageria from the *Paragons* sourcebook (pages 32–41), and the Dreamtime from the *Wild Cards* sourcebook (page 45).

- **Mental:** Dreams are mental phenomena, making most dream powers mental in nature as well. See the **Mental Powers** section for additional descriptors related to mental effects. In particular, dream powers are often Subtle, and perhaps Insidious, leaving no noticeable sign of their effects, and they tend to be Perception Ranged, often in conjunction with an accurate mental sense, able to influence sleeping targets from afar. See the **Dream Touch** power in **Utility Powers** for an example. “Limited to Dreams” is a suitable flaw for many mental powers, turning them into dream powers, usable only while the wielder is asleep. Similarly, “Limited to Sleeping Targets” can apply to mental powers that only work on sleeping subjects in their dreams.
- **Nightmare:** A nightmare is simply a dream with unpleasant, frightening, or traumatizing imagery or sensations. Nightmares often have fear or terror descriptors, working primarily through scary images. Thus characters with the Fearless advantage or other Immunity to fear effects may be able to ignore nightmares or their effects.
- **Sleep:** Asleep is a condition defined in the *Deluxe Hero's Handbook* (page 19) wherein a character is defenseless, stunned (unable to take actions) and unaware; however, a hearing Perception check with three or more degrees of success can wake a character who is asleep, as can any sudden movement or any effect requiring a resistance check of any kind. Thus asleep differs from incapacitated (unconsciousness). Many dream powers require either the user to be asleep, the subject to be asleep, or both.

COUNTERING

Given the ephemeral nature of dreams, dream powers would not seem overly useful for countering any effects other than their own. However, dreams are deeply connected with both the mind (particularly the unconscious or subconscious) and perception. Therefore, dream powers may be useful in countering some mental powers, particularly mind- or emotion control, or illusion powers. They “awaken” the subject from those effects, much like waking from a dream, pitting the power of the dreaming mind against the foreign power. Similarly, illusion and mental powers might be able to counter some dream powers, extending their influence past the conscious mind into the unconscious or dreaming self.

DREAM FEATURES

In addition to an Enhanced Trait version of the Trance advantage (*Deluxe Hero's Handbook*, page 140), potential Feature effects associated with Dream Powers include the following:

- **Daydreamer:** You need the Light Sleeper Feature (following) to have this one. You can enter the asleep

condition while in a light trance state similar to the entranced condition (*Deluxe Hero's Handbook*, page 19), keeping your eyes open and maintaining your position (sitting up, even riding a walking mount, but not moving under your own power). Daydreamer fulfills the requirement for dream powers where you must be asleep.

- **Fast Sleeper:** You can go into the asleep condition at-will with just one round to prepare, and choose when you will come out of it (from one minute to several hours), barring some other circumstance waking you.
- **Light Sleeper:** You only need one degree of success on a hearing Perception check to awaken from the asleep condition, rather than three.
- **Lucid Dreamer:** When you sleep, you can choose what you dream and you remain conscious and aware that you are dreaming while you dream. Additionally, each rank grants you one use of Edit Scene (*Deluxe Hero's Handbook*, page 20) while dreaming.

OFFENSIVE POWERS

Offensive dream powers combine disturbing nightmare images with control over sleep for effects ranging from mental shock and fatigue to putting targets to sleep against their will.

DREAM TRAP

You cause a sleeping target to go into a coma, trapped in the dream-world and unable to wake. Although the target's condition is asleep, until the transformed condition is removed, the target cannot awaken. A more gradual version of this power may have the Cumulative or Progressive modifier.

Dream Trap: Perception Ranged Affliction (Resisted and Overcome by Will; Transformed—Asleep), Limited Degree (third only), Limited to Sleeping Targets • 1 point per rank

NIGHTMARE BLAST

Putting your target through a terrible nightmare, you are able to inflict psychic trauma so profound as to have real consequences in the waking world. The exact nature of the trauma and its effects depend on the nightmare imagery, ranging from the classic “if you fall to your death in a dream, you die in reality” to inducing coma (incapacitated), psychological conditioning (controlled), or even changes in personality (transformed). This power is normally limited to affecting a sleeping target's dreams. If you remove the Limited modifier, you can project a Nightmare Blast into the mind of any target you can perceive, waking or sleeping. This power uses the Variable Conditions extra from the **Illusion Power** section.

Nightmare Blast: Perception Ranged Affliction (Resisted and Overcome by Will; conditions vary), Variable Conditions, Variable Descriptor 1 (nightmares), Limited to Sleeping Targets • 1 point + 4 points per rank

SLEEP

You can place a target into a deep sleep, simply by looking at them. In addition to the usual resistance check to overcome the asleep condition, the target can be awakened by normal means (see **Sleep** under **Dream Descriptors**). This power may be both Subtle and Insidious, meaning the target is unaware you are causing sleep; they simply feel more and more drowsy until they finally drop off.

Sleep: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Fatigued, Exhausted, Asleep) • 4 points per rank

SLEEP DEPRIVATION

You leave a target unable to sleep, or at least unable to rest, their sleep troubled by disturbing images and nightmares such that it provides no recovery from fatigue.

Sleep Deprivation: Perception Ranged Affliction (Resisted and Overcome by Will; Fatigued, Exhausted, Incapacitated), Progressive, Subtle, Limited to one check per day • 1 point + 4 points per rank

DEFENSIVE POWERS

Defensive dream powers primarily protect against other dream powers or the effects of fatigue or sleeplessness.

DREAM DISSIPATION

You can counteract the effects of dream powers, either allowing a subject to return to wakefulness (if something prevented them from doing so) or slip into a normal asleep condition. This power affects a single subject by default but the Area modifier allows it to affect multiple subjects at once. The GM may allow an area use of this power in the dream dimension to affect a group within the designated area there, regardless of how far apart their sleeping physical forms may be.

Dream Dissipation: Nullify Dream Powers, Simultaneous • 2 points per rank

DREAM IMMUNITY

You are unaffected by dream powers, either due to some sort of shielding or protection or simply because you do not dream (see the **Sleepless** power, following, if you also do not sleep).

Dream Immunity: Immunity 2 (Dream Powers) • 2 points

HEALING TRANCE

While you sleep, you quickly recover from any damage or injury.

Healing Trance: Regeneration, Source (Sleep) • 1 point per 2 ranks

SLEEPLESS

You do not ever need to sleep or dream, although you may choose to do so, if you wish (as a descriptor of the Immunity effect). If you are *incapable* of dreaming, then you also have the Dream Immunity power (previously). Note that this power does not grant immunity to physical fatigue: you still tire from exertion and need to rest, you simply do not sleep or tire from mental activity.

Sleepless: Immunity 1 (Sleep) • 1 point.

MOVEMENT POWERS

Most dream movement powers are concerned with shifting in or out of a dreaming state or the dream dimension. In addition to those powers, characters in a dream may possess movement capabilities they do not in waking life—as anyone who has experienced a “flying dream” knows. It is up to the GM whether the “ground rules” of a particular dream grant characters additional movement abilities or if they are best handled as power stunts (see the **Dream Dimension** under **Dream Descriptors**).

DREAMPORT

You can bodily transport yourself over great distances in the waking world by traveling through the dreams of sleepers. You must be within about arm's reach of a sleeping dreamer and you emerge into the waking world about the same distance from another sleeping dreamer within range of your Teleport effect. Other Teleport modifiers, particularly Extended, are common for this power.

Dreamport: Teleport, Accurate, Medium (dreamers) • 2 points per rank

DREAM PROJECTION

You project a mental image of yourself into another person's dreams. You cannot perceive the content of the dream unless you also have Dream Reading (see **Utility Powers**) but you can communicate with the dreamer and anyone else present within the dream. You will tend to blend into the context of the dream, although with a modest effort of will you can exert your normal appearance. If the power is Insidious, then your dream projection fits into the dream and is taken as just another element of it, granting you a circumstance bonus to use the projection for interaction checks like Deception against the dreamer.

Dream Projection: Communication (Mental), Limited to Dreamers • 3 points per rank

DREAM TRAVEL

You can travel bodily into the dimension or realm of dreams. If you can bring others along with you, apply the Increased Mass extra, or the Portal modifier from Teleport to the power. See **Dream Dimension** under **Dream Descriptors** for details about what to expect at your destination. If the

setting features multiple dream dimensions, you can travel to any of them with two ranks of Dimension Travel. Note that traveling bodily into a subject's dreams allows you to perceive them and communicate, but also exposes you to whatever is happening in that dream, since you are actually "there" rather than just perceiving or communicating.

Dream Travel: Movement 1 (Dimensional Travel) • 2 points

UTILITY POWERS

The power over dreams has many potential uses, from learning about a person's innermost thoughts to influencing them or even controlling the otherworldly realm of dreams itself.

DREAM CONTROL

You have the ability to control the content of a person's dreams, dictating what they dream, creating nightmares, or soothing them, and so forth. If you can draw images from the subject's own mind, apply the Psychic modifier (see the **Illusion Powers** section).

Dream Control: Illusion (All Senses), Limited to Minds, Limited to Sleeping Subjects • 3 points per rank

DREAM MASTERY

You are virtually omnipotent in the world of dreams, limited solely by your imagination and willpower in terms of what you can accomplish.

This power is significantly limited, in that both you and anyone you interact with must be asleep and dreaming, but otherwise it is capable of achieving real effects in that anything affecting dreamers on the mental level is reflected in the waking world, including damage and other conditions. There may even be psychosomatic or mystical *physical* repercussions of your powers, depending on descriptors.

Dream Mastery: Variable (dream powers, Free Action, Limited to while asleep, Limited to while in dreams) • 7 points per rank

DREAM READING

You can connect to a sleeping subject's dreams and perceive them as they occur, as if they were happening to you, but with a degree of psychological "distance" insulating you from their effects. You can even "direct" the dream to a degree to uncover particular information the subject knows, ranging from direct questioning of the subject's dreaming self, to revealing imagery, such as revisiting old memories. The subject may (with an Insight check versus DC 10 + power rank) perceive you as a "presence" in the dream, perhaps cloaked in appropriate imagery, unless your power is Subtle. The subject gets the usual Will resistance check to prevent you from perceiving anything or from increasing the information you receive.

Dream Reading: Mind Reading, Limited to Sleeping Subjects • 1 point per rank

An occasional Feature for Dream Reading is **Dream Viewing:** the ability to project the subject's dreams as a visible and audible "playback" others can perceive. This is a rank 1 Feature added onto the cost of Dream Reading.

DREAM TOUCH

You can "reach out" with your mind to "touch" the sleeping mind of another being known to you, sufficient for you to connect with their dreams and use other Perception Ranged dream powers on them. This is a particularly useful power, in spite of working only on sleeping minds, and Gamemasters should be careful about allowing player-controlled characters to have and use it, since it can potentially unbalance the game and may leave other characters largely out of the activity that occurs on the dream level.

Dream Touch: Remote Sensing (mental), Senses 4 (Accurate Ranged Detect Dreamers, mental) • 4 points + 1 point per rank

PRECOGNITIVE DREAMS

You receive visions of the future in your dreams. These may be couched in symbolic dream imagery and require interpretation, but you always know the difference between a vision and an ordinary dream. This power is often Uncontrolled in addition to only occurring while you dream, meaning the visions come unbidden, and only when the Gamemaster chooses.

Precognitive Dreams: Senses 4 (Precognition), Limited to Dreaming • 2 points

SLEEP SUBSTITUTE

You can provide the benefits of sleep to someone without them actually needing to sleep for any length of time.

Sleep Substitute: Healing (Energizing, Limited to Energizing) • 1 point per rank

OTHER DREAM POWERS

Considering "the stuff of dreams" **Illusion Powers** are a natural outgrowth of creating or controlling dream images and "dreamweavers" may have dream powers in the sleeping world and illusion powers in the waking world, mixing the two to great effect, even to the point of victims wondering if they are truly awake or asleep!

Similarly, dream powers are essentially **Mental Powers** of a sort, and many characters with one also have the other. Some mental powers can double as dream powers when used on sleeping minds: Dream Reading and Dream Projection, for example, are just aspects of Telepathy with particular limitations, so a capable telepath could achieve the same effects.

Dreams—and especially the dream dimension—are also associated with **Magic Powers**. Sorcerers plumb the depths of the psyche and the mysteries hidden there, and venture into the realm of dreams to confront nightmare creatures

and protect sleeping innocents. As with mental powers, some magical powers may double as dream powers, allowing access to sleeping minds and their dreams.

Lastly, depending on how dreams and the dream dimension work in the setting, some **Summoning Powers** could also be dream powers, calling servants or minions from the depths of the dream dimension or out of a target's own worst nightmares.

DREAM COMPLICATIONS

Dreams can be fickle and mysterious, and characters dealing in them can face certain complications, like those described here.

ACCIDENT

It's one thing for a hero to cause "collateral damage" in the real world, but what do you do when you accidentally break something in someone's *mind*? An accident in the dream world could have serious psychological or even physical consequences in waking reality, giving heroes good reason to be careful when adventuring in others' psyches and to return to clean up or repair any damage they might have done (an adventure unto itself).

ADDICTION

Plenty of fiction has speculated about addiction of "dream games" or similar recreational uses of lucid or directed dreaming. Characters might become addicted to living in a dream world where all of their fantasies seem completely real and fulfilled, particularly if reality is harsh or uncompromising. Those with dream powers may suffer from the same sort of addiction or to a need to interact with—or even "feed" on—the dreams of others.

DISABILITY

Dream powers do not require anything more than the ability to sleep and dream, so they may allow a character who is physically disabled to actively adventure in both the dreaming and waking worlds. The character's physical body might even be completely paralyzed or comatose! In more extreme cases, the character could be a disembodied brain sustained by life support machinery, or a "conscious dream" completely unaware that he or she is not real, simply a figment of someone else's imagination.

ENEMY

Dream-powered characters often pick up an enemy or two from the realm of dreams, anything from the living embodiment of nightmares or a rogue god of dreams to a manifestation of the hero's own repressed "shadow" side or a rival dreamweaver with similar powers, but different motives for using them.

PHOBIA

Phobias tend to function like weakness complications for dream characters, since a deep fear of something can manifest as a very direct confrontation in a nightmare! Phobias provide ammunition for foes in the dreamscape, should they learn about them, and it is not unusual for an opponent to have the ability to sense or learn a character's fears in some fashion.

POWER LOSS

The theme of "powerless outside of dreams" is largely handled by modifiers on dream powers rather than this complication. It might apply in unusual circumstances when the character suffers power loss while *in* a dream, due to the influence of the dreamer or some outside force. For example, the character—and any allies along for the trip—becomes trapped in a nightmare or the mind of a dying coma patient, and loses the ability to influence the dream, forced to find a means of escape that fits the "logic" of the dream's narrative and the host's psyche.

Additionally, characters might depend on something else to provide or "recharge" their dream powers, ranging from an experimental drug or exotic incense to a particular bedtime ritual or talisman, maybe even a night-light! Deprived of the powers' catalyst, the character suffers from this complication. The same concept applies to Removable devices granting dream powers (ranging from circlets and medallions to electronic helmets or sleeping chambers), save that they are also accounted for in the flaw's cost modifier rather than as a complication.

RESPONSIBILITY

Characters with dream powers are sometimes healers of broken and scarred psyches. "Day jobs" as psychologists, counselors, or other mental health professionals are common, and the character may feel a sense of responsibility to patients and those in need.

SECRET

Like illusions, dreams are a subtle power. "It's just a dream" is the mantra for warding off even their most frightening effects. Characters with dream powers also often have significant limitations in the waking world, giving them good reasons to keep the full nature and scope of their powers and identities secret. It's one thing to deal with the mysterious "Dream Master"—a cloaked and hooded figure who appears in dreams and wields great power—and learning that the Dream Master is really a paraplegic mutant boy living in a shoddy apartment complex by day, only barely aware of his own nighttime activities. Indeed, given the nature of dreams, it is possible some aspects about the character are secret even from his or her waking self! It all seems like "just a dream".

EARTH POWERS



Earth and stone form the literal bedrock and foundations upon which we build, and the soil nurtures and sustains life. From the whirling sandstorm to the might of the mountains, earth powers harness the material of the planet and bend it to the wielder's will.

EARTH DESCRIPTORS

The following descriptors and implications apply to earth powers.

- **Earth:** "Earth" in the context of earth powers generally refers to the mineral materials of the planet, particularly various types of stone, sand, and soil (which includes organic matter but is still considered "earth"). Manufactured materials consisting primarily of stone or silicon, such as concrete or glass, may be considered "earthen" but things like refined metals and organic materials—including wood and plastics—generally are not. A cubic foot of loam-rich soil weighs about 20 lbs. (weight rank -1) depending on how saturated with water it is. A cubic foot of dry sand weighs about 100 lbs. (weight rank 1). A dump truck load of sand weighs about 25 tons (weight rank 10).
- **Ground:** Earth powers often refer to "the ground" meaning the surface of the Earth. Unless specified otherwise, ground does not refer to a natural dirt or stone surface, and can include asphalt or concrete surfaces over natural earth. It generally does not include things like bridges or elevated spans, even if they are made from stone or stone-like materials. For some specific situations, the GM may have to rule on whether an area constitutes "ground" or not.

- **Stone:** A cubic foot of stone weighs approximately 150 lbs. (mass rank 2, varying +/-10% based on the type of stone). A massive monolith, like a single standing stone at Stonehenge, weighs about 50 tons (mass rank 11). A similar volume of crushed stone is roughly one less mass rank.

COUNTERING

Earth powers can often counter each other, representing contested control over the element, or simply one earthen force smashing or displacing another. Earth powers are also useful for smothering things like fire effects, just as sand is used to put out some fires. The right earth power might be able to "ground" electricity harmlessly and the mystical opposition of earth and air may allow earth powers to counter some air powers, particularly if they are magical in nature. Similarly, the interaction of earth and water powers creates mud, which could counter either or both effects.

EARTH FEATURES

Some potential Feature effects associated with earth powers include the following:

- You can shed dust and dirt (including mud) at will, keeping yourself and your clothing clean under almost any conditions.
- You can till and aerate soil like a mechanical plow or tiller, simply by walking along the path you wish to till.
- Similarly you can "heal" damage or upheaval to the ground or earthen construction, simply by smoothing over the damaged surface with your hands.

- You can determine the type of any stone you encounter simply by touching (or perhaps even tasting) it.
- You can tell if a stone surface is natural or worked with tools (or even shaped by earth powers) simply by touching or looking at it.
- You can automatically sense when you are underground, as well as the approximate depth.

OFFENSIVE POWERS

Most offensive earth powers wield masses of earth and stone as weapons in various ways, or affect the ground on which the target stands.

CHASM

You open a deep pit or chasm in the ground beneath your targets, dropping them into it. At the least, they have to scramble to avoid falling; at the worst they plunge into the chasm, subjecting them to damage and leaving them prone. If you can close the chasm on your targets, inflicting the Damage to them again, apply the Secondary Effect modifier, increasing cost by 1 per rank.

Chasm: Line Area Ranged Affliction (Resisted by Dodge; Dazed, Prone), Instant Recovery (the Dazed and Prone conditions only last for a round), Limited Degree, Linked Line Area Burrowing Attack (Limited to downward), Linked to Line Area Ranged Damage, Limited to Targets Affected by Second Degree of Affliction • 4 points per rank

DUST STORM

You kick up a storm of dust, dirt, or sand, severely limiting visibility in the area. This affects you as well unless you apply the Selective modifier or have the appropriate Penetrates Concealment Sense effect.

Dust Storm: Environment (–5 visibility) • 2 points per rank

EARTH BLAST

You hurl a large rock or mass of earth at your target with considerable force.

Earth Blast: Ranged Damage (rock impact) • 2 points per rank

EARTHQUAKE

A powerful local tremor shakes the ground, potentially knocking targets over. The Secondary Effect provides an “aftershock” on the round following the initial quake. Earthquakes can cause considerable collateral damage, a potential complication (see **Earth Complications**).

Earthquake: Ranged Burst Area 3 Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Secondary Effect, Limited Degree, Limited to along the ground; 120-foot radius • 5 points per rank, +1 point per rank per +1 to area distance rank

EARTH SPRAY

A spray of dirt, sand, or mud hits the target in the eyes, temporarily blinding them.

Earth Spray: Ranged Cumulative Affliction (Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

SPIKE STONES

Rather than a mass of rock or soil, you hurl a shower of sharp, pointed stone spikes at your target. A version of this power without the Penetrating modifier may represent a shower or arc of small stones or pebbles.

Spike Stones: Ranged Penetrating Multiattack Damage • 4 points per rank

STONE GRIP

Tendrils or giant hands of rock burst from the ground to grab and hold your target.

Stone Grip: Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 2 points per rank

STONE STRIKE

You form temporary weapons of stone in your hands, or even transform your own hands and arms into stone weapons.

Stone Strike: Strength-based Damage, Variable (stone weapons) • 1 point + 1 point per rank

DEFENSIVE POWERS

Defensive earth powers call upon the element’s tough and enduring nature as well as the nurturing and regenerative qualities associated with earth in myth and mysticism.

EARTH HEALING

So long as you are in contact with the ground, you recover quickly from any damage or injury.

Earth Healing: Regeneration, Source (Earth) • 1 point per 2 ranks

EARTH IMMUNITY

Your powers make you immune to effects with the “earth” descriptor.

Earth Immunity: Immunity 10 (Earth Effects) • 10 points

ROCK ARMOR

You transform your flesh, making it as hard as rock (or turning into actual rock). Alternately, you might simply cover your body in rocky armor formed by your powers.

Rock Armor: Impervious Protection • 2 points per rank

ROOTING

Your connection with the earth is strong enough to “root” you in place and prevent you from being moved if you do not wish to be. Your rank effectively adds to any resistance to being moved, typically Strength or Fortitude checks, but also resistance checks against trip attacks and other effects which would move you, like certain Afflictions.

Rooting: Feature (Resistance to being moved), Limited to While Touching the Ground • 1 point per 2 ranks

Some characters are practically immovable while in contact with the ground, having Immunity to the aforementioned effects.

Immovable: Immunity 10 (Being Moved), Limited to While Touching the Ground • 5 points

MOVEMENT POWERS

Earth movement powers involve moving through soil and stone and various ways or using the earth as a medium to move in other ways.

EARTH MELD

You can “meld” with the ground, passing through it to emerge at some other point some distance away. You move through the ground at your normal speed and have total concealment while doing so.

Earth Meld: Movement 3 (Permeate), Limited to Earth; Immunity 2 (Suffocation), Limited to While Earth Melding • 4 points

EARTH WAVE

You create and ride atop a “wave” of earth, like a moving hill, which carries you along. Generally, an earth wave is limited to a rank no greater than 6 (120 MPH, costing 3 power points). A broad enough earth wave may have Affects Others and Area (typically Line or Shapeable). An Earth Wave can potentially cause some collateral damage by tearing up the ground and disrupting structures (see **Earth Complications**).

Earth Wave: Flight, Limited to within 60 feet (distance rank 1) of the ground, Platform • 1 point per 2 ranks

FLYING ROCK

You stand atop a chunk or slab of rock you levitate and move with your powers, providing you with a flying platform. If you use your flying rock for a slam attack (*Deluxe Hero's Handbook*, page 250) you lose the use of it and have to reactivate your power.

Flying Rock: Flight, Platform • 1 point per rank

TERRAPORT

You can merge with the substance of the Earth, emerging moments later virtually anywhere else on the planet. The only requirement is you must merge into and emerge from natural soil or stone, not earthen surfaces covered by water, pavement, or metal.

Terraport: Teleport, Accurate, Medium (Earth) • 2 points per rank

TUNNELING

You can rapidly dig through earth and stone, simply pushing it aside with your power. You can choose to create a stable tunnel so others can follow or to allow the material to collapse and fill in behind you. If you can create tunnels at a distance, apply the Ranged modifier, but for the ability to create pits or chasms as an attack see the Chasm power (previously).

Tunneling: Burrowing • 1 point per rank

UTILITY POWERS

Earth powers offer a lot of utility, from shaping the earth in various ways to transforming the user, taking on the qualities of different types of earth. For some characters, the different Form powers may also be Permanent, and possibly Innate, if it is the character's natural or default form. If not, they might have the Activation flaw, if it takes time to assume that form.

EARTH CREATURES

You can summon or create semi-independent creatures formed out of earth and rock. The creatures you summon are not truly alive, merely animated masses of earth. They can look like virtually anything, from hulking humanoids to mythic creatures like trolls. You can apply the various modifiers for the Summon effect to get additional creatures or to make them more active or capable (removing the minion type from the template).

Earth Creatures: Summon Earth Creature 4 • 60-point minion (see the following template) • 8 points + 8 points per doubling the number of minions

EARTH CREATURES

PL8 • MR4

STR 8 STA — AGL 0 DEX 0 FGT 0 INT — AWE 0 PRE —

Powers: **Rock Armor** (Impervious Protection 10), **Unliving** (Immunity 30: Fortitude Effects), **Tremor** (Burst Area 2 Affliction 8, Resisted by Dodge, Dazed, Prone; Limited Degree, Instant Recovery, Limited to Along the Ground), **Tunneling** (Burrowing 4)

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +0, Unarmed +8 (Close, Damage 8)

Defense: Dodge 6, Parry 6, Fortitude Immune, Toughness 10, Will Immune

Totals Abilities -14 + Powers 58 + Advantages 0 + Skills 4 + Defenses 12 = 62

EARTH MOVING

One of the most basic earth powers is the ability to move large amounts of earthen material (soil, sand, and stone). You can move up to a mass rank equal to your effect rank, with a rank in the 10-11 range as effective as heavy construction equipment

Earth Moving: Perception Ranged Move Object, Limited to Earth • 2 points per rank

EARTH SHAPE

You can remold earth and stone as if it were soft clay, causing it to flow into whatever shape you wish. If your changes are permanent once you make them, apply the Continuous modifier. If you can shape earth at a distance, apply the Ranged modifier.

Stone Shape: Transform (earth and stone From one shape to another) • 2 points per rank

EARTHSIGHT

You can see through earthen materials as if they were not there, allowing you to (amongst other things) easily find buried objects or see through stone walls.

Earth sight: Senses 4 (Vision Penetrates Concealment), Limited to Earthen Materials • 2 points

EARTHWORKS

You can form objects molded from earth and rock: walls, arches, bridges, columns, and so forth. Your creations have Toughness equal to your rank and must form out of the ground or some other form of earth (rocky outcropping, etc.). See the **Create** effect (*Deluxe Hero's Handbook*, page 154) for details of things you can do with your Earthworks. Your creations last as long as you maintain them, then crumble, unless you apply the Continuous modifier (allowing you to create semi-permanent earthen structures). Some versions of this power apply the Impervious modifier for creations of stone highly resistant to damage.

Earthworks: Create Earthworks • 2 points per rank

MOUNTAIN FORM

You possess or can take on a mountainous stature. This may be combined with one of the following other forms (particularly Stone Form) for a giant-sized version.

Mountain Form: Growth • 2 points per rank

MUD FORM

You turn into a mass of mobile, intelligent mud. In addition to the basic traits, this form might have Elongation and Morph as well.

Mud Form: Immunity 10 (Life Support), Insubstantial 1 • 15 points per rank

SAND FORM

You turn into a mass of mobile, intelligent sand, much like the Mud Form (previously) but with a different descriptor.

Sand Form: Immunity 10 (Life Support), Insubstantial 1 • 15 points per rank

STONE FORM

You transform into solid stone, but still capable of movement, thought, and speech. (A stone form lacking all these qualities—essentially an immobile statue—drops the Enhanced Strength and applies a –2 Side-Effect.)

Stone Form: Enhanced Strength, Immunity 10 (Life Support), Impervious Protection • 10 points +4 points per rank

STRENGTH OF ANTEAUS

Like the legendary Greek giant Antaeus, you have tremendous physical strength, but only while you are in contact with the Earth. Rather than the cost reduction of the Quirk, a hero might take a Power Loss complication instead (see **Power Loss**, following).

Strength of Antaeus: Enhanced Strength, Quirk (Only While Touching the Ground, –2 points) • 2 points for rank 2, +2 points per rank

TREMORSENSE

You're sensitive to vibrations transmitted through earth and stone. So long as you are touching the ground, you can "feel" the locations of moving creatures also touching the ground well enough to target them with attacks, but not to make out any more details. This power applies the Ranged modifier to the normal sense of touch, which is already accurate and radius. Applying Acute and Analytical allow you to sense details, while Extended lets you sense over greater distances.

Tremorsense: Senses 1 (Ranged Touch) • 1 point.

OTHER EARTH POWERS

"Earth powers" in this section focus on control over the element of earth: stone and soil. Some Earth-themed characters broaden that definition to include powers associated with the *planet* Earth. Examples include **Gravity Powers**, **Magnetic Powers**, and **Plant Powers**. Because Earth-themed characters are often as strong as their namesake element, via Growth or Enhanced Strength, the **Strength Powers** section may also provide ideas for related abilities.

EARTH COMPLICATIONS

The most solid and reliable of the four elements, earth can also be complicated, particularly when those solid and reliable qualities fail in some manner.

ACCIDENT

A great deal rests on the strong surface of the Earth. Some earth powers have the potential to cause a fair amount of collateral damage, if their wielder is not careful; powers like Earthquake, Earth Wave, and Earth Moving can tear up the ground where they are used, damaging structures like buildings, roads, and other infrastructure.

The mere strength and mass of an earth-powered character can become a potential complication: accidentally smashing structures or even doing damage to living creatures. What is worse, the stronger the earth-controller, the less graceful they tend to be.

Like some other elemental controllers, earth powers may be tied to their wielder's emotions to some degree. A hero who causes earth tremors whenever he gets angry or upset needs to exercise considerable self-control to avoid causing a city-wide earthquake!

DISABILITY

Common earth powers include different earthen forms: bodies of mud, sand, stone, and so forth. These characters often suffer disabilities related to their non-human make-up, ranging from a limited (or non-existent) sense of touch, taste, or smell, to inconvenient mass or bulk, making it difficult to navigate buildings and vehicles constructed from ordinary people.

HATRED

Power over the earth often comes with an increased awareness of the environment and the threats it faces. It's a small step from there for an earth-controller to become a fanatical environmentalist, consumed with hatred for those who would poison the Earth, or dig it up to root out valuable minerals or fuel sources. A hero with this complication might have difficulties with the idea of protecting polluters operating within the letter of the law, or engage in outright vigilantism against them.

PHOBIA

Comfortable in the relative confinement of an underground environment, surrounded by the embrace of rock and soil, an earth-controller might suffer from agoraphobia, the fear of open spaces, and have difficulties operating outside under the open sky or outside of the close and crowded "canyons" of the city.

POWER LOSS

The classic Power Loss complication for an earth-powered character is separation from the earth itself. This may be as simple as being surrounded by metal, plastic, or some other insulating material, or lifted off the ground (like in the myth of Antaeus) or it can be as involved as being quite some distance from any natural dirt or rock, such as in an airplane or even outside of the Earth's atmosphere altogether! An earth-controller on a space ship or station, for example, is certainly at a disadvantage.

Speaking of space, whether or not a character's earth powers are truly tied to the planet Earth, or can manipulate the stone and soil of alien worlds, is a matter for the powers' descriptors and the Gamemaster's judgment. If they cannot, then being stranded on a distant planet or asteroid could also effectively remove the character's powers, even if there is sand or rock all around.

RESPONSIBILITY

Power over the element of earth often comes with a sense of responsibility for the earth, both the planet and its environment. An earth-powered hero might be drawn to dealing with problems ranging from soil erosion to rock-slides and tectonic stresses. Of course, if fixing some of those problems causes further conflict, such as having to relocate a construction project or shut down a mining or drilling operation, the GM has plenty of opportunities to turn the complication into new stories for the game.

WEAKNESS

Earth powers are typically "opposed" by either air or water elements (see the **Air Powers** and **Water Powers** sections). Earth-powered characters may be vulnerable to attacks by their opposite: eroded away from powerful winds or melted into dissolving mud by water. Such powers can have an extra degree of effect on an earth-powered character vulnerable to them.

Sensitive to their environment, earth characters could suffer adverse effects from it. If the earth is disturbed in an area—strip-mined, for example, or subject to blasting or long-term pollution with toxins—the character could suffer anything from discomfort to agony and even disease- or poison-like effects.

On the other hand, earth powers may come with a strong dependence on the life-giving Earth. More than mere Power Loss (previously), an earth character removed from contact with the ground might begin to suffer serious, even life-threatening, conditions. Gamemasters can treat this like a Progressive Affliction (*Deluxe Hero's Handbook*, page 150) going from dazed through stunned to incapacitated and even dying. Vary the conditions—and any resistance check allowed for the victim—as appropriate.

ELECTRICAL POWERS



Thunderbolts were thought to be the weapons of the gods, and the powers of electricity still command godlike awe. Heroes and villains of the modern world can do far more with electrical powers than just throw lightning, of course, commanding the very power that sustains civilization and our technological infrastructure.

ELECTRICAL DESCRIPTORS

“Electrical” is the key descriptor for the powers in this section implying a number of different sub-conditions and side effects.

- **Conductive:** Many materials, notably various metals and water, conduct electricity while others, such as rubber, are non-conductors used to insulate electrical charges. It may be possible for some electrical powers to conduct through suitable materials whereas insulators provide a circumstance bonus to resistance checks against them, or even complete immunity. Characters may be able to use the presence of conductive materials to perform power stunts with their electrical powers, particularly applying different Area modifiers to them.
- **Electronic:** Electrical effects can overload or short-out electronic equipment; generally, any hit with an electrical power is worth a resistance check with a +0 modifier, shielded or surge-protected equipment gets a circumstance bonus. Failure on the check means the equipment is overloaded and nonfunctional until repaired. Electronic devices (effects created using the Removable modifier, as opposed to equipment) are immune to this and are only affected by electri-

cal powers that explicitly damage or counter them (see **Countering**, following). So an electrical Damage effect may overload electrical equipment but not a character's power armor (for example) unless the electrical effect is explicitly used as a countering effect.

- **Grounded:** Electricity seeks the quickest route to “ground” into the earth, and so ungrounded targets (flying, for example) may gain a circumstance bonus to resistance checks against electrical powers, at the GM's option. If this is likely to cause too much bookkeeping trouble or overly weaken electrical powers in your game, feel free to ignore it for simplicity's sake.

COUNTERING

Electrical powers are useful for countering other electrical effects, including all types of electronic or electrically-powered technology, as mentioned under **Electronic**. Various insulating effects and materials may be able to counter electrical powers while magnetic effects may be able to contain or otherwise counter electrical effects due to the connection between the two (see the **Magnetic Powers** section).

ELECTRICAL FEATURES

Some potential Feature effects associated with Electrical Powers include the following:

- You can power electrical devices as if you were a battery or standard electrical outlet simply by touching or holding the device or its power cord.

SHOCKING RANKS

Electrical energy is measured in a number of different ways, too complicated to easily encapsulate here. A very rough guideline is to treat the measure of volts as equal to pounds on the **Measurements Table** (*Deluxe Hero's Handbook*, page 11). So a 1,000 volt charge (a kilovolt) is between 800 and 1,600, equal to a rank 5 effect. Some common electrical ranks are:

- **Car battery:** 12 volts (rank -2)
- **Household current:** 120 volts (rank 2)
- **Subway third rail:** 700–1,200 volts (rank 4–5)
- **Power cable:** 100,000 volts (rank 11)
- **Lightning bolt:** 1 megavolt or more (rank 15+)

- You can generate enough static electricity to move small objects within arm's reach, weighing no more than a pound (weight rank -5) or so.
- You can do spot-welding by touch, like an arc-welder. This may also be a capability of Precise Electrical Damage effects.
- You can detect the approximate amount of electrical energy in a storage device (e.g., a battery) simply by touching it.
- You can act like a defibrillator to treat heart attack victims, automatically stabilizing their condition.
- Similarly, you may be able to jump start or reset an incapacitated construct with an electrical system.

OFFENSIVE POWERS

Electricity has plenty of offensive potential, from massive lightning bolts to its more subtle effects on the muscles and nervous system or electrical devices.

ELECTROMAGNETIC PULSE (EMP)

You emit a powerful pulse of electromagnetic energy, overloading and damaging electronics in the area around you. Unlike a regular use of an electrical power to counter, an EMP affects all targets in the area at once. Weakened electronics do not recover without being repaired and having damaged components replaced.

Apply additional ranks of the Area modifier to extend the affected area. If you can create an EMP at a distance, add the Ranged modifier.

EMP: Weaken Electronics, Affects Only Objects, Broad, Burst Area, Simultaneous • 4 points per rank

LIGHTNING BOLT

You hurl a surge of electrical power at a target, inflicting shock and burning damage.

If you call down lightning bolts from the sky overhead, apply at least 2 ranks of the Indirect modifier.

Lightning Bolt: Ranged Damage (electrical) • 2 points per rank

If you create “ball lightning”—blasting everyone in an area—apply the Burst Area modifier to your power.

Ball Lightning: Burst Area Ranged Damage (electrical) • 3 points per rank

For “chain lightning”—where arcs of electricity leap from target to target before grounding out—apply the Multiattack modifier to your power.

Chain Lightning: Multiattack Ranged Damage (electrical) • 3 points per rank

LIGHTNING FLASH

A searingly bright arc of electricity flashes between your hands, potentially blinding foes looking in your direction.

Lightning Flash: Perception Area Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • 3 points per rank

SEIZURE

You scramble the electrical impulses of a target's brain and central nervous system, causing a momentary fugue state or seizure.

Seizure: Perception Ranged Affliction (Resisted and Overcome by Will ; Entranced, Stunned, Incapacitated) • 3 points per rank

SHOCK FIELD

You electrically charge your body, delivering a powerful shock to anyone touching you. Since the effect's Reaction is being touched, you do not have to make an attack check except to deliberately touch or hit someone else; a successful attack check to touch or hit you constitutes a successful “attack” by the shock field.

Shock Field: Reaction Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 5 points per rank

If your Shock Field uses direct current (DC) it also “locks” the target's muscles, preventing them from pulling away and continuing to inflict the effect until the target makes a successful resistance check, breaking contact.

DC Shock Field: Reaction Progressive Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 6 points per rank

TASER

You hit a target with a modulated blast of electricity that temporarily stuns the nervous system. If you have to touch the target, remove the Ranged modifier.

Taser: Ranged Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 2 points per rank

DEFENSIVE POWERS

Defensive electrical powers protect against electricity while often also turning it into a weapon or resource for the defender, or use electricity to protect against other forms of attack.

ELECTRICAL ABSORPTION

You absorb incoming electrical energy, channelling it into recovery from damage or fatigue. The electrical energy still has its normal effect on you unless you also have a power like Electrical Immunity, which is common counterpart to this power. The Extraordinary Effort advantage is also a common trait in conjunction with this power.

Electrical Absorption: Reaction Healing, Bonus Effect (Can Counter Extra Effort Fatigue), Limited to Self, Limited to Absorbed Electricity Rank, Source (Electricity) • 3 points per rank

Alternately, you can enhance a chosen trait up to the number of points you have invested in Enhanced Trait, or the electrical attack's rank, whichever is less, with a maximum of your Enhanced Trait points, limited by power level. The enhancement occurs automatically as a reaction, then fades by 1 power point per turn until it is gone.

Electrical Absorption: Enhanced Trait (Fades, Reaction: When Absorbing Electricity) • 1 point per rank

ELECTRICAL IMMUNITY

You are largely unaffected by electricity, either perfectly insulated or able to harmlessly absorb or conduct it through you. In the first case, you are an effective insulator: anyone touching you is unaffected by the electricity, as you safely ground it out. In the second case, you are an efficient conductor: electricity does not harm you, but anyone touching you is affected by it, allowing you to, for example, grab a "live" source of electrical power like a cable and inflict electrical damage by touch like the Shock Field power (previously). Either option is just a descriptor with no change in cost. If you can choose between both from round to round, apply 1 rank of the Variable Descriptor modifier.

Electrical Immunity: Immunity 10 (Electrical Effects) • 10 points

If you are merely resistant to electricity, apply the Limited to Half Effect modifier to the Immunity.

Electrical Resistance: Immunity 10 (Electrical Effects), Limited to Half Effect • 5 points

If you are immune to electricity, but able to conduct it through your body and redirect it, apply the Reflect and Redirect modifiers.

Electrical Conductor: Immunity 10 (Electrical Effects), Reflect, Redirect • 30 points

ELECTROMAGNETIC FIELD

A field of electromagnetic repulsion surrounds you, deflecting incoming attacks.

Electromagnetic Field: Protection, Sustained • 1 point per rank

MOVEMENT POWERS

Lightning is associated with speed, and electrical powers may grant various means of getting around quickly. Some electrically-powered characters may have true superhuman speed in conjunction with their electrical powers, see the **Speed Powers** section for more on these options.

ARC RIDING

You "ride" arcs of electricity through the air, leaping from one spot to another like a spark.

Arc Riding: Leaping • 1 point per rank

ELECTRO-FLIGHT

An electromagnetic field allows you to fly through the air.

Electro-Flight: Flight • 2 points per rank

Electro-Flight may be Limited in various ways. The most common are for the flight path to follow electrical lines, allowing you to fly along paths of current. Another is for the power to require masses of metal to "lock on" to, allowing for flight in urban environments, but limiting it outside of them, for example. Either of these reduces the power's cost by 1 point per rank.

LIGHTNING FLIGHT

You transform into a bolt of lightning, disappearing in a flash and reappearing almost instantly some distance away. The transformation lasts for only a moment, although characters with this power often have the Electrical Form power as well.

Lightning Flight: Teleport, Accurate, Easy, Extended, Limited (must pass through intervening space in lightning form) • 4 points per rank

A version of this power is the Network Jump from **Tech Powers**: rather than flying like a bolt of lightning, you transform into electricity and move instantly through the power grid or communications network, reforming at your destination. This version is generally not Easy and has Medium (Networks) rather than Limited.

UTILITY POWERS

Control over electricity is useful for a number of things from the practical powering of devices or shedding light to causing a blackout or even transforming bodily into electrical energy.

ARCLIGHT

You can create a point of electric incandescence bright enough to shed light over a wide area.

Arclight: Environment (Light) • 1 point per rank

BLACKOUT

You drain and shut down all electric power in an area around you, deactivating all electrical equipment. Unlike an EMP (previously) you do not damage or overload equipment, simply deprive it of power, so things return to normal when the effect ends.

Apply additional ranks of the Area modifier to extend the affected area. If you can cause blackouts at a distance, remove the Close Range modifier.

Blackout: Nullify Electronics, Broad, Burst Area, Concentration, Simultaneous, Close Range • 5 points per rank

ELECTRICAL FORM

You transform into a being of living electricity. Your electrical form is largely immune to physical harm but still affected by energy. Although it looks like crackling electricity, it is harmless to touch unless you also add the Shock Field power (previously). Your electrical form may grant other powers as well, such as Electrical Absorption, Electrical Immunity, Electro-Flight, and Lightning Flight.

Electrical Form: Insubstantial 3 (electricity) • 15 points

ELECTROSENSE

You can sense electrical energy and its flow. Amongst other things, this power is useful for detecting electrical equipment operating in your vicinity and locating sources of power like buried cables, wiring inside walls, and the like. Picking up the electrical activity of a human body is difficult: a -15 modifier on the Perception check. Apply Extended to sense over greater distances and Accurate to use your Electrosense to target attacks in combat.

Electrosense: Detect Electricity, Ranged, Acute • 3 points per rank

ELECTRO-SHAPING

You shape electricity into different distinct shapes, from walls and rings to “lightning cages.” Since the electrical Damage effect is Selective, you can choose whether a target is affected by the electricity or not (left in an open space inside a ring or cage, for example). The shape lasts for as long as you concentrate. When you stop, it dissipates harmlessly.

Electro-Shaping: Ranged Shapeable Area Electrical Damage, Concentration Duration, Selective • 5 points per rank, +1 point per rank per +1 volume rank

LIGHTNING CREATURES

You can summon or create semi-independent creatures formed out of “living electricity” that obey your commands. The creatures you summon are not truly alive, merely animated masses of energy. They can look like virtually anything, from humanoids to “storm spirits” or animated lightning bolts. You can apply the various modifiers for the Summon effect to get additional creatures or to make them more active or capable (removing the minion type from the template, for example).

Lightning Creatures: Summon Lightning Creature 6 (90-point minion (see the following template)) • 12 points

LIGHTNING CREATURES

PL8 • MR6

STR 0 STA — AGL 2 DEX 0 FGT 0 INT — AWE 0 PRE —

Powers: **Electrical Form** (Insubstantial 3, Protection 8, Permanent, Innate), **Electro-Flight** (Flight 2, 8 MPH), **Shock Field** (Reaction Affliction 8 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)), **Unliving** (Immunity 30 (Fortitude Effects))

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +0, Unarmed +8 (Close, Damage 0, plus Affliction 8)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 8, Will 8

Totals Abilities -26 + Powers 88 + Advantages 0 + Skills 4 + Defenses 24 = 90

STATIC ELECTRICITY

You can generate a powerful charge of static electricity, allowing you to attract, repel, and move objects around. “Realistic” versions of this power should be quite limited in terms of rank (perhaps even no more than the option under Features) but four-color characters might have electrostatic powers able to move massive amounts of weight.

Static Electricity: Move Object • 2 points per rank

OTHER ELECTRICAL POWERS

Electricity is pervasive in the modern world, and connected with other forces, including the full electromagnetic spectrum. Many of the powers in other *Power Profiles* may be considered electrical powers as well, depending on the descriptors and nature of the character’s power over electricity.

- Electricity is closely related to magnetism, so characters with electrical powers may have **Magnetic Powers** as well, grouping the two together as “Electromagnetic Powers”. They may even extend things further out into the EM-spectrum, touching upon **Light Powers** and **Radiation Powers** as well.
- If **Mental Powers** are linked to manipulating or controlling the electrical impulses in the brain, there

may be a connection between them and electrical powers, and a character may have both.

- Various **Tech Powers** involve what amounts to precise control over electricity and electrical impulses, especially involving computers and networks.
- Some **Weather Powers** involve electricity in the form of lightning or atmospheric electrostatic charges.

ELECTRICAL COMPLICATIONS

A powerful and useful tool, electrical power comes with potential complications as well. The following are some complications associated with characters with electrical powers.

ACCIDENT

Accidents happen and, in a modern world where everything runs on electronics, it's fairly easy for electrical powers to short-out or overload computers, electrical wiring, and power systems, causing blackouts, system crashes, and all of their associated problems. Some areas might treat the appearance of an electrical controller like the arrival of a sudden and powerful thunderstorm, and wouldn't be far from the truth.

ADDICTION

An unusual addiction for a character with electrical powers is to electricity itself: the character might need to "feed" on electric power, or could simply be addicted to the "rush" of absorbing or conducting electricity. Perhaps it stimulates the brain's pleasure centers or the user's nervous system in some fashion.

Alternately, electrical controllers might be addicted to substances which help to control their powers, especially if they stem from an over-abundance of bio-electricity. Perhaps the character's electrical powers stimulate the brain's *pain* centers instead, so using them is agonizing without pain-killing medication.

DISABILITY

The human body runs on tiny electrical impulses, and the brain is a controlled storm of neural activity. Electrical powers might interfere with these impulses in some fashion, or changes in the body's bio-electricity could lead to the development of electrical powers.

Perhaps the character has an over-abundance of bio-electricity and failure to discharge it over time leads to seizures and mental confusion. The character's nerves and neurons might lack the normal level of conductivity to function properly, but an experimental treatment not only restores their function, but gives the character the power to channel excess electricity in various ways.

PHOBIA

Control over electricity can lead to fears connected to the power or its loss. For example, the character might develop hydrophobia (fear of water) due to a vulnerability (see **Weakness**, following) or become afraid of power outages or blackouts due to a dependence on electric power.

Similarly, fears might be connected with trauma involving the acquisition of electrical powers. A character who gained powers from a freak lightning strike could have a fear of storms, while another who gained powers from an accidental electrocution could be afraid of damaged and sparking technical equipment, in spite of being immune to actual harm from electricity in both cases.

POWER LOSS

Electricity is the very definition of "power" in modern, technological terms, and electrical powers can suffer from Power Loss in a number of different ways.

Surrounding the character in insulating materials may prevent any use or transmission of electrical power, and may even cut the character off from the source of the power, unless it is internally generated. For example, a character who absorbs excess static charge from the air and surrounding power sources could be cut off from them, draining stores of electrical power.

Conversely, surrounding the character in conductive material, or using electrically conductive equipment such as power cables might draw off stores of electricity, draining the character like a battery faster than the stored electrical energy can be replenished.

Lastly, some effects might "short-out" a character's electric powers such as dousing with water, strong magnetic fields, even atmospheric conditions like sunspots or solar flares. Until the condition is reversed, the character's powers are unavailable.

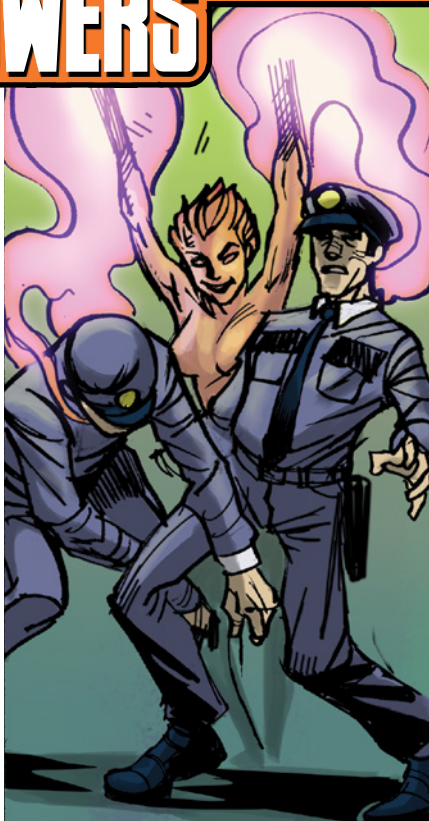
WEAKNESS

Electricity-based powers can lead to a number of weaknesses and vulnerabilities.

Characters may be vulnerable to effects which short-out their powers or cause some form of feedback. The most common is simple dousing with water (an effective conductor of electricity). In addition to Power Loss (previously) water might cause an electrical character to suffer conditions ranging from being dazed or stunned to incapacitated, much like an Affliction effect.

A character with electrical powers might be dependent upon electricity, beyond just an Addiction (previously): without an opportunity to "recharge" the character might suffer from fatigue or other conditions, eventually becoming incapacitated, perhaps even dying.

ELEMENT POWERS



Some superpowers focus on the mythic elements of earth, air, fire, and water (detailed in their own sections), while others focus on the elements of science, as defined on the periodic table of elements: the power to take on qualities associated with those materials, to transform into them, or to transmute the elements to create them.

THE TRANSFORM EFFECT

Element powers often deal with *transmutation*, transforming one element or substance into another. The go-to effect for this power is Transform (*Deluxe Hero's Handbook*, page 184), which changes one type of object into another. Full transmutation is a 5-point per rank Transform, able to turn any material into any other material.

Transform's description is intentionally vague, allowing the player and Gamemaster to collaborate in defining different types and categories of materials and what exactly occurs when a character changes things from one to another. The **Under the Hood** sidebar accompanying the effect's description in the *Deluxe Hero's Handbook* (page 184) looks at some of these. Possibilities to consider include the following:

- **Creation:** Transform can literally create things "out of thin air" by turning air (or other bulk matter) into something else. This is useful for powers that create inanimate objects, particularly "real" objects different from the constructs of the Create effect. For example producing food out of nowhere can be a Transform effect, whereas creating a giant barrier wall is better handled by Create. The primary limit on creation, as with all uses of Transform, is effect

rank, and therefore mass: a Transform 10 effect can create 800 lbs. of material, whereas a Create 10 effect can create a solid object occupying 1,000 cubic feet, such as a wall 10 feet high, 1 foot thick, and 100 feet long. Transform with the proper effect and rank can create equipment as the GM sees fit. Certainly, the effect can create weapons, tools, and similar things; A broad enough effect can probably create electronics and machines as well, up to and including vehicles, with sufficient rank. Transform cannot create devices, although the GM may permit it as a means of jury-rigging them (*Deluxe Hero's Handbook*, page 212).

- **Destruction:** Reversing the creation process, Transform can also "destroy" objects by turning them into air or inert gas (or water, etc.). Keep in mind that the transformation reverses itself once the effect is no longer sustained, so for the creation or destruction of an object to be truly permanent, the effect must be Continuous in duration. Similar to creation, Transform can potentially destroy equipment and removable devices. As described in the *Deluxe Hero's Handbook*, this is simply another means of "removing" those items, and is accounted for in their cost; it is allowable so long as the Transform effect has the right descriptors and rank to affect the item(s) in question.

- **Side Effects:** There is a tremendous range of "side effects" to Transform, particularly the broader levels, which can turn any material into anything else. Fortunately, these effects are expensive, so the GM should allow characters to get their "money's worth" in terms of effectiveness by giving Transform a measure of

“free” effects, so long as they fall within its parameters. For example, the Encase and Gas Cloud powers listed under Offensive Powers are both quite possible using Transform to turn the air around a target into stone, for example, or transforming all the oxygen into nitrogen. Do they have to be Alternate Effects of Transform? Not if the GM sees fit to allow some “wiggle room” based on effect and descriptor(s). Keep the Transform rank and power level limitations in mind: A rank 4 Transform can’t create enough stone to bind a human-sized target, for example, whereas a high-rank Transform effect should be limited to power level in terms of resistance checks against its side-effects, for balance purposes.

ELEMENT DESCRIPTORS

The following are descriptors associated with element powers, affecting how they are used in play.

- **Alchemy:** Magical element powers often have the alchemy descriptor, the art of transmuting and controlling the elements. Alchemy may involve various potions, powders, and other paraphernalia. The Philosopher’s Stone is a legendary magical item able to transmute elements, the object of many an alchemist’s research.
- **Chemical:** A chemical is a form of matter with a consistent composition. For example, water is a chemical substance composed of a consistent ratio of hydrogen to oxygen, whether it exists as a gas (steam), liquid, or solid (ice). A chemical reaction can transform one type of chemical into another. Most objects are made up of mixtures of different chemicals or contain various impurities.
- **Element:** An element is a substance made up of a consistent type of atom. Elements cannot be changed from one to another by chemical reactions; they require nuclear reactions (nuclear fission or fusion) acting on the atoms themselves. The process of turning one element into another is referred to as *transmutation*.

COUNTERING

Element powers can counter a wide range of other effects. A power like Transmutation can potentially counter any effect with a chemical reaction descriptor by creating the right chemical compounds: smothering fires, neutralizing acids, and so forth. Transmutation powers can potentially directly counter each other, transforming a substance back into its original form, or simply disrupting the original transformation to allow it to revert.

ELEMENT FEATURES

Some potential Feature effects associated with Element Powers include the following:

- You can transmute tiny amounts of material (mass rank –5 or less) by touch. This still allows for a broad range of minor effects, from turning small objects

into solid gold to destroying bits and pieces of larger mechanisms (locks, screws, fasteners, and other mechanical parts). See the **Transmutation** power for additional ideas.

- You can immediately recognize transmuted or chemically altered materials by seeing or touching them.
- You are able to transform clothing and similar worn or carried items so they are unharmed by your own transformations. This Feature is a default effect of Element Powers and transformations in many settings.

OFFENSIVE POWERS

There are many elements harmful to living targets or capable of damaging anything. Offensive element powers produce and project these elements, possibly transforming the user or parts of the environment into them.

CORROSIVE

You can create a powerful corrosive that eats away at any material. The Weaken and Damage effects occur simultaneously, then both occur again on the following round, applying Damage against the Weakened Toughness. If you can project a corrosive at a distance, apply the Ranged modifier to both effects.

Corrosive: Weaken Toughness, Affects Objects, Secondary Effect, Linked to Damage, Secondary Effect • 5 points per rank

A similar power with different descriptors is Disintegration, which is the breakdown of matter into energy rather than by chemical means.

Likewise, a more limited type of Corrosive is Oxidize, where you speed up the corrosive effect of oxygen on materials (causing iron to rust away almost instantly, for example). Apply the flaw Limited to Oxidizing Materials to both effects, reducing the cost to 3 points per rank.

ENCASE

You trap a target in transmuted bonds of material, such as turning the air around the target into stone or steel, often leaving only the target’s face or head uncovered.

Encase: Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 2 points per rank

EXPLOSION

Combining different volatile chemical elements or converting tiny amount of matter into energy via fission you produce a powerful explosion. If the blast originates with or near you, then you are unaffected. If you can produce the explosion at a distance, apply the Ranged modifier.

Explosion: Burst Area Damage • 2 points per rank

GAS CLOUD

You create a cloud of choking or inert gas capable of suffocating those within it. You are unaffected by your own gas cloud, either leaving a “hole” in the center immediately around you, or able to otherwise negate its effects. Certain gases may inflict different conditions; feel free to vary those listed to suit particular descriptors, or to apply the Variable Conditions modifier (see the **Illusion Powers** section) for the ability to produce a wide range of different gas clouds. If you can create your gas cloud at a distance, apply the Ranged modifier.

Gas Cloud: Cloud Area Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Cumulative • 3 points per rank

IMMOLATION

You can heat up or ignite your own body by creating a powerful oxidizing reaction, without any harm to yourself.

Immolation: Damage (heat), Reaction (touching or being touched) • 4 points per rank

PETRIFY

You transform a living subject into a solid, non-living substance, typically stone, but it could just as easily be metals such as gold, iron, or lead. This version requires you to touch the target. If you can petrify at a distance, apply the Ranged modifier. If you can restore a petrified subject, add the Reversible modifier.

Petrify: Affliction (Resisted and Overcome by Fortitude; Transformed), Limited Degree (third only), Progressive • 2 points per rank

For the classic “petrifying gaze” like that of Medusa, add the Perception Range and Sight-Dependent modifiers, allowing you to affect any target you can see that can also see you. Targets who deliberately block their vision are protected against your power.

Petrifying Gaze: Perception Ranged Affliction (Resisted and Overcome by Fortitude; Transformed), Limited Degree (third only), Progressive, Sight-Dependent • 3 points per rank

TARPIT

You transmute a portion of the ground or floor into a sticky muck, causing targets standing there to sink and become trapped, unable to move. If you are limited to affecting a small area under a single target, remove the Area modifier from the power.

Tarpit: Cloud Area Affliction (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Defenseless and Immobilized), Cumulative, Extra Condition, Limited Degree • 3 points per rank

DEFENSIVE POWERS

Defensive element powers either provide protection from the often-harmful effects of the elements or grant the user the elements’ resistance to certain effects.

CHEMICAL IMMUNITY

You are chemically “inert” and immune to harmful chemical reactions, including the effects of acids, bases, chemical burns, and so forth. You are not immune to the side-effects of chemical reactions, such as the force of an explosion or intense heat or cold, without taking additional ranks in Immunity.

Chemical Immunity: Immunity 2 (chemical effects) • 2 points

DESTROY PROJECTILES

You can transmute incoming projectiles into harmless gases or otherwise destroy them, preventing them from having any effect on you unless they are in some way indestructible or immune to your power. You must be capable of action in order to Destroy Projectiles (that is, the effect is sustained rather than permanent). If you can Destroy Projectiles over a wider area, apply the Affects Others and Area Modifiers; if you can choose who in the area receives your protection, apply the Selective modifier as well.

Destroy Projectiles: Immunity 10 (projectiles), Sustained • 10 points

DIAMOND HARD

Your body is (or can become) as hard as diamond, perhaps turning into actual diamond in the process! If your Diamond Hard state is temporary, apply the Activation or Sustained modifiers. A Diamond Hard form may be accompanied by the Unliving power (following) or a degree of Enhanced Strength.

Diamond Hard: Impervious Protection, Noticeable • 1 point for rank 1, + 2 points per additional rank

MOLECULAR PHASING

By altering the molecular valences of yourself or other material, you become able to “phase,” passing harmlessly through that material as if it were not even there. If you alter the valences of other materials, you might have the Affects Others modifier, allowing you to bring others with you or even create “phase doors” for them to pass through without you.

Molecular Phasing: Insubstantial 4 • 20 points

UNLIVING

You have a body of something other than living flesh-and-blood, making you immune to many mortal concerns.

Some with this power also have no Stamina, meaning they do not recover or heal on their own.

Unliving: Immunity 30 (Fortitude Effects) • 30 points

MOVEMENT POWERS

Characters can harness power over different elements to provide propulsion or change their own physical state, shifting from one location to another.

CHEMICAL ROCKET

You can create and sustain a chemical reaction that provides you with rocket thrust, allowing you to fly, possibly at very high speeds.

Chemical Rocket: Flight • 2 points per rank

QUANTUM BREAKDOWN

This power disintegrates your physical form, allowing your consciousness to shift locations and recreate your physical form there, effectively disappearing from one place and reappearing in another.

Quantum Breakdown: Teleport • 2 points per rank

The standard version of Quantum Breakdown results in nothing more than a harmless show of light and possibly sound as you vanish or reappear. The following version results in a considerable release of energy when you do so, creating a powerful explosion. Essentially, you “detonate” at one location, disappearing in the blast, then reform some distance away.

Explosive Quantum Breakdown: Teleport, Burst Area
Reaction Damage (explosion, upon teleporting) • 2 points
per Teleport rank + 5 points per Damage rank

TRANSMUTATIVE TUNNELING

You transform rock and soil into gas, shearing a passage through the ground. The transmuted material might revert to its original state, closing the tunnel behind you, or remain transformed, leaving a tunnel for others to follow, as you choose.

Transmutative Tunneling: Burrowing • 1 point per rank

UTILITY POWERS

The useful effects of different elements and compounds, plus all the options available to characters able to transmute them, make for utility powers with a wide range of uses.

CHEMICAL ANALYSIS

You can analyze chemical compounds, learning their structure and composition. The GM may require an appropriate Expertise skill check—such as Chemistry or

Forensics—to fully understand what you have analyzed, but even just the basic information can be quite useful: recognizing a particular chemical residue as acid left by a known super-criminal, for example. The default setup of the power assumes you’re examining the subject at close range; if you can analyze from a greater distance, apply the Ranged effect of Senses as well.

Chemical Analysis: Senses 3 (Detect Chemical Compounds, Acute, Analytical) • 3 points

NEUTRALIZE REACTION

You can slow certain chemical reactions to a standstill, nullifying effects with appropriate chemical descriptors. This includes putting out fires by stopping the oxidizing reaction and neutralizing acids and explosives. It can also prevent powers based on chemical reactions from working. Apply Nullify modifiers to expand or refine the power, such as Concentration if you can suppress chemical reactions, Precise if you can choose which reactions to stop, and Area if you can affect reactions over a wider area than a single target.

Neutralize Reaction: Ranged Nullify Chemical Effects, Broad, Simultaneous • 4 points per rank

TRANSMUTATION

You can transmute elements and compounds, transforming inanimate matter into virtually anything you wish. See **The Transform Effect** in this section for additional information. The full scope of the power’s effect depends on the modifiers applied to it.

- **Shape and Substance:** Transmutation affects both an object’s substance (what materials it is made from) and shape (the form those materials take). So for example you can transmute a steel bar into a steel sword (different shape), an apple into one made of solid gold (different substance), or a wooden branch into a steel sword (different shape and substance). Transmutation limited to changing just shape or just substance is a broad-to-broad Transform, costing only 4 points per rank. If you can produce exact copies of objects, apply the Precise modifier.
- **Range:** Transform is a close range effect by default. If you can transmute materials at a distance, apply the Ranged modifier. If you can do so without having to target the material, apply the Perception Ranged modifier, eliminating the need for an attack check.
- **Area:** Transform affects a set amount of mass based on rank. An Area Transform can affect multiple targets in the area, provided no individual target’s mass exceeds the effect’s rank. So a Burst Area Transform 6 can transform all inanimate targets in a 30-foot radius, with no individual target exceeding 50 lbs. (mass rank 0). If you can selectively transform some targets in the area and not others, apply the Selective modifier. Apply it again if you can also transform targets in the area in *different* ways, such as turning some things into air, others into lead, and leaving some unaffected.

- **Duration:** Transform is sustained by default, meaning when you stop maintaining the effect, the transformed materials revert to their original shape and substance. Apply the Continuous modifier if your transmutations are permanent unless reversed by you or some similar effect.

Transmutation: Transform (any material into anything else) •
5 points per rank

OTHER ELEMENT POWERS

In addition to changes in substance, element powers often involve changes in form and state, making nearly all of the powers in the **Morphing Powers** section potential element powers as well. As with morphing powers, virtually any power with “Form” in its name is a potential element power, particularly if it involves a type of form that can be an element or compound, such as a gaseous, liquid, or solid material.

Control over the basic constituents of air, minerals, and water provides some of the effects of **Air Powers**, **Earth Powers**, and **Water Powers**. As mentioned previously, all of the “Form” powers in these sections may be element powers.

Radioactive elements, and the power to split off or fuse atoms, connect element powers and **Radiation Powers**. Transforming into a radioactive element, or producing such elements, can expose targets to radiation damage.

ELEMENT COMPLICATIONS

Element power complications tend to revolve around the powers’ potential to change things and how some wielders of element powers become less than human.

ACCIDENT

Chemical elements exist in a complex and delicate state of balance, and upsetting that balance can cause unforeseen disaster. Element powers have considerable potential for accidents, either as occasional complications introduced by the GM or a regular problem plaguing a wielder of element powers.

ADDICTION

It is not difficult to see how the power to produce certain chemical compounds can potentially feed into certain addictions. A transmuter or master of chemical reactions could be a “living factory” for designer drugs, making it all too easy to gain and maintain an addiction. The character then has to deal with the complications stemming from the addiction (and possibly trying to hide it from others).

FAME

Element powers, especially Transmutation, can make someone famous, leading to a never-ending parade of

fortune-seekers and others with grandiose plans to put the character’s powers “to work” in some fashion or as part of some get-rich-quick scheme.

OBSESSION

Power over the basic building-blocks of matter can provide amazing insights into the nature of reality itself, but are they enough? Element powers might drive characters to search obsessively for more information about the source of their powers and how they function, from the dedicated scientist who spends endless hours in the laboratory to the equally obsessive alchemist who collects and studies obscure grimoires and formularies.

POWER LOSS

The potential for the loss of element powers depends on their source: magical or alchemical powers might require the ability to perform certain rituals, or depend on various exotic components, without which the wielder is helpless. Element powers stemming solely from interaction between the wielder’s mind and quantum or atomic forces are more difficult to remove, although things affecting the character’s state of mind may do so.

PREJUDICE

Element powers can be fearsome, with the potential to destroy economies and infrastructure if left unchecked. Those with the power to transform themselves into different elements may also be something other than mortal flesh and blood, leading others to wonder if they are truly living beings at all. Such “monsters” may become the targets of society’s prejudice and find themselves outcasts.

RESPONSIBILITY

Element powers can be a heavy responsibility, especially for characters using them for things other than crime-fighting and keeping the world safe. A transmuter might be involved in the elimination of chemical or radioactive waste, for example, or in the complex and delicate manufacturing of valuable materials or compounds.

Similarly, having personal responsibilities like supporting a family or protecting loved ones might encourage those with element powers to use them for profit. An unscrupulous foe could use extortion or blackmail to try and get element powers churning out artificial gold and diamonds, for example.

WEAKNESS

A common weakness for element powers is the inability to effect certain transformations and the consequences of attempting them. For example, while transmutation cannot affect animate beings by default, it may also be unable to work on any organic matter (a Limit on the power effect) and cause painful “feedback” when an attempt is made, leaving the character stunned or worse.



Fire is one of the primal powers in human culture and history. The power to create and command flames is a common one for superheroes and villains alike. Fire powers are associated with a wide range of attacks, but can also provide various defensive, movement, and utility effects (and complications) as seen in this section.

FIRE DESCRIPTORS

The “fire” or “flame” descriptor has a number of implications.

- **Setting Fires:** First, fire has the potential to spread, igniting flammable materials. Stray fire blasts, or a character surrounded in a fiery aura, can set off larger fires, presenting a complication for the heroes, particularly if they are in an area with innocent people or explosive materials like fuel or ammunition. Some flame-wielders may control their power precisely enough to not set any stray fires if they do not wish to do so; this is simply a matter of not invoking fire-setting complications where they are concerned. Having the Precise modifier means such complications do not trouble the character at all.
- **Shedding Light:** Open flames shed some amount of light; a fire-wielder can light-up a small area, not much more than distance rank 0 (30 feet) in diameter, like a torch or lantern. Shedding light over larger areas calls for an Environment effect (*Deluxe Hero's Handbook*, page 159).
- **Smothering:** Combustion requires particular conditions, notably the presence of oxygen or other fuel. Fire powers are ineffective in the absence of air or under smothering conditions, such as underwater. Characters may be required to use extra effort under

such conditions to pull off power stunts such as boiling surrounding water or emitting pure heat or plasma, or even somehow fueling their flames with something other than air, such as magic or pure “psychic” power. Encountering circumstances where their powers do not work at all can constitute a complication for fire-wielding characters; consider awarding a hero point if they are forced to go underwater, into space, or somewhere else where their powers just don’t work.

- **Explosions:** Just as flames can set smaller fires, so too can they potentially “cook off” things like ammunition or explosives, setting them off prematurely. This can result in damage to anyone carrying them. Treat an attempt to set off a target’s ammo as a power stunt or even a normal attack with a suitable penalty (–5 is suggested). Success means the target suffers the normal effect of the ammo going off.

COUNTERING

Lastly, fire powers are useful for countering various other descriptors, including air, cold, ice, water, and other fire-based powers (by creating “backfires” or using up all of their available fuel). So a fire controller might be able to extinguish a forest fire, vaporize a wave or water blast, melt away ice, and so forth, using the guidelines for countering effects on page 147 of the *Deluxe Hero's Handbook*.

THE FIRES OF...

In some cases, the “fire” associated with a character’s powers isn’t truly fire but a fire-like energy of some sort.

This may indicate a character who has powers with no “fire” descriptor beyond mere appearance, such as Mindfire from *Threat Report*. Her mental powers are accompanied by visible fiery effects, but do not involve heat or combustion of any sort. Thus there is no actual fire involved.

For other characters the “fire” is merely of a different sort. Most often this is magical, particularly the “hellfire” of demonic or infernal characters or mystic fires like the “Flames of the Phoros” invoked by sorcerers (an array of mystical flame effects). Essentially, another descriptor (infernal, magic, etc.) is added on top of the fire descriptor.

As with all descriptors in *MUTANTS & MASTERMINDS*, the Game-master is the arbiter of how these types of fire descriptors should interact. While water certainly won’t douse the burning pain inflicted by Mindfire’s torturous telepathy, it may or may not have some effect on the mystic Flames of the Phoros, depending on spell and its context.

FIRE FEATURES

Some potential Feature effects associated with Fire Powers include the following:

- Creating a tiny flame, like a match, useful for lighting other fires.
- Precisely spot-welding metals (also a potential use of Precise Fire Damage, at the GM’s discretion).
- Displays of fireworks or similar pyrotechnics; pretty and possibly attention-getting, but having no other game effects.
- Heating up or cooking food from the inside out like a microwave oven (as opposed to simply charring it from the outside like a cook-fire, which any fire Damage effect may do).
- Harmless flames that flicker within the depths of the character’s eyes or around their person, providing a +2 circumstance bonus to Presence-based checks.
- Anything you are wearing or carrying is immune to the flames you generate and won’t be burned by them. This is often an assumed feature of fire powers in many settings, not costing any points.

GETTING BURNED

In the real world, fire is a potentially lethal and difficult to control weapon. Hitting someone with a blast of fire—such as from a flamethrower—should ignite their clothes and hair and possibly leave them with severe burns.

In the comic books, flame-controlling super-villains regularly blast foes with searing temperatures with no effect beyond leaving them unconscious and steaming from the excess heat. The default *MUTANTS & MASTERMINDS* rules assume fire damage, like all other Damage, is non-lethal unless the attacker specifically chooses to go for the kill (*Deluxe Hero’s Handbook*, page 258). So flame-wielding heroes can use their powers freely in combat without too much concern unless the GM invokes some fire-related complication (see **Descriptors**).

More realistic settings should take the approach that fire damage is *always* potentially lethal, and simply using a fire attack counts as going for the kill in combat. Gamemasters may wish to impose complications for fire damage in the form of lasting injuries due to painful burns (**Lasting Injuries**, *Deluxe Hero’s Handbook*, page 251). This makes fire a more problematic weapon for heroes but a perfectly acceptable one for villains, particularly those who care little about leaving their foes alive.

OFFENSIVE POWERS

Many fire powers are offensive in nature, using the searing heat and the other effects of flames (choking smoke, blinding light, etc.) against a foe.

FIREBALL

You hurl a fist-sized ball or a streamer of fire that explodes on contact with a target, blossoming out into a broad fireball engulfing multiple targets.

Fireball: Ranged Burst Area Fire Damage • 30-foot radius, Dodge resistance check (DC 10 + rank) for half effect • 3 points per rank (+ 1 point per rank per +1 distance rank to area).

FIREFLASH

Searingly bright fire flashes between your hands, like an arc-welder, potentially blinding foes looking in your direction.

Fireflash: Perception Area Cumulative Affliction (Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • Resisted by Dodge (DC 10 + rank), Overcome by Fortitude (DC 10 + rank) • 3 points per rank

FIERY BREATH

You breathe (or simply project from your hands or elsewhere) a cone-shaped gout of fire, like a dragon’s breath.

Fiery Breath: Cone Area Fire Damage • 60-foot length and width, Dodge resistance check (DC 10 + rank) for half effect • 2 points per rank + 1 point per rank per +1 distance rank to length and width (60 feet, 120 feet, etc.).

FIERY CLOUD

You engulf targets a cloud of flames, which burns for a few moments before going out in a flash.

Fiery Cloud: Ranged Cloud Area Fire Damage • 15-foot radius, Dodge resistance check (DC 10 + rank) for half effect • 3 points per rank (+ 1 point per rank per +1 distance rank to area).

FIRE BLAST

You strike a target with a blast, stream, or small ball of fire, causing damage.

Fire Blast: Ranged Fire Damage • 2 points per rank

FLAME AURA

You surround your body in an aura of flames, damaging anything touching you. Since the damage is a reaction to being touched, no attack check is required.

Flame Aura: Reaction Fire Damage (When Touched) • 4 points per rank

FLAMETHROWER

You emit a stream of fire that burns everything along its path.

Flamethrower: Line Area Fire Damage • 5 feet wide, 30 feet long, Dodge resistance check (DC 10 + rank) for half effect • 2 points per rank (+ 1 point per rank per +1 distance rank to length)

HEATSTROKE

Rather than attacking a target direct with goutts of fire, you elevate the target's body temperature, causing eventual heatstroke.

Heatstroke: Perception Ranged Cumulative Affliction (Fatigued, Exhausted, Incapacitated) • Resisted by Fortitude (DC 10 + rank), Overcome by Fortitude (DC + 10 rank) • 4 points per rank

IMMOLATE

You wreath a target in flames, which continue burning as long as you concentrate on maintaining them.

Immolate: Perception Ranged Fire Damage, Concentration Duration • 4 points per rank

MELT

You generate heat intense enough to soften and melt materials from ice to plastic, stone, or even metal. See the **Material Toughness** table on page 244 of the *Deluxe Hero's Handbook* for guidelines on the ranks needed to completely melt various materials.

Melt: Ranged Weaken Toughness, Affects Only Objects • Toughness ranks lost due to the effect are not recovered and must be repaired • 2 points per rank

NOVA BURST

You emit a massive fiery explosion in all directions around you. The explosion covers a wide area but tiring you from the effort.

Nova Burst: Burst Area Fire Damage, Area 3, Feature 1 (Extraordinary Effort for +2 effect rank), Tiring • 120-foot radius, Dodge resistance check (DC 10 + rank) for half effect • 1 point + 3 points per rank (+ 1 point per rank per +1 distance rank to area)

SMOKE CLOUD

Thick smoke fills the air, making it difficult for anyone in the area to see.

Smoke Cloud: Ranged Cloud Area Visual Concealment Attack • 15-foot radius • 8 points (+4 points per +1 distance rank to radius).

SUFFOCATION

You burn up all of the oxygen around a target, causing them to suffocate. If you burn up all of the oxygen in an area or create a cloud of choking smoke, apply the Area modifier to the power, typically Burst or Cloud.

Suffocation: Ranged Progressive Affliction (Dazed, Stunned, Incapacitated) • Resisted by Fortitude (DC 10 + rank), overcome by Fortitude • 4 points per rank

DEFENSIVE POWERS

Fire powers can provide various defenses, from resistance to heat and flames to protection from physical attacks.

FIRE FORM

You transform into a being of living flame. Your fire form is largely immune to physical harm but still affected by energy. Although it looks like ordinary fire, it is harmless to touch unless you also add the flame aura power (previously). Your fire form may grant other powers as well, such as immunity to cold or heat, or rocket flight (following).

Fire Form: Insubstantial 3 (Energy Form) • 15 points

FIRE SHIELD

Your body emits heat and flames powerful enough to deflect or burn up some attacks before they can reach you. If you do not also have a flame aura (previously) assume unarmed attackers tend to flinch or "pull" their attacks because of the terrific heat, but are not themselves damaged by it. If you *do* have flame aura, then unarmed attackers actually flinch because they *are* being damaged! Your fire shield also protects against things like cold or other fire attacks but not energy like electricity or pure kinetic force (without some flammable weapon inflicting it).

Fire Shield: Protection, Impervious, Limited to Flammable Weapons, Sustained • 1 point per rank

HEAT ABSORPTION

You absorb the energy of heat and fire attacks to fuel your own powers. You can enhance a chosen trait up to the number of points you have invested in Enhanced Trait, or the attack's rank, whichever is less, with a maximum of your Enhanced Trait points. The enhancement occurs au-

tomatically as a reaction, then fades by 1 power point per turn until it is gone.

Heat Absorbition: Enhanced Trait (Fades, Reaction: When Absorbing Heat), Immunity 10 (Heat Effects) • 10 points + points in *Enhanced Trait*.

IMMUNITY TO COLD

Your internal heat renders you immune to cold.

Immunity to Cold: Immunity 1 (Environmental Cold), Immunity 5 (Cold Damage), or Immunity 10 (Cold Effects) • 1, 5, or 10 points

IMMUNITY TO HEAT

Your control over fire protects you from external heat or flames.

Immunity to Heat: Immunity 1 (Environmental Heat), Immunity 5 (Heat Damage), or Immunity 10 (Heat Effects) • 1, 5, or 10 points

MOVEMENT POWERS

Fire powers can provide propulsion or clear the way for various forms of movement.

FIREPORT

You have the power to “leap” from one flame to another without having to cross the space between them. You vanish into one fire and emerge from another some distance away.

Fireport: Teleport, Extended, Medium: Flames • 2 points per rank

ROCKET FLIGHT

By projecting a stream of fire out behind you, you can fly as if propelled by a rocket blast.

Rocket Flight: Flight • 2 points per rank

TUNNELING

You melt and burn your way through obstacles, boring a tunnel even through solid rock. Such tunnels are usually fused glassy-smooth and relatively permanent, but you still have the option of moderating your flames to create an unstable tunnel that will collapse behind you.

Tunneling: Burrowing • 1 point per rank.

UTILITY POWERS

Control over fire can provide a range for other useful effects, from creating shapes or objects out of flame to summoning creatures of “living fire”.

FIRE CREATURES

You can summon or create semi-independent creatures formed out of “living fire” that obey your commands. The creatures you summon are not truly alive, merely animated mass of fiery energy. They can look like virtually anything, from humanoids (often with a demonic cast) to a fiery phoenix or dragon. You can apply the various modifiers for the Summon effect to get additional fire creatures or to make them more active or capable (removing the minion type from the template).

Fire Creatures: Summon Fire Creature 8 • 120-point minion (see following template) • 16 points

FIRE CREATURES

PL9 • MR12

STR 2 STA — AGL 0 DEX 0 FGT 0 INT — AWE — PRE —

Powers: **Flame Aura** (Reaction Fire Damage 8, When Touched), **Fire Form** (Insubstantial 3, Protection 8, Permanent, Innate), **Unliving** (Immunity 30: Fortitude Effects), **Walk on Air** (Flight 1)

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +0, Unarmed +8 (Close, Damage 2, plus Fire Damage 8)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 8, Will 8

Totals Abilities 4 + Powers 88 + Advantages 0 + Skills 4 + Defenses 24 = 120

FIRELIGHT

You can create a point of incandescence bright enough to shed light over a wide area.

Firelight: Environment (Light) • 1 point per rank

FIRE SHAPING

You shape masses of fire into different distinct forms, from walls and rings to flaming cages. Since the Damage effect is Selective, you can choose whether a target is affected by the shape's fire or not (left in an open space inside a ring or cage of fire, for example). The shape lasts for as long as you concentrate. When you stop, it dissipates. If you are limited to shaping existing flames rather than generating them as you shape them, apply the Limited modifier.

Fire Shaping: Ranged Shapeable Area Fire Damage, Concentration Duration, Selective • 30 cubic feet (volume rank 5), Dodge resistance check (DC 10 + rank) for half effect • 5 points per rank (+1 point per rank per +1 volume rank).

INFRAVISION

You can literally see patterns of heat and gradations in temperature around you.

Infravision: Senses 1 (Infravision) • 1 point.

PYROKINESIS

You can mentally control and direct flames, moving them or containing them as you wish. You can affect fire with a Damage rank up to your effect rank in an area equal to your effect's maximum area. Flames move at a speed rank of your effect rank minus their damage rank, with a minimum of 0 (30 feet per round). Flames with no available surface to burn on the end of the round they are moved go out, so you can move the flames off of an objects into the air and have them dissipate.

Pyrokinesis: Perception Range Shapeable Area Fire Damage, Limited to Existing Fire • 30 cubic feet (volume rank 5) • 3 points per rank (+1 point per rank for +1 volume rank).

WARM

You warm the air around you without flames, creating a comforting heat that drives away cold or makes an already temperate or warm area intensely hot.

Warm: Environment (Heat) • 1 point per rank, 2 points per rank for extreme heat

FIRE COMPLICATIONS

Fire can be a fickle ally, and flame-wielding characters may have various complications stemming from or related to their powers.

ACCIDENT

An accident-prone flame-wielder is a disaster waiting to happen. If you have this complication, then you are more likely to accidentally set fires that get out of control or do things like touch off fuel tanks or other dangerous, flammable materials by accident. You spend a fair amount of time containing and cleaning up the consequences of your powers.

ADDICTION

The most common addiction for fire controllers is pyromania: you *love* setting fires, and have a difficult time resisting the urge to do so, even when it wouldn't be a good idea. The GM awards you a hero point whenever you give in to temptation and have to deal with the consequences, or when you roleplay struggling with your addiction, rather than focusing on other matters.

A fire-controller might also be addicted to some substance that grants or helps to control the character's powers in some way; without it, your powers go out of control or your behavior becomes erratic.

PHOBIA

A fire-user may have certain fears revolving around fire and things that oppose it. For example, you might fear water, extreme cold, or smothering, all things that douse flames.

Conversely, you might be afraid of *fire* in some ways, at least afraid of losing control over it and accidentally doing harm. When your phobia causes you to hesitate or otherwise creates difficulties, you gain a hero point.

POWER LOSS

Assuming the fire you wield is at least somewhat like ordinary flame (see **The Fires of...** for discussion of this) a number of things can potentially douse or snuff it out. Most often this is handled using the guidelines for countering effects (*M&M DELUXE HERO'S HANDBOOK*, page 147) but some fire-using characters suffer power loss when, for example, doused with water or wrapped in flame-retardant material. Until the condition causing the power loss is removed, you cannot use any affected powers, but you gain a hero point from the complication.

REPUTATION

Given the other complications described here, it's not difficult for a fire-user to develop a bad reputation. People are naturally cautious about getting burned, and may tend to shy away from you, especially if you're known to have powers that are dangerous or uncontrollable. When your reputation makes things difficult for you, you gain a hero point.

TEMPER

A fiery temper often accompanies fire powers, making you a true "hot head"! You're liable to go off without thinking things through and just using your powers to blast through anything that tries to get in your way. When you lose control of your temper or a friend or teammate has to "cool you down" to avoid it—taking time away from other things—you gain a hero point for the complication.

WEAKNESS

As mentioned under **Power Loss**, fiery types may be vulnerable to or weakened by effects which smother or douse flames. This weakness typically takes one of two forms: more severe effects from certain descriptors or conditions imposed by certain situations.

In the first case, you suffer at least an additional degree from effects with an appropriate descriptor, such as cold or water, for example. The more common the descriptors, the more often your complication comes into play (and the more hero points you potentially earn). This means even if you *succeed* on a resistance check against your weakness, you still suffer at least one degree of failure.

In other cases, you acquire a problematic condition in certain situations. For example, a cold environment might hinder or impair you, or a dousing with water might daze or fatigue you. When you are removed from the situation, you recover from the condition it imposes. See the conditions listed on pages 17–19 of the *M&M Deluxe Hero's Handbook* for some inspiration. In either case, when you run afoul of your weakness in a scene, you gain a hero point.

GRAVITY POWERS



It's one of the fundamental forces of the universe, and a wielder of **Gravity Powers** can make things light as a feather or heavier than a mountain, soar through the air, and perhaps even harness the power of an almost infinitely-dense singularity!

GRAVITY DESCRIPTORS

The following are important descriptors for gravity powers and their effects.

- **Gravity:** Gravity is the attractive force of matter, causing objects to be drawn towards each other with force in proportion to their mass. Gravity maintains much of the structure of the universe, from the formation of stars and planets to the creation of their stable orbits. In comic book settings, gravity is often treated as a kind of energy, similar to kinetic energy or magnetism (see the **Kinetic Powers** and **Magnetic Powers** sections). Indeed, some settings posit the existence of "gravitons" (sub-atomic particles carrying the attractive force of gravity), "gravity waves," or similar structures. Because of its scientific nature, gravity powers rarely come from a magical or mystical source; they tend to be psionic or technological in nature. Gravity is an invisible force, and some gravity powers may have one or two ranks of the Subtle modifier (*Deluxe Hero's Handbook*, page 196). However, many gravity powers involve visible displays of energy: the user's eyes or hands glowing and emitting visible ripples through the air, for example, explained as an interaction between gravitons and photons or gravity waves bending and distorting light. Therefore, Subtle is *not* applied as a default to

most of the powers in the section—use it if the character's gravity powers are truly unseen in terms of their effects.

- **Weight:** An object's weight is the relationship between mass and gravity, the force gravitation exerts on the object. In Earth-normal (1G) gravity, an object's weight is the same as its mass. Weight varies according to gravitation whereas mass remains stable. So a 100 lb. object weighs 100 lbs. in 1G, but only 10 lbs. in 0.1G (or one-tenth Earth's normal gravity). Likewise, an object's mass rank on the **Measurements Table** (*Deluxe Hero's Handbook*, page 11) remains stable, regardless of gravity, but its weight may vary. When an effect description refers to mass, it means an amount that does not vary according to gravity. When it refers to weight, then the object's adjusted weight (based on gravity) should be taken into account. Since gravity affects anything with mass, some gravity powers may have Affects Insubstantial (*Deluxe Hero's Handbook*, page 188) for some effects where the subject still has measurable mass in the physical world. Even if the modifier is not a regular part of a gravity power, it is a potential power stunt for an Alternate Effect version.

COUNTERING

Gravity powers can counter each other through direct manipulation of the same force. Gravity may also be affected by certain exotic descriptors like Quantum or Sub-Atomic forces, or interaction with Nuclear forces. Kinetic effects may counter some of the effect of gravity, counter-acting the gravitational pull. Gravity powers can potentially coun-

teract effects with mass. For example, gravity may counter a gaseous cloud effect by causing the gas to become heavier, sinking to the ground, or counter projectiles by causing them to become so heavy they fall to the ground, missing their targets. Gravity is known to have the ability to bend light, so gravity powers can potentially counter light effects as well. Gravity can counter some kinetic powers just as they counter gravity powers. Depending on descriptors, gravity powers may be able to counter dimensional or temporal effects. For example, a gravity controller may be able to close a dimensional breach or portal or counter some forms of teleportation or even time- or dimensional travel, depending on how they work.

GRAVITY FEATURES

Potential Feature effects associated with Gravity Powers include the following:

- You can automatically sense the relative gravity affecting you to within one-tenth of Earth's normal gravity (or 0.1G).
- You can reduce gravity on relatively small masses (rank -5 or less), making them float weightlessly so long as you maintain the effect.

OFFENSIVE POWERS

Offensive gravity powers typically use sheer force to damage the target. Note that a number of utility gravity powers also have offensive uses, particularly in regards to pinning targets in place with massively increased weight or leaving them floating helplessly in zero-gravity.

GRAVITIC BLAST

You unleash a blast of gravitic force that smashes into your target.

Gravitic Blast: Ranged Damage (force) • 2 points per rank

GRAVITIC BURST

You release a burst of gravitic force in all directions around you. If you can produce a burst of gravitic force at a distance, rather than radiating out from you, apply the Ranged modifier to the power.

Gravitic Burst: Burst Area Damage (force) • 2 points per rank

GRAVITIC WAVE

You send forth a widening wave of gravitic force that slams targets in its path before dissipating.

Gravitic Wave: Cone Area Damage (force) • 2 points per rank

GRAVITY FIELD

This power intensifies the pull of gravity around you while leaving you unaffected. Subjects in the field are

effectively grabbed (*Deluxe Hero's Handbook*, page 248). If the subject's Strength resistance check against the field's rank fails by one degree, the subject is prone and restrained (immobile and vulnerable). If it fails by two or more degrees, the subject is bound (defenseless, immobile, and impaired). Like a grab, you can make effect checks in succeeding rounds to increase the degree of an existing hold, and further degrees of success are cumulative.

Gravity Field: Burst Area Move Object (gravity), Limited to Pulling Downwards • 2 points per rank

By default, Gravity Field causes no harm, simply restraining or binding targets. For a Crushing Gravity Field, add the Damaging modifier so the increased gravity also has the effect of crushing targets beneath their increased weight, the same as inflicting Strength Damage on a grabbed target.

Crushing Gravity Field: Burst Area Move Object (gravity), Limited to Pulling Downwards, Damaging • 3 points per rank

Gamemasters who find the initial Dodge resistance check (*Deluxe Hero's Handbook*, page 190) problematic when it comes to a power like Gravity Field may wish to permit a +1 extra that eliminates the resistance check: anyone in the Gravity Field's area is affected by its full rank. They still get the usual Strength resistance check against it, both initially and to escape from the field's grip.

NULL-G FIELD

The reverse of the Gravity Field power (previously), in a Null-G Field, if the effect rank equals or exceeds a subject's weight rank, the subject floats, weightless, inside the field. This leaves subjects without other movement capabilities effectively immobilized.

Null-G Field: Burst Area Move Object, Limited to Lifting Upwards • 2 points per rank

SINGULARITY

A dangerous and deadly attack, this power creates a micro-singularity—essentially a tiny black hole—which draws nearby matter into it to be torn apart and annihilated. Any target caught in the Singularity's area of effect is drawn towards it and suffers Damage upon contact until destroyed, whereupon the target disappears into the singularity. It takes a standard action each round to maintain the singularity, effectively reusing the power's Damage effect each round.

Singularity: Burst Area 2 Damaging Move Object, Limited to Pulling Towards the Center of the Area • 4 points per rank

UPALANCHE

Shifting the direction of gravity, you cause loose debris and objects to "fall" sideways or upwards to smash into your targets. The rain of debris causes damage on two

consecutive rounds. Add more ranks of Area to create even larger cascades of debris.

Upalanche: Ranged Cloud Area Damage (bludgeoning) • 3 points per rank

DEFENSIVE POWERS

Defensive gravity powers primarily use gravitational force to deflect or shield against attacks.

GRAVITIC CONTAINMENT

Reflexively creating a point of intense gravity at the heart of an explosion, you prevent the explosive force and material from achieving escape velocity, containing the blast in an area no larger than its source and negating the explosion. This power has the Reaction modifier, allowing it to immediately counter other effects, but it also makes a useful countering effect power stunt using extra effort and a hero point to instantly counter (*Deluxe Hero's Handbook*, page 21) with any gravity power.

Gravitic Containment: Nullify Explosions, Reaction • 4 points per rank

GRAVITIC DEFLECTION

Gravity waves deflect incoming attacks, increasing the weight of projectiles so they simply drop out of the air and bending energy beams and similar attacks around their targets. By default, this power protects a single target but you can apply the Area modifier to allow you to exert Gravitic Deflection over a larger area and protect multiple subjects at once.

Gravitic Deflection: Deflect • 1 point per rank

GRAVITIC IMMUNITY

Your control over gravity is such that you are immune to its effects, able to compensate for them instantly.

Gravitic Immunity: Immunity 2 (Gravity Effects) • 2 points

GRAVITIC SHIELD

A hardened skin-tight shield of gravitic force protects you from incoming attacks. A Gravitic Shield may be Subtle, invisible to all but Gravitic Sense and similar effects.

Gravitic Shield: Impervious Protection, Sustained • 2 points per rank

MOVEMENT POWERS

Control over gravity opens up numerous options for movement, from soaring through the air to walking on walls in defiance of gravity's normal pull.

ANTI-GRAVITY

Fine manipulation of gravity allows you to soar and swoop through the air without any other means of propulsion. Anti-Gravity flight can be extremely stealthy, qualifying for at least the first rank of the Subtle modifier.

If you can grant others the ability to fly as well, apply the Affects Others modifier. If you merely carry others along with you using your own gravity powers, use the Gravikinesis power instead (see **Utility Powers**).

Anti-Gravity: Flight, Subtle • 1 point + 2 points per rank

DIRECTIONAL PULL

You can alter the direction gravity pulls for you, effectively changing which direction "down" lies. This allows you to do things like walk on walls or ceilings as if they were the floor or ground.

Directional Pull: Movement (Wall-Crawling) • 2 points per rank

FREE FALL

With power over gravity, you can slow a fall to land as lightly and gently as a feather.

Free Fall: Movement 1 (Safe Fall) • 2 points

FREE FALL ADAPTATION

Your system is adapted to operating in near-zero gravity or free fall conditions. You suffer no circumstance penalties in free fall environments, including those of your own creation.

Free Fall Adaptation: Movement 1 (Environmental Adaptation—Zero Gravity) • 2 points

GRAVITY WARP

Using gravity to bend space, you open up a momentary warp between two distant points, allowing you to travel between them instantly. Your Gravity Warp may be a personal power, lasting just long enough to encompass you, or it could have the Portal modifier (*Deluxe Hero's Handbook*, page 183), allowing others to pass through it as well. Other Teleport modifiers may also apply to the power.

For an interplanetary or interstellar version of Gravity Warp, add the Space Travel option of the Movement effect (*Deluxe Hero's Handbook*, page 172). Some Gravity Warps may be able to produce Time and Dimension Travel as well.

Gravity Warp: Teleport • 2 points per rank

HIGH-GRAVITY ADAPTATION

Your powers allow you to ignore the effects of higher than Earth-normal gravity. You operate normally under higher gravity conditions, as if you were still under 1G.

High-Gravity Adaptation: Movement 1 (Environmental Adaptation—High-Gravity) • 2 points

LOW-G LEAP

Rather than freeing you entirely from gravity's grip (see **Anti-Gravity**), you lower its effects enough for you to leap great distances with your normal Strength. If you can grant this benefit to others, apply the Affects Others modifier as well.

Low-G Leap: Leaping • 1 point per rank

UTILITY POWERS

Most utility gravity powers involve overcoming the force's effect to move large and heavy objects more easily.

ARTIFICIAL GRAVITY

You can create an area of Earth-normal gravity in defiance of the prevailing gravitational pull, either reducing the effects of a high-gravity environment, or creating a normal gravity environment on a low-gravity planetoid, space station, or space vessel, negating one level of impeded movement.

Note that artificial gravity is an assumed capability of space vehicles, although the GM is free to make it a feature for settings where zero gravity on space vehicles is the default (see **Vehicles**, pages 221–225 of the *Deluxe Hero's Handbook*).

Artificial Gravity: Environment (negate impeded movement due to gravity) • 1 point per rank

GRAVIKINESIS

Using focused and directed gravity, you can move objects at a distance, causing them to “fall” in any direction you want at a speed rank of (effect rank – mass rank) or hover weightlessly in midair. You can move objects with mass rank equal to or less than your power rank. See the **Kinetic Powers** section for more details on the Move Object effect and similar powers using it.

Gravikinesis: Move Object • 2 points per rank

GRAVITIC COMMUNICATION

You can modulate gravity waves or particles to carry communication signals across interplanetary distances within a solar system. You can communicate over radio frequency bands at a level where only specialized graviton detectors (or recipients with Gravitic Sense, following) can pick up your communication.

For gravity controllers who do not have this power, it makes a potentially useful power stunt for last-ditch communications.

Gravitic Communication: Communication 5, Area, Subtle 1 • 26 points

GRAVITIC SENSE

You can sense gravitational waves and flux, detecting the use of gravity powers and similar effects (like artificial gravity sources) with gravity descriptors. The basic power just detects such effects at a distance. It may also be Accurate for 2 more ranks, allowing it to target other effects, and Extended to detect over greater distances.

Gravitic Sense: Senses (Detect Gravity, Ranged) • 2 points per rank

LOW-G LIFTING

By touching an object and reducing gravity's effect on it, you make it lighter and easier to move, effectively increasing your strength when it comes to lifting heavier objects.

If you lighten an object for anyone to lift, apply the Affects Others modifier, allowing you to enhance the lifting capacity of others as well.

Low-G Lifting: Enhanced Strength, Limited to Lifting • 1 point per rank

OTHER GRAVITY POWERS

Gravity is often treated as an invisible force field in comic books, making **Kinetic Powers** closely related to gravity powers. In particular, powers like Force Constructs and Kinetic Transport may also be gravity powers.

The symbolic relationship between gravity and the Earth (our primary source of gravity) means some characters may combine gravity powers and **Earth Powers**. Likewise, the connection between types of attraction may link gravity powers to **Magnetic Powers** for characters possessing multiple “planetary” powers (geology, gravitation, and a magnetic field, maybe even air or weather powers).

Similarly, gravity is connected with and influences the use of Strength, so some **Strength Powers** may be gravity powers, at least under the right gravitational conditions.

GRAVITY COMPLICATIONS

Gravity is not a force to manipulate lightly and can weigh heavily upon those who do so (unfortunate puns and all). Gravity powers can complicate characters' lives in a number of different ways.

ACCIDENT

The potential for disaster when manipulating a fundamental force like gravity is considerable. Gravitational shifts can compromise structures, causing them to literally collapse under their increased weight, or even their normal weight after a period of near weightlessness.

Gravity powers can potentially cause accidents on a wider scale: shifting the gravitational balance of an entire planet or solar system! This can lead to changes in the Earth's rotation, the attraction of threats like meteor showers or asteroids, and worse. Such things can become the basis for whole adventures or story arcs.

Unsurprisingly, the greatest fear of many gravity controllers is losing control of their abilities. This may lead to moments of excessive caution, especially in situations where their power has the potential to go out of control or make matters worse. Cunning foes can play upon these fears, setting up situations to cause doubt and force characters into difficult decisions that make them hesitate.

DISABILITY

Gravity has a strong influence on human capabilities: a strong person is a virtual cripple, weighed down by stronger gravity, and someone with limited mobility may be freed by low- or anti-gravity movement. Gravity controllers might compensate for certain physical disabilities using their powers, or might face similar disabilities due to their origins, such as the low-gravity dweller who can barely move in Earth-normal gravity without the exercise of some anti-gravity power.

Long-term exposure to low-gravity is known to have debilitating effects, particularly muscle atrophy and bone loss, some of which can be overcome by proper exercise and physical therapy and some of which is unavoidable at our current level of understanding. This may never become a true disability for most characters with gravity powers, but it is not difficult to imagine someone with years of exposure to near zero-gravity suffering from problems.

ENEMY

Gravity powers lend themselves well to dark reflection foes (*Gamemaster's Guide*, page 48), enemies with similar powers but a very different outlook. So a heroic and responsible gravity controller might face off against a villain who is lofty and imperious, made arrogant by vast powers or, alternately, a vicious brute with none of the subtly or finesse associated with fine control over great power, just sheer force.

Gravity powers also fall into the category of "too dangerous to run loose," so enemies may include those who feel the character should be taken out of circulation for the greater good. This may mean anything from forcibly imprisoning the character (or finding a way to remove the dangerous powers) to killing the gravity controller in order to keep the rest of the world safe. Of course, this can lead to the self-fulfilling prophecy of otherwise harmless characters turning against humanity because of those who hounded them due to their powers.

POWER LOSS

How do you take away the ability to manipulate a force as fundamental as gravity itself? Gravity powers may suffer from power loss in a number of ways.

If there is a way for superhumans to manipulate gravity, then there is a way for others to do so, perhaps creating counter-manipulations. Done artificially, this provides a "gravity nullifying" device. In settings with artificial gravity on board starships and space stations, this capability almost certainly exists. It's primarily a matter of adapting it to counteract gravitational powers.

Gravity manipulators are also shown as the "weak link" in their own power: That is, the human element is the easiest to disrupt. If you cannot counter the force of gravity itself, you may be able to disrupt the user's concentration and control. Things like drugs, sensory overload, airborne toxins, and similar effects may be able to shake a gravity controller's concentration enough to shut down their powers, even momentarily.

REPUTATION

Given all of the considerable power discussed previously, it is not difficult for gravity controllers to get reputations as menaces, walking disasters just waiting to happen. This is especially true if the character is at all casual or dismissive about concepts like power and responsibility, or has caused prior accidents.

RESPONSIBILITY

In addition to superheroics, a gravity controller's responsibilities might involve volunteer work (gravity powers can literally make "light work" of some jobs) or things like scientific research or manufacturing. A gravity controller without scientific training or skills can still be a remarkably useful aid in performing certain experiments, or in manufacturing materials most easily created in micro-gravity conditions, such as certain alloys or chemicals.

On the other hand, a less scrupulous "responsibility" associated with gravity powers might be using said powers to "maintain the proper orbits" of things in the world. A gravity controller could become self-appointed guardian of order and discipline in the world, whether the world wanted it or not!

WEAKNESS

As mentioned under **Power Loss**, the primary "weak link" of gravity powers is the mortal mind and body wielding such power. Effects targeting Fortitude and Will may bypass some of a gravity controller's defenses and disrupt concentration. Because gravity only affects mass, some types of energy may also bypass it or have a greater effect on those who wield it.

BY DESIGN - POWERS BEYOND

Power Profiles—and the **MUTANTS & MASTERMINDS** system in general—cover a *lot* of ground when it comes to superpowers, but even “definitive” superhero game systems have their limits. There are some powers that are either impractical (such as how much Area Damage would be needed to destroy a G-type star, much less a solar system or galaxy) or simply unnecessary to define in game terms, like a wish-granting genie under the control of the Gamemaster, or a cosmic entity able to change reality at a whim.

POWER LEVEL X

MUTANTS & MASTERMINDS touches upon these powers with the Power Level X concept (*Gamemaster's Guide*, page 72): assigning an essentially “infinite” or “unknown” variable to one, several, or even all of a non-player character's traits. For example, an antagonist who is “undisputed master of all time” might have a “Time Control X” power, which includes all possible powers given in the **Time Powers** section at an effectively limitless rank. He can summon any being from any point in time, travel anywhere in time (and, therefore, space), and stop time instantly and irresistibly. Other than that considerable trait, however, the character might be fairly conventional in every other way; if the GM chooses to define the character more fully, he may even be just a “mere mortal” physically, easily stopped if the heroes ever get the drop on him before he freezes them in time or ages them into infirmity with a thought.

Other characters may have more extensive “X traits,” to the point of having no defined game traits at all! This is generally reserved for effectively omnipotent beings: cosmic entities or extradimensional imps able to change reality at a whim. They are more plot devices or challenges than characters. The heroes may be able to overcome them, but not easily and not through the usual forms of conflict they use against more evenly matched foes. It usually takes cunning, dedication, and another specific plot device, such as an unusual weakness or weapons. For example, a cosmic entity of despair might be overcome by hope in the face of overwhelming loss, while an ancient and nearly-omnipotent evil might be vulnerable to a mysterious artifact left behind to guard against its return, provided the heroes can find it and figure out how to use it.

POWER LEVEL O

Of course, in some settings, “hand-waving” all powerful entities as Power Level X can lack a useful amount of detail, especially if the heroes are intended to operate on

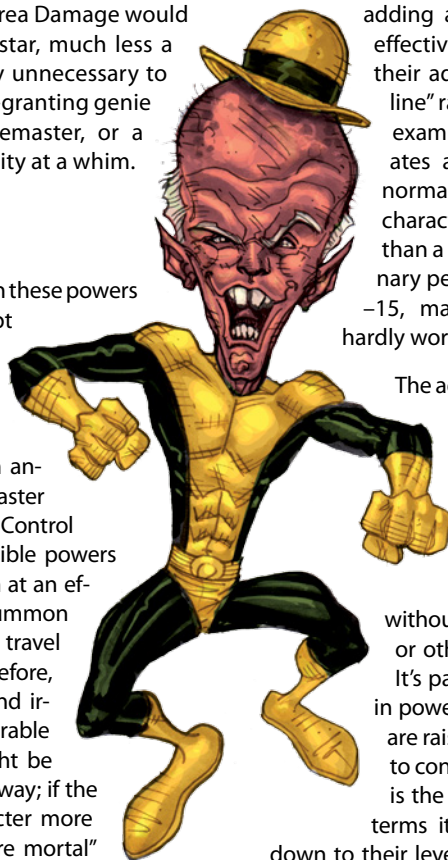
the same level. In this case, the GM may wish to reverse the “lens” and institute a “Power Level O” (that's the letter “O” rather than a zero). This essentially shifts the “mid-range” of the M&M power level scale an arbitrary amount, adding anywhere from 10–20 or more to the effective rank of *everything* for the heroes and their adversaries, such that the normal “baseline” rank of 0 becomes almost irrelevant. For example, in a setting where everyone operates at a “baseline” equivalent to rank 15, normal values are reduced by 15 against those characters, so 25 tons is no heavier to them than a softball, and titanium is like paper. Ordinary people have effective ranks down around –15, making them little more than insects, hardly worth considering in game terms.

The advantage of this approach is that it keeps the game system numbers at a reasonable amount when characters are dealing with their peers, such as gods or cosmic beings interacting with each other, but provides a suitably large modifier to measure interaction with the “mundane” levels of existence, without inflating the amount of power points or other factors needed to create characters. It's particularly useful for *temporary* increases in power, such as when a group of superheroes are raised to the level of gods or cosmic beings to confront them on equal footing. Although it is the heroes who increase in power, in game terms it is their opponents who are brought down to their level and assigned commensurate ranks in place of their X values, with both sides having a large “circumstance modifier” when dealing with the ordinary world.

POWER LEVEL Y

Okay, there isn't really a “Power Level Y”; it was just a good lead-in to address the question of why some pretty powerful abilities in M&M are priced relatively cheaply. The **Plot-Stopping Powers** section discusses some of the game's “problem powers” and how to handle them. Conversely, there are some considerable powers, like the ability to travel through time or faster than the speed of light, which are little more than Features in **MUTANTS & MASTERMINDS**. The power to fly from one side of the galaxy to the other is just 3 ranks of Space Travel, costing a mere 6 power points! Why?

Primarily because these powers are “plot enablers” and exist so characters can do a specific thing. Travel to other star systems, for example, is mainly a plot element, not a challenge. The characters can either do it, or they can't. If they can't, it's hardly fair to set up a plot where they need to, unless there's some option open to them. It makes sense to make that option relatively inexpensive, since it won't be as effective an ability as, say, the power to overcome an opponent in combat or read their mind.



ILLUSION POWERS



Things in a super-powered world are quite often not as they seem, especially with those able to wield powers that deceive the senses or create a variety of false images, sounds, or sensations. Although illusion powers are not “real,” they can have very real effects by tricking their targets into doing things they otherwise would not.

THE ILLUSION EFFECT

Key for the powers in this section is, of course, the Illusion effect (*Deluxe Hero's Handbook*, pages 163–164), which has a broad range of applications. However, many illusion powers are not necessarily illusion effects, but based off other effects, like Affliction or Concealment, for example. The illusion or sensory impression may be a descriptor for a different game effect.

The Illusion effect's primary purpose is to fool the targets' senses into perceiving something that is not really there. If that is not a power's primary effect, then it may be based on an effect other than illusion. One example is an Illusory Affliction power (see **Offensive Powers** in this section): false sensory impressions of the target suffering from some affliction, from a disease or binding to being on fire or covered in stinging insects. Although the descriptor is an illusion, the effect is an Affliction; the imagery is just a descriptor. Some of these illusion powers may have the Insidious or Subtle modifiers to reflect that the true origin of the effect is obscured, but they do not necessarily have to have a Linked Illusion effect as part of their game description.

Note that because the effect allows an Insight resistance check, Illusion's rank is limited by power level like any

other resisted effect (this is also important for Illusion Resisted by Will.) However, given that the power level limit on an Insight skill bonus is PL+10, the GM may choose to modify the power level limit for Illusion effects based on how the effect is used.

ILLUSION DESCRIPTORS

The following are the key descriptors for illusion powers and their particular implications.

- **Sensory:** The Illusion effect is a sensory effect. Illusory powers not containing the Illusion effect or other sensory effects (*Deluxe Hero's Handbook*, page 145) may have the Perception Area extra or Sense-Dependent flaw to reflect how they act upon the senses.
- **Impression:** A sensory *impression* is an outside force that acts on the senses, causing them to perceive the illusion; so a visual impression is an actual image just as an auditory impression creates actual sound. Amongst other things, impressions are detectable to non-intelligent machines like cameras, microphones, and similar equipment, having a measurable real-world effect.
- **Hallucination:** A sensory *hallucination*, unlike an impression, exists solely in the subject's mind, which fools the senses into believing they perceive something that is not really there. Hallucinations are undetectable to targets lacking a mind (see **Mental**, following) and may only be perceived by specific targets, if the effect is Selective.
- **Mental:** Some illusions, particularly hallucinations, are mental sensory effects and defined as targeting

minds. Illusions Resistible by Will target minds and subjects lacking a mind (no Intellect or Awareness ranks) are generally immune to their effects. See the **Mental Powers** section for more on minds and mental sensory effects.

COUNTERING

Illusion powers may be able to counter each other, directly (interfering with the source of the illusion) or indirectly (one illusion countering another, such as an illusionary “downpour” appearing to put out an illusionary fire—if nothing else, a fire that was *not* put out by a downpour would bring the reality of the fire into question, exposing the illusion.) Illusory impressions may be able to counter other sensory effects by masking or overwhelming them. Similarly, other sensory effects using the same medium as an illusion could counter it: a darkness- or light-based power could interfere with holographic illusions, for example, or a sonic power could counter an auditory impression or vice versa. Hallucinations may counter, or be countered by, mental effects—a telepath might use Mental Communication or Mind Reading to help counter a hallucinatory Illusion or an illusionist might use an Illusion effect to counter a mind-controlling Affliction. One area where illusion powers *cannot* counter is when there is no actual interaction between the illusion and the target: an illusion of water cannot counter an actual fire effect, no matter how real the water seems.

ILLUSION FEATURES

Potential Feature effects associated with Illusion Powers include the following:

- **Illusory Guise:** You can project an illusion that you are wearing a costume or uniform, allowing you to “change” instantly (as a free action) without any need to carry other clothing. If your Illusory Guise also completely conceals your identity (rather than just making it look like you’re wearing different clothing) see the Illusory Disguise utility power.
- **Prestidigitation:** You can create minor illusions as “magic tricks” primarily suitable for entertainment, but potentially good for a circumstance bonus for interaction skills or to distract targets from other happenings.
- **Projected Display:** You can create small, simple, and fairly obvious visual images suitable for displaying information, the equivalent of showing 3-D pictures.

A LITTLE REALITY GOES A LONG WAY

The most effective illusions have a core of truth to them, and illusionists tend to become skilled in Deception and Insight, learning how to “read” their subjects and maximize their abilities for the greatest effect. Some Sleight of Hand and Stealth may factor in as well.

One thing illusionists have to their advantage in a world populated by super-powered heroes and villains is the range of “believable” tends to be *much* wider! While a person in the real world would be flabbergasted seeing

OPTION: ILLUSIONS AS AFFLICTIONS

An alternate way of handling illusions, particularly hallucinations projected directly into a target’s mind, is as a type of Affliction rather than a sensory effect. In this approach, illusions have three degrees of effect, just like other Afflictions:

- **First Degree – Figment:** Minor changes in how the subject perceives things: making people look (but not sound) like someone else, altering or editing details like colors, the presence or absence of small objects, background sounds, and so forth.
- **Second Degree – Phantasm:** Fairly major changes to the subject’s perceptions, including: adding a large and/or complex element such as an explosion, a symphony, or fully interactive person, the presence or absence of large or significant objects, making one thing look, sound, and otherwise appear like something else.
- **Third Degree – Immersion:** Complete control over the subject’s senses, able to change anything and everything about the environment, from blank nothingness or total darkness to making the subject perceive and interact with a completely different setting that exists solely in the subject’s mind. The subject is Unaware of the real world.

As a general rule, an Affliction with illusory conditions is resisted by Will, although Fortitude may represent Afflictions involving hallucinatory drugs or similar things affecting the target’s biology.

Illusory Affliction conditions can be combined with other conditions (or even mixed-and-matched with the new Variable Conditions modifier—see **Modifiers**, following). Many have Limited Degree (needing only to impose the Phantasm condition). Also like other Afflictions, illusions can benefit from modifiers like Concentration, Cumulative, and Progressive.

someone walk through a seemingly solid wall or float through the air, in a super-world, chances are ordinary citizens have at least seen such things in video footage, if not in person. Thus, most people’s immediate conclusion may be “superhuman” but not necessarily “illusionist” unless they have a reason to think that. In this regard, wearing (or at least *appearing* to wear) a garish costume can work in the illusionist’s favor, reinforcing the illusion!

OVERCOMING ILLUSIONS

Detecting and overcoming illusions requires a degree of Insight; a successful Insight check (DC 10 + Illusion effect rank) reveals an illusion for what it is, provided the character has some reason to believe the illusion may be false in the first place. This reason might be provided by a Perception or other skill check (particularly Expertise, revealing some factual flaw in the illusion).

Hallucinations can also be overcome through sheer force of will, a Will resistance check against DC 10 + effect rank. Hallucinatory illusion powers are generally all Resistible by Will unless the power’s basic effect is already opposed by a Will resistance check.

MODIFIERS

The following new or expanded modifiers apply to some of the power effects in this section.

Psychic: You can “tailor” Illusions with this modifier, creating just what the subject *expects* to perceive. In particular, this power lets you create illusions based on information known to the subject but not to you, such as the voice or appearance of a loved one, or the impression that you have proper documentation or authorization in-hand. Treat the modifier rank as a Mind Reading rank (*Deluxe Hero's Handbook*, page 169) and make an opposed check (modifier rank versus target's Will) to determine the degree of information. You can only “read” information from a subject in order to create an illusion, although you could potentially (with the right illusion power) create projected “shows” of a subject's thoughts or memories. A well-placed illusion generally grants a circumstance bonus for related skill checks, particularly interaction skills, and may void the need for a check altogether in some circumstances (such as appearing to be an authorized person or carrying the proper ID). *+1 cost per rank.*

Variable Conditions: An Affliction effect with this modifier can vary the conditions it imposes (see **Affliction**, *Deluxe Hero's Handbook*, page 149). Choose conditions when the Affliction is used rather than when the effect is acquired. The Affliction is still limited to its rolled degree of effect on the target unless it is also Cumulative. *+2 cost per rank. +1 cost per rank if only one degree of the Affliction (first, second, or third) is Variable, chosen when the modifier is applied.*

OFFENSIVE POWERS

Offensive illusion powers tend to trick targets in dangerous ways or simply overwhelm their senses. At the extreme end, powerful hallucinations might endanger a target's mental or even physical health; a victim who truly “believes” an illusory attack can suffer sympathetic damage, perhaps even incapacitation or death.

ILLUSORY AFFLICTION

You place a convincing hallucination of an affliction into the target's mind, causing the target to react (even at a subconscious level) as if the affliction were real. The potential effects are wide-reaching, from presenting the illusion the target is bound in chains or a straightjacket to illusory illness, attacks by crawling insects, or wracking illusory pain, perhaps due to equally false injuries or attacks. The target's Will resistance checks to overcome the Affliction's conditions represent shaking off the illusion's effects.

Illusory Affliction: Perception Ranged Affliction (Resisted and Overcome by Will), Variable Conditions, Reversible, Subtle • 2 points + 5 points per rank

ILLUSORY DAMAGE

You create an illusion of harm so profound the target reacts as if actually struck. The attack affects the target's

mind rather than body. Successfully shaking off the illusion with a Will check immediately removes any “damage” conditions caused by it.

Illusory Damage: Perception Ranged Damage, Alternate Resistance (Will), Resistible by Will (removes damage), Variable 2 (illusory effects) • 2 points + 3 points per rank

SENSORY DEPRIVATION

Your power overwhelms the target's senses, driving them towards a state of sensory deprivation. Before becoming completely overwhelmed, the target suffers penalties due to the inability to properly perceive things.

Sensory Deprivation: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Impaired, Disabled, Incapacitated) • 4 points per rank

VERTIGO

You create an illusion upsetting the victim's sense of balance, causing the world to seem topsy-turvy and inducing vertigo.

Vertigo: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Impaired, Prone, Incapacitated) • 4 points per rank

DEFENSIVE POWERS

The primary defensive abilities of illusion are concealment and confusion, making it difficult for opponents to know where and when to aim their attacks, or even if they should attack at all!

HIDDEN COVER

In combat, you make every effort to place yourself behind cover (*Deluxe Hero's Handbook*, page 244) which you then conceal with an illusion. The effect makes it appear that attacks bounce off you or glance aside before hitting you, while in reality the attacker has hit the hidden cover and not you. Successfully overcoming the power's Subtle modifier with a DC 20 Perception check allows the attacker to become aware of the boundaries of the cover and work around it normally.

Hidden Cover: Enhanced Advantage (Evasion 2), Protection, Fades, Impervious, Subtle, Sustained • 3 points + 1 point per rank

ILLUSORY CONCEALMENT

You create an illusion that you are simply part of the background, blending into your surroundings, or effectively removing you from the perceptions of those around you. A hallucinatory version of this power is Resistible by Will (and possibly Selective).

Illusory Concealment: Concealment 10 (all senses), Blending or Resistible by Will • 10 points

ILLUSORY DOUBLE

You create a false double of yourself, usually while remaining hidden, perhaps using another power like Illusory Concealment (previously) or the Hide in Plain Sight advantage and a Stealth check.

You manipulate your double much like a puppet, causing it to move, speak, and interact as if it were really you. The only difference is your double is not solid, merely an illusion. Still, it will appear capable of some impressive effects, including defying gravity and passing through solid objects (and likewise allowing attacks to pass through it). You have to keep your double in perception range in order to control it. If you're successfully able to maintain the ruse that the double is you, frustrated opponents will waste their efforts attacking it rather than the real you.

Note that any character with a general Illusion effect with at least 2 ranks affecting sight and hearing can approximate this power.

Illusory Double: Illusion 2 (Visual and Aural), Limited to a Double of Yourself • 4 points

MOVEMENT POWERS

Most apparent movement powers created by illusion are faked, such as an illusory double apparently able to fly, teleport, or walk through walls (being immaterial) through clever manipulation of the illusion, connected to the one semi-"movement" power associated with it.

ILLUSORY PROJECTION

You create an image of yourself similar to the Illusory Double power (previously), except you place your consciousness *within* the image, allowing you to perceive through it as if you were actually present, and to channel other sensory effects through its senses. Your effect rank determines the distance you can project your illusory "self". The normal Insight check to detect Remote Sensing becomes a check to sense that the projection is not real instead.

Illusory Projection: Remote Sensing (Visual, Aural, and Mental), Side-Effect (physical body is defenseless and immobile, -2), Noticeable • 1 point for rank 1 + 2 points per additional rank

UTILITY POWERS

Illusion powers have scores of potential uses, and cunning illusionists are always looking for ways they can trick others, often in unexpected ways.

ILLUSION

The broadest and simplest illusion power: you can create different types of false images and sensory impressions. The most common Illusions are both visual and auditory, costing 3 points per rank.

- **Size:** An illusion's rank determines its size, from human sized around rank 2–3, car or truck sized at rank 8–9, cargo container sized at rank 12–13, and stadium sized by rank 20.
- **Appearance:** An illusion large enough to cover something can change its appearance, so an illusionist can "wear" an illusion as a disguise or place one over another person or object. Such an illusory disguise requires maintenance as an active illusion, however, unless the subject is static (unlike the Morph effect, which is a free action to maintain by default). So long as the illusion is effective, it provides a +20 circumstance bonus to Deception checks to convince a target the subject is what it appears to be. If the illusion is overcome, the bonus vanishes along with it.
- **Concealment:** Similarly, certain illusions can offer concealment (*Deluxe Hero's Handbook*, page 244). The illusion of a wall is just as effective concealment as that of a real wall, at least in visual terms (although the wall provides no cover or protection against area effects and attacks against it pass right through). Overcoming the illusion removes any concealment modifiers it imposes.
- **Visibility:** At the GM's discretion, a visual illusion can have the effect of decreasing visibility in the illusion's area like a use of the Environment effect, imposing a -2 or -5 visibility modifier for things like creating an illusion of fog, rain, or simple darkness. Successfully overcoming the illusion removes the modifier.
- **Tricks:** An illusion can also trick characters into harming themselves. Creating an illusion of a bridge or balcony can cause someone who believes in the illusion to step off a ledge and into open air and fall to the ground. Likewise, cloaking a wall with an illusory image of what's behind it may cause a fast-moving opponent to crash into the barrier.

Illusion: Illusion • 1–5 points per rank

ILLUSORY DISGUISE

You can use illusions to change your appearance. This does not change any of your traits, but provides a +20 circumstance bonus to Deception checks to convince others you are what you appear to be. Your rank in Morph determines how extensive the change in appearance can be, from a narrow group of forms at rank 2 up to any appearance at rank 4.

Illusory Disguise: Morph, Resistible by Will • 4 points per rank

SENSE MEMORY

You have a perfect memory for sensory experiences, similar to the Eidetic Memory advantage (*Deluxe Hero's Handbook*, page 135), except your recall of information is not enhanced but, given a sensory power, you can perfectly recreate any sensation you have experienced. This ability may allow you to create more detailed and exacting illusions, such as the sound of a symphony perform-

mance, re-created just as you heard it. At the GM's discretion, Sense Memory can provide you with a circumstance modifier, increasing the Difficulty Class of noticing flaws in your illusions.

Sense Memory: Feature 1 (Perfect Sense Recall) • 1 point.

TRUE PERCEPTION

Those who work with illusions often learn to perceive past them, right to the true nature of things. This power is roughly equivalent to Immunity to Illusions and can be treated in much the same way.

True Perception: Senses 5 (all senses Counter Illusions)
• 10 points

VOCAL MIMICRY

You can accurately reproduce any voice. This ability is most effective when coupled with a change in appearance or some other way of concealing your appearance, such as speaking over a telephone or speaker system where the listener cannot see you.

Vocal Mimicry: Illusion 2 (Aural), Limited to Voices • 1 point.

OTHER ILLUSION POWERS

There's a degree of overlap between illusions and mental powers. Indeed, the Hallucination power from the **Mental Powers** section can be considered both an illusion and a mental power. Some illusionists have additional mental powers, particularly things like Emotion Control involving appropriate illusions. Likewise, the Decoys power from the **Summoning Powers** section can be considered an illusion power as well as a summoning power.

Because illusory impressions work with light and sound, illusion powers may be connected with both **Light Powers** and **Sonic Powers**: an illusionist able to create realistic holograms (three-dimensional light "sculptures") might be able to shape light in other ways, just as an illusionist able to perfectly mimic sounds can potentially create other sonic effects.

ILLUSION COMPLICATIONS

Playing with perceptions can create complications, particularly since illusionists rely heavily upon subtlety and deception to make their powers effective. The following are some complications involving illusion powers that can crop up in your *M&M* games.

ADDICTION

The power to edit reality, or at least perception of it, can become addictive, and illusionists might fall prey to living

in a world of fantasy sensations rather than dealing with hard, cold reality, to the point of ignoring real-world needs and responsibilities. Similarly, an illusionist might addict others to the same types of fantasies, then have to deal with fulfilling the addicts' needs.

FAME

A known "special effects" or "artistic" illusionist might be quite famous as an artist or performer, although this fame cuts both ways: in addition to dealing with hordes of adoring fans and the ever-curious media, the illusionist may run into problems if the true nature of his or her powers is widely known. A known illusion may startle, but will not affect someone for long if they're certain it is not real.

PREJUDICE

Illusionists are deceivers by nature and may prove unpopular with some, given their potential for misleading others, causing them to question everything they see, hear, or otherwise experience. Known illusionists can create some paranoia, which may be directed back at them.

POWER LOSS

Having others see through or disbelieve their illusions is just one way in which illusionists may find their powers overcome. Some may also have other circumstances rendering them effectively powerless. For example, a fey illusionist who casts faerie glamours might see them dispelled by the touch of cold iron, while a technological "effects wizard" might face difficulties with electromagnetic interference and similar technical problems.

SECRET

The most common secret for illusionists is that they have illusion powers in the first place! Illusions tend to be more effective when the targets don't know they are not real, so illusionist characters may pretend to have different powers, or no powers at all, using their illusions to occasionally trick their foes and leaving them wondering what happened. Situations where the illusionist struggles to hide the truth, or takes a less convenient path to maintain the secret, award a hero point.

WEAKNESS

Illusionists who rely solely on their powers of deception often face the complication that they have no "real" defenses. This in itself isn't worth a hero point award, but situations where an opponent sets out to exploit the character's vulnerability may be, such as when an illusionist hero faces off against a foe specially equipped to ignore or resist illusions, leaving the hero open to attack.



Even where the most peaceful and reasoned heroes are concerned, sometimes conflicts come down to force, and kinetic powers are all about different kinds of force and different ways to apply it. From telekinesis to projected force fields, or more exotic powers like control over friction, inertia, or raw kinetic energy, kinetic powers can set things in motion, or bring them to a very sudden stop.

THE MOVE OBJECT EFFECT

Kinetic powers are all about motion, the application of force at a distance, so the Move Object effect (*Deluxe Hero's Handbook*, page 171) is key to many kinetic powers.

While Move Object can be thought of as Strength with the modifiers Ranged and No Damage (combining for a net +0 modifier), the effect does not necessarily have to be that of reaching out with intangible “limbs” to grasp or move things. It can also be thought of as imparting or removing momentum, inertia, or friction to objects, causing them to move, accelerate, decelerate, or stop, as seen in some of the examples in this section. See **Kinetic Descriptors** for more on this.

- **Damaging:** The Damaging extra “restores” the Damage aspect of Move Object’s Strength. In particular, it allows the effect to both move *and* damage things, since an either/or ability could be handled by Damage as an Alternate Effect. Damaging Move Object can, for example, grab a target, and then crush or break it while still holding on to it, just like an ordinary grab using Strength.

- **Noticeability:** Note that Move Object is noticeable by default, involving some manifestation from glowing beams or “limbs” of energy to something like a glow around the character’s head or hands and a corresponding glow around the affected object. The Subtle modifier is necessary for Move Object effects where only the result (the object moving) is visible, and not the effect itself.
- **Range Modifiers:** Since Move Object allows a character to manipulate objects remotely, the GM may wish to apply a circumstance modifier when performing traditionally close range tasks at a distance. Typically the modifier should be the greater of the character’s range modifier or Perception modifier (to be able to accurately perceive the task).

Example: A hero with *Precise Move Object 8* is working to remotely disarm a bomb from what she hopes is a safe distance, 100 feet away. This is within her power’s short range (8 × 25 or 200 feet), so no range modifier applies, but there is a –10 Perception penalty (–1 per 10 feet). Unless the hero has some Senses effect to overcome it (even a pair of binoculars), she’ll take a –10 penalty on her Technology check to disarm the bomb. Good thing she’s some distance away!

- **Area:** Area Move Object effects work on individual objects in the area equally—a Burst Area Move Object effect exerts the same force (Strength) against all objects and moves them all in the same fashion, such as away from the user or up into

the air. Burst Area Move Object 4 can pick up and move every object within a 30-foot radius, provided the individual object has a mass rank of 4 or less. Objects with a higher mass rank are unaffected. For the ability to affect some objects in an area, but not others, or to move each object in different ways or directions, apply the Selective modifier to an Area Move Object effect.

KINETIC DESCRIPTORS

The following are some of the key descriptors associated with kinetic powers.

- **Force:** Force is defined as energy capable of producing motion or “work”. In game terms, powers with a force descriptor are differentiated from other types of energy in that force is more akin to the “energy” of sheer physical Strength. Thus, a force blast or similar offensive power shares more in common with a punch (or getting hit by a runaway train) than it does with energy attacks like electricity or fire. Force is also energy capable of *stopping* motion, particularly when applied to defensive powers like force fields.
- **Friction:** Friction is the force resisting the motion of objects or materials against each other. It creates “drag” and converts kinetic energy into heat. Air friction causes fast-moving objects to heat up on entering the Earth’s atmosphere, for example. Some kinetic powers make use of friction to speed up or slow down objects.
- **Inertia:** Inertia is an object’s degree of resistance to change in its state of motion (or lack thereof), as mentioned in Newton’s law: “An object in motion tends to stay in motion.” Some kinetic powers influence or benefit from the effects of inertia.
- **Kinetic:** Kinetic energy is the energy of motion and therefore of force (or the force needed to create motion). Broadly speaking, the descriptors kinetic and force are often interchangeable, although force technically refers to the energy that induces or reduces motion whereas kinetic energy is the energy an object has because of its motion.
- **Telekinetic:** Literally “motion at a distance” telekinesis is the ability to cause things to move without physically touching them. Telekinetic powers are often psionic or psychic in nature, in which case they may be referred to as *psychokinesis* (moving things with the mind). Any kinetic power that moves something at a distance can technically be considered telekinetic.
- **Noticeability:** Although the forces kinetic powers manipulate are generally invisible in the real world, kinetic powers are assumed to be noticeable by default. Kinetic Blasts produce bright, colored beams of energy while Kinetic Shields form glowing auras and Kinetic Constructs are formed out of the same visible energy. More “realistic” kinetic powers have 1

or 2 ranks of the Subtle modifier to reflect that they cannot be detected, except with exotic senses, creating invisible blasts, shields, and constructs.

COUNTERING

Kinetic powers affect motion and the energies associated with it, so in addition to countering each other, they may be able to counter other powers or effects based on motion, force, friction, or inertia. A common example is using a kinetic power to counter a use of Strength by absorbing, dissipating, or redirecting the force of the target’s muscle power. Similarly, a kinetic power may be able to counter a movement effect, essentially dissipating the target’s forward momentum. Kinetic powers involving friction may counter effects which grab or grip, such as Wall-Crawling or certain types of Afflictions.

KINETIC FEATURES

Some potential Feature effects associated with Kinetic Powers include the following:

- You can determine the kinetic energy of an object (essentially how fast it is moving and its mass) simply by looking at it.
- You have kinetic “remote control” over a particular device or vehicle responsive to your powers and mental commands.
- You have a very limited version of Move Object, only able to move mass rank –5 (about 24 oz.). On the upside, it is effectively Subtle 1.

OFFENSIVE POWERS

Offensive kinetic powers turn force into a weapon, from a true direct “brute force” attack to more subtle uses.

FORCE CAGE

You form a bubble, cage, or similar construct of force around a target, restricting their movements. If your attack check against the target’s Dodge succeeds, the target makes a Dodge resistance check (DC 10 + rank). Failure means the target is trapped inside the object and must break through it in order to escape. The Force Cage has Toughness equal to its rank. The Force Constructs power (see **Utility Powers**) can duplicate this power, as it is the same effect without the Limited flaw.

Force Cage: Create Force Cage, Limited to Entrapping • 1 point per rank

FRICTION BLINDNESS

With this power, you cause a target’s eyelids to stick together, effectively blinding the target. The target does not get a check to overcome the effect, but it ends instantly when you no longer maintain it.

Friction Blindness: Perception Ranged Affliction (Resisted by Dodge; Unaware), Sustained, Instant Recovery, Limited Degree (Third Only), Limited to Targets with Eyelids, Limited to Vision • 1 point per rank

You can create a similar effect on speech by sticking the target's mouth closed.

Friction Muzzle: Perception Ranged Affliction (Resisted by Dodge; Transformed), Sustained, Instant Recovery, Limited Degree (Third Only), Limited to Keeping Target's Mouth Closed (-2) • 1 point per rank

FRICION HEAT

You transform a target's kinetic energy into heat, slowing or stopping the target and inflicting heat damage.

Friction Heat: Ranged Weaken Movement Effects, Broad; Linked to Ranged Damage (Heat), Damage Limited to Reduction in Speed Rank • 4 points per rank

INTERNAL ATTACK

You manipulate kinetic energy within a target, causing a disruption of the target's internal systems and bypassing external armor or defenses.

Internal Attack: Perception Ranged Damage, Alternate Resistance (Fortitude), Affects Objects • 5 points per rank

KINETIC BLAST

You project a focused blast of kinetic energy that hits with considerable force.

Kinetic Blast: Ranged Damage (kinetic) • 2 points per rank

KINETIC BULLET

You can fling a small object with enough speed that it hits like a bullet fired from a gun. If you can "fire" multiple small objects at once, apply the Multiattack modifier to the power for +1 point per rank.

Kinetic Bullet: Ranged Damage (projectile), Quirk (requires objects as ammo, -1 point) • 1 point for rank 1 + 2 points per rank

KINETIC BURST

You create a "bubble" of force that bursts outwards like an explosion or creates a blast of debris or small objects in the same area.

Kinetic Burst: Ranged Burst Area Damage (kinetic) • 3 points per rank

KINETIC WEAPON

You form a close combat weapon (a sword, a club, etc.) out of kinetic force, able to strike targets like a physical

weapon, perhaps with greater power than an ordinary weapon.

Kinetic Weapon: Damage • 1 point per rank

SUFFOCATING BUBBLE

You surround a target's head with a force field that keeps out air, causing them to suffocate.

Suffocating Bubble: Ranged Progressive Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 4 points per rank

DEFENSIVE POWERS

Defensive kinetic powers absorb, deflect, or redirect kinetic energy or use it as a medium to deflect or protect against other harmful effects.

FRICIONLESS

You can render your surface virtually frictionless, such that it is impossible to get a grip on you: attempts to grab, ensnare, or otherwise restrain you automatically fail unless the effect does not rely on touching you (such as a trap or construct completely enclosing you).

Frictionless: Immunity 10 (Grabbing, Ensnaring, and Restraining effects), Sustained • 10 points

IMMOVABLE

By redirecting kinetic energy and affecting friction, you render yourself immune to any attempt to move you against your will. Since this power as well as Frictionless (previously) are sustained, they may well exist as Alternate Effects, representing different applications of kinetic control.

Immovable: Immunity 10 (Being Moved), Sustained • 10 points

KINETIC ABSORPTION

You soak up incoming kinetic energy, transforming it into energy you can redirect and use for your own purposes. When hit with a kinetic attack, you gain a trait, from Strength or Agility to particular advantages or powers, such as Kinetic Blast. You can even take multiple traits as Alternate Effects, allowing you to choose from a set of traits each time you absorb kinetic energy. Channeling energy to the same trait "resets" the Fades flaw, bringing the trait back up to its full normal value.

This power is typically linked with something that blunts the actual effects of the kinetic energy absorbed, such as Kinetic Deflection, Kinetic Immunity, or Kinetic Shield.

Kinetic Absorption: Enhanced Trait, Fades, Reaction (When Absorbing Kinetic Energy), Limited to When Absorbing Energy • 1 point per rank

KINETIC DEFLECTION

You rob projectiles of their kinetic energy, or redirect it, causing them to miss their target(s) or even just drop harmlessly out of the air, deprived of all their momentum.

Kinetic Deflection: Deflect, Limited to Kinetic Attacks • 1 point per rank

KINETIC IMMUNITY

You are essentially invulnerable to impacts and other attacks reliant on kinetic energy, absorbing or dissipating them harmlessly. This power includes the benefits of the Immovable power (previously), since kinetic attacks cannot move you any more than they can harm you.

Kinetic Immunity: Immunity 40 (Kinetic Attacks) • 1 point per rank

KINETIC SHIELD

You surround your body with a tight field of energy that protects you from incoming attacks.

The standard Kinetic Shield is an effective barrier against all attacks targeting Toughness, but some Kinetic Fields are Limited to Kinetic Damage, ineffective against other types of energy, such as cold, heat, or electricity.

Kinetic Shield: Impervious Protection, Sustained • 2 points per rank

MOVEMENT POWERS

The energy of motion itself, kinetic powers can provide all kinds of movement abilities, including standard versions of the Burrowing, Flight, and Leaping effects (*Deluxe Hero's Handbook*, pages 151, 161, and 154).

FRICTION CLING

Controlling the friction between your body and a surface allows you to stick to walls and ceilings.

Friction Cling: Movement (Wall-Crawling 1 or 2) • 2 or 4 points

KINETIC TRANSPORT

You render yourself "at rest" relative to the rotation of the Earth beneath you, giving you a sudden and brief westward velocity of 1,000 MPH (at the equator, less towards the poles). The effect is that you suddenly vanish and are about a mile away before anyone realizes you are gone.

Kinetic Transport: Teleport 8, Limited to Due West, Not Through Barriers • 4 points

KINETIC REBOUND

You absorb or dissipate the kinetic energy from falls (often linked with Kinetic Absorption) allowing you to fall any distance without harm.

Kinetic Rebound: Movement 1 (Safe Fall) • 2 points

UTILITY POWERS

Control over kinetic energy has numerous other useful applications, particularly involving the telekinetic movement of objects at a distance.

FRICTION CONTROL

You create an area of extremely low or high friction, causing targets in the area to slip and find it difficult to stand, or become stuck and find it difficult to move.

Friction Control: Burst Area Ranged Affliction (Resisted and Overcome by Dodge; Hindered, Prone), Progressive, Limited Degree; AE: Burst Area Ranged Affliction (Resisted by Dodge, Overcome by Strength; Hindered, Immobility), Progressive, Reversible, Limited Degree • 2 points + 4 points per rank

FORCE CONSTRUCTS

You can project force fields to form different solid objects or constructs. See the **Create** effect for details (*Deluxe Hero's Handbook*, page 102).

Force Constructs: Create Force Constructs • 2 points per rank

MOMENTUM BOOST

You can add to a subject's momentum, accelerating them to even greater speeds. The power is normally Sustained. If you provide a single burst of speed, apply the Fades modifier as well.

Momentum Boost: Enhanced Speed, Affects Others, Ranged, Variable Descriptor (movement effects) • 2 points + 3 points per rank

MOMENTUM DRAIN

You can drain or dampen a subject's momentum, causing them to slow towards an at-rest state with no movement speed (if they are weakened to less than speed rank 0).

Momentum Drain: Ranged Weaken Movement Effects, Affects Objects, Broad • 4 points per rank

TACTILE TELEKINESIS

You can exert force on objects simply by touching them, but the energy imparted comes from your power rather than your muscles, which do not have to do any of the work. This means you can exert the effective Strength of your power without having to move, so long as you are in close contact with the subject.

Tactile Telekinesis: Enhanced Strength, Limited to Lifting and Moving (No Damage), Feature 1 (Able to Exert Strength Without Moving) • 1 point + 1 point per rank

TELEKINESIS

You can move objects at a distance without directly touching them. See **The Move Object Effect** at the start of this section for details.

Telekinesis: Move Object • 2 points per rank

A common Telekinesis variant is Psychokinesis, an often psionic or psychic power that only requires you be able to accurately see or sense your subject to move it. Psychokinesis is often Subtle as well, detectable only by mental or other exotic senses.

Psychokinesis: Perception Ranged Move Object • 3 points per rank

TELEKINETIC TOUCH

Your telekinetic powers have a sense of touch, allowing you to “feel” things at a distance with a kind of kinetic echolocation. Telekinetic characters with this power may have the Feedback flaw (*Deluxe Hero's Handbook*, page 200) on powers like Force Constructs or Telekinesis; they “feel” impacts and energy through their connection, enough to cause mental strain and psychosomatic reactions.

Telekinetic Touch: Senses 1 (Ranged Tactile) • 1 point.

OTHER KINETIC POWERS

Focused on motion, kinetic powers are connected to many **Speed Powers**, which can also involve channeling or manipulating kinetic energy in different ways. Similarly, a focus on force connects kinetic powers to **Strength Powers**, many of which may represent the power to channel and control kinetic energy rather than sheer muscle power.

In some cases, telekinetic manipulation of objects extends down to the micro-scale, perhaps even to the discrete manipulation of molecules or atoms. The simple slowing and speeding of molecular motion may be connected to **Cold Powers** and **Fire Powers**, while the ability to rearrange molecules and atoms can provide powers of transmutation and transformation far beyond what can be categorized as “kinetic” powers, even if they have a telekinetic element to them.

KINETIC COMPLICATIONS

Kinetic powers can make a character into a powerhouse, but they can also complicate matters. The following are some complications associated with kinetic powers and their use.

ACCIDENT

Flinging powerful blasts of kinetic force, or playing with the forces of friction, inertia, and momentum, can wreak havoc if a character isn't careful. Kinetic powers can cause various sorts of accidents in the heat of combat or simply

when the character isn't paying attention to the possible consequences.

ADDICTION

It's possible controlling—and particularly *absorbing*—kinetic energy might come with a “rush” that is potentially addictive. Someone addicted to soaking up kinetic energy is likely to look for it in the rawest form: getting hit, and hit hard. Such an addict might seek out fights with strong, powerful opponents—like superheroes and villains—just for the opportunity to “feed” off the energy.

POWER LOSS

Other than specific exceptions like Kinetic Absorption, the powers in this section are assumed to generate their own kinetic energy, essentially out of nowhere. A character might be dependent on a source of energy in order to use kinetic powers, however. This could be as simple as drawing on minute amounts of kinetic energy from the environment: in areas where things are especially still, the character's power could diminish. Or the kinetic controller might draw on a different power source, converting it into kinetic energy. Cut off from that source, there's no power.

SIDE-EFFECT

Kinetic powers might come with some problematic side-effects which constitute complications when they come into play.

For example, if a kinetic controller draws upon ambient molecular motion to gain a kinetic “charge,” then when the character uses kinetic powers, the temperature drops. Likewise, if the character absorbs and “sheds” kinetic energy by transforming it into heat, the temperature rises. This can cause changes in the environment and potential problems.

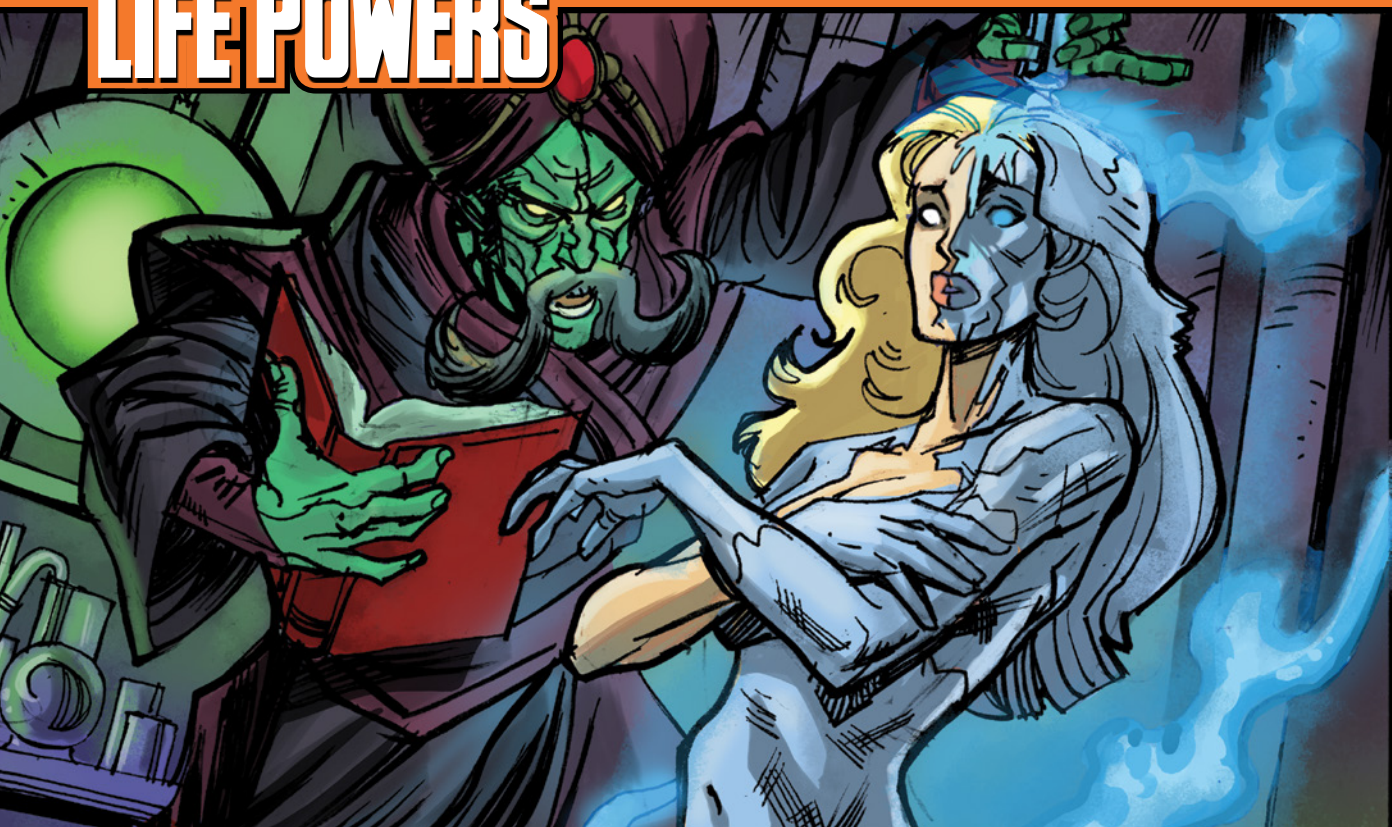
A character with Kinetic Immunity may be *literally* immovable by any outside force. No one can carry the character, nor can any vehicle, which can certainly cause problems.

WEAKNESS

The prime weaknesses of kinetic powers are a focus solely on kinetic energy and the potential of too much kinetic energy.

In the first case, characters immune to things like impacts or physical force might suffer a greater sensitivity to effects able to bypass their defenses. A juggernaut with Kinetic Immunity could literally be “stopped cold” by a paralyzing ice Affliction, for example, or have his Strength sapped quickly by a chilling Weaken effect.

There's also the potential for kinetic powers to “overload” when channeling or exposed to too much energy at once. A character might have Kinetic Immunity, but still suffer the occasional setback where a massive kinetic impact temporarily stuns him, for example.



Life Powers grant influence over the essential stuff of life itself: not just biological systems, but also the mysterious, vital “life force” differentiating the animate and inanimate. Users of these powers can heal—perhaps even restore life to the dead—but also harm, literally holding the powers of life in their hands.

LIFE DESCRIPTORS

The following are important descriptors for life powers, affecting how they are defined and how they work:

- Biological:** Originating from or affecting a living organism. Broadly speaking, living organisms in *MUTANTS & MASTERMINDS* can be defined as creatures possessing a Stamina rank, whereas those that do not are typically constructs. Still, some constructs—undead for example—may be biological in origin even though they are no longer living. Likewise, certain powers or effects may have the biological descriptor because they *target* biological organisms, living or otherwise.
- Life:** In the context of life powers, the life descriptor is almost inseparably intertwined with the biological descriptor (previously). Life is biological, referring to “living organisms”. In particular, even though beings like androids, ghosts, spirits, and the like may be intelligent and self-aware, they are not “alive” in terms of the descriptor. As a good guideline, creatures lacking Stamina or possessing Immunity to Fortitude Effects may not fit into the “life” descriptor. So a Healing effect, for example, does not benefit a robot or other construct, and some life powers may have no influence over a being that is not truly “alive.”
- Life Force:** Life powers may reference the concept of “life force” for their origin or medium, using a wide range of terms from vital force to *elan vitale*, *chi*, *ki*, or essence, to name a few. It is up to the Gamemaster (and the definitions of the setting) to determine whether or not all of these things refer to the same descriptor or they are distinct in some fashion. Pure life force typically enhances living beings, speeding their recovery and strengthening them, whereas a loss of life force leads to fatigue, lethargy, weakness and, eventually, illness and death.
- Divine:** Life powers may derive from a metaphysical “higher power” such as a deity, or from the power user’s *belief* in such a power, whether or not one exists. This power source and descriptor is suitable for the abilities of faith healers or divinely-appointed clerics or champions, particularly servants of deities or faiths focused on life, vitality, and healing. Some divine healing powers may be based on the *patient’s* belief as much as the healer’s, in which case the flaw Limited to the Faithful is appropriate.
- Magic:** Magic tends to have an unusual relationship with life powers in source material like the superhero comic books. Specialized mystics like “empathic healers” may wield magical or mystical life powers—often with the burden of suffering some measure of their subjects’ pain. More general magicians or sorcerers, on the other hand, tend to have little, if any, power over the forces of life and may not be able to heal a simple cut or bruise. Instead, their powers focus on the metaphysical and maladies of the psyche and spirit. A magician can exorcise a demon or remove a curse, but makes a poor

healer. This often differentiates sorcerers or magicians from healers, empaths, or other mystics, whose powers may have a touch of the divine or involve a deeper connection to the life force (previously).

COUNTERING

Life powers influence the body and life force, either bolstering or diminishing them. One use of life powers may potentially counter another, such as using Healing against a Pathogen or Bio-Disruption. Bolstering life powers may also counter other things that directly weaken or harm the body, such as diseases, toxins, and similar Affliction, Damage, or Weaken effects.

Metaphysically, life powers are opposed to (and opposed by) death powers, and the two may counter each other, although in some instances life powers have no further influence once a subject has fallen under death's sway. So a burst of pure "life force" might have a detrimental effect on, say, an undead creature, or it might have no effect at all, since the creature is not alive, merely animated.

HEALING & REGENERATION

Two primary effects for life powers, Healing and Regeneration approach a similar problem—repairing damage—in slightly different ways. Healing is an all-at-once effect involving at least a modicum of effort, since it requires a check and can potentially fail. Regeneration is a more gradual effect, spread out over time, but steady and reliable. Which effect should be used for a particular life power depends on the power's intended purpose.

Healing is a broad-spectrum effect: eliminating conditions caused by Damage as well as providing a bonus on resistance checks against disease and poison effects (typically Afflictions), usable on yourself or on others. Limit flaws can remove some of these capabilities, for a Healing effect which only works on Damage, for example, or one that only affects others. Conversely, a number of extras can further expand Healing's capabilities to treat fatigue, weakness, or even death.

Regeneration is a specific effect, speeding up the recovery time of Damage conditions, but having no effect on anything else, working automatically and only on the user by default. It's possible to use modifiers to grant Regeneration to others, but most such effects should simply use Healing.

Neither effect works on subjects unable to heal of their own accord (lacking a Stamina rank). The Affects Objects modifier allows them to do so, with the Limited to Objects flaw balancing the cost for Healing and Regeneration effects that *only* work on objects.

LIFE FEATURES

Feature effects associated with Life Powers include the following:

- You radiate an additional degree of life-force, promoting the health and well-being of living things around you, such that anything growing or healing

in your presence gains a +2 circumstance bonus to any necessary checks.

- With just a touch and a standard action, you can automatically stabilize any dying creature's condition.
- You're aware of your own physical condition with the degree of a battery of medical tests, at all times. So, if you suffer a disease or injury, for example, you automatically know what has occurred and its severity. The GM may require an Expertise (Medicine) or Treatment check to describe the condition in detailed technical terms.

OFFENSIVE POWERS

Although life powers most often work to preserve and protect life, they are also capable of disrupting or even destroying it, since the power to heal often includes the power to harm as well.

BIO-DISRUPTION

With a touch, you can cause a significant disruption of the biological systems of a target's body. The effect is temporary, but can be quite distracting, and often painful. If the Gamemaster allows, it can even be lethal, if pushed beyond mere incapacitation (see **Lethal Damage** in the *Gamemaster's Guide*, page 193). With the broad range of potential conditions this can cause, Bio-Disruption may have the Variable Conditions modifier (see **Illusion Powers**). If you can disrupt targets at a distance, add the Ranged or Perception Ranged modifier. With both Variable Conditions and Increased Range, Bio-Disruption can incorporate the other Affliction effects in this section.

Bio-Disruption: Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 2 points per rank

BIO-OVERRIDE

You exert control over your target's gross motor functions, manipulating them like a puppet. The victim's mind remains untouched, but you are in control of their body and actions.

Bio-Override: Perception Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Entranced, Compelled, Controlled) • 4 points per rank

BIO-SCULPTING

Like a sculptor working soft clay, you can reshape and mold a target's flesh, changing appearance or potentially adding or subtracting features. You can cripple any of the target's physical abilities: rendering limbs useless or covering sensory organs with a layer of skin, for example. Like Bio-Disruption, Bio-Sculpting is potentially lethal, if used with that intent.

Bio-Sculpting: Cumulative Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Transformed) • 2 points per rank

CELLULAR DISRUPTION

You inflict cellular damage on a living target by touch.

Cellular Disruption: Damage, Alternate Resistance (Fortitude) • 1 point per rank

PATHOGEN

You can inflict a pathogen—a disease organism—on a target by touch. Like the Bio-Disruption power, this one may potentially inflict a wide range of conditions, in which case it may have the Variable Conditions modifier. The Insidious modifier is particularly dangerous, as the victim may not become aware of the pathogen's effects until it is too late to treat them.

Pathogen: Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Progressive • 3 points per rank

SEIZURE

You cause your target to suffer a seizure, stunning them for a time until they are able to shake off the effect. The basic power is often enhanced by extras like Perception Ranged, Cumulative, or Progressive, and may be Subtle or Insidious as well.

Seizure: Affliction (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated) • 1 point per rank

DEFENSIVE POWERS

Defensive life powers primarily involve the enhancement of biological systems to better resist disease, pain, toxins, injury, or hostile environments.

BIO-ADAPTATION

Your body adapts to deal with harmful circumstances, a kind of hyper-Mithratism, where once you have suffered a harmful biological effect, you instantly develop a resistance or immunity. So you might suffer the effect of a flu strain, for example, after which you become completely immune to it.

Bio-Adaptation: Immunity 30 (Fortitude effects), Limited to effects you have experienced at least once • 15 points

ENHANCED IMMUNE SYSTEM

Your immune system is incredibly efficient, rendering you immune to ordinary pathogens and parasitic organisms, unless the GM specifically chooses to declare one a complication.

Enhanced Immune System: Immunity 2 (diseases and parasitic infections) • 2 points

INSENSATE

You have voluntary control over the pain receptors and nerve endings in your body, allowing you to be aware of pain but otherwise unaffected by it. Effects with a pain descriptor do not work on you. Some with this power might have the additional complication of not being aware of pain at all, meaning they might suffer harm without the normal reflex to pull away or otherwise protect themselves.

Insensate: Immunity 5 (pain effects) • 2 points

MOVEMENT POWERS

Movement effects are unusual for life powers, apart from as outgrowths of bio-sculpting or ordinary movement capabilities, in which case see the movement powers given in the **Morphing Powers** and **Talent Powers** sections.

LIFEPORT

You can move from place to place through the field of "life force" surrounding concentrations of living beings. Your power cannot take you into areas that are truly lifeless or with nothing more than scattered life-forms.

Lifeport: Teleport, Quirk (Not into areas where there is little or no life, -1 point) • 1 point for rank 1, +2 points per rank

UTILITY POWERS

Life powers have a wide range of other uses, involving control over one's own life functions or those of others to control over biological matter itself.

ADRENAL CONTROL

You have conscious control over the body's production of adrenaline, capable of enhancing strength and athletic ability temporarily. Realistically, this power should be limited to just a few ranks, but there are instances of people under stress demonstrating incredible "hysterical strength" that could justify higher ranks. Some versions of Adrenal Control add the Side Effect flaw with an Affliction effect after the enhancement wears off (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated).

Adrenal Control: Enhanced Strength, Fades • 1 point per rank

BIOKINESIS

You can move biological material (living or dead) with nothing more than your mind, a limited form of telekinesis. So you can lift a person (or other biological creature) or move things like wood, natural fiber cloth, or similar materials, but not plastics, metals, minerals, and so forth. The GM decides any cases where the nature of a material is in doubt.

Biokinesis: Move Object, Limited to Biological Material • 1 point per rank

CURE

You can treat conditions like disease and poisons, restoring the body to heal.

Cure: Healing, Limited to Disease and Poison • 1 point per rank

ENERGIZE

With a touch, you banish fatigue and fill your subject with vital energy.

Energize: Healing, Energizing, Limited to Energizing • 2 points per rank

LIFE SENSE

You can sense the presence of living beings nearby, and have a general sense of their species and overall well-being (healthy, diseased, etc.). An Accurate version of Life Sense can target beings you sense with attacks, including other life powers.

Life Sense: Senses 3 (Detect Life, Ranged, Acute) • 3 points

PHARMACOPEIA

You can produce the effects of a wide range of drug compounds in living targets by touching them. As an offensive effect, this power is the same as Bio-Disruption (under **Offensive Powers**) but it is usually coupled with an Alternate Effect capable of treating illnesses and imbalances and promoting healing.

Pharmacopeia: Healing (Alternate Effect: Bio-Disruption) • 1 point + 2 points per rank

PSYCHIC DIAGNOSIS

By examining a subject, you can determine the state of their physical health: the presence of injuries, organ damage, pathogens, toxins, and so forth. An Expertise check (Biology, Medicine, or related field) may be required to interpret what you perceive, but you are otherwise as detailed and accurate as a battery of conventional medical tests, and considerably faster. A use of Psychic Diagnosis may provide a circumstance bonus on checks to then treat the patient's conditions.

Psychic Diagnosis: Senses 3 (Detect Health, Analytical) • 3 points

SKIN-SHIFTING

Your skin and outer layer of muscle is malleable and you can reshape them at will. This allows you to take on different appearances, limited only by your skeletal framework, meaning you cannot significantly change your size. If you have greater power to alter your body, see the **Morphing Powers** section.

Skin-Shifting: Morph 2 (outward appearance limited by size and shape) • 10 points

SUSPENDED ANIMATION

You can place yourself into a state where your life functions are nearly suspended, allowing you to go for a long period of time without food, water, or air, and halting the progression of any biological processes in your body (including the progress of disease or toxins, for example). If you can place other (willing) characters into suspended animation, apply the Affects Others modifier.

Suspended Animation: Immunity 5 (aging, starvation and dehydration, suffocation, ongoing biological effects), Limited (subject is incapacitated) • 3 points

TOTAL HEALING

Your considerable healing powers can treat any harm, up to and including restoring life to the dead! Apply Affects Objects (increasing cost by +1 per rank) if you can also "heal" damage to non-living things.

Total Healing: Healing, Persistent, Restorative, Resurrection • 1 point + 6 points per rank

A common variation on this power is Total Self Healing, applying the Reaction and Self Only modifiers so that your Healing effect activates up to once per round, whenever you are harmed, to treat the conditions. Someone with this power can be hurt, but recovery is almost instant. The GM may wish to require an additional Limited flaw, defining some type of attack or condition the Total Healing will not treat.

Total Self Healing: Healing, Reaction (when hurt), Energizing, Persistent, Restorative, Resurrection, Self-Only • 1 point + 7 points per rank

OTHER LIFE POWERS

Life is a broad descriptor and many other powers can fit into it as affected (or affected by) living and biological processes.

- **Illusion Powers** can involve a direct influence over sensory organs as well as the biochemical processes of the brain, from causing drug-fueled hallucinations to blocking off certain sensory input.
- **Morphing Powers** are the extreme end of control over biology and biological matter. As life powers, many of them would have the Affects Others or Attack modifier for use on other characters rather than the power wielder.
- **Plant Powers** represent another type of biology, but a form of life nonetheless. Those with broad life powers may control and influence plant as well as animal life.

Speaking of which, **Animal Powers** can include biological adaptations suitable for flesh-shapers, and empathy with life may include a connection with animals as well as humans.

Given the connection between the light and life descriptors—with life force described as “living light”—some **Light Powers** may be considered life powers and vice versa.

LIFE COMPLICATIONS

Life can be messy, and life powers are no exception. A number of complications can arise from having or using life powers, particularly if the character’s capabilities become widely known.

ADDICTION

Imagine the addictive possibilities for someone able to control the basic functions of the body: releasing potent neuro-chemicals, endorphins, or adrenalin at will. Now add to that powers like Pharmacopeia (under **Utility Powers**) and it’s easy to see how life powers can lead to serious addictions. What’s worse, a life controller could be an enabler or “pusher” of addictions for others, providing virtually untraceable highs without the need to carry or smuggle drugs or paraphernalia.

Similarly, life controllers could become addicted simply to the process of using their powers. Perhaps there’s a euphoric “high” that comes with healing (or controlling) someone else, or it could just be the psychological effect, the “god-complex” of being a healer, which some medical professionals encounter.

FAME

Life is perhaps the most precious thing in the world, so someone with known power over it is sure to become famous—and extremely in demand. A super-healer or flesh-sculptor (able to cure deformities, scarring, and other damage) could name his or her price from any hospital or medical institution in the world, but would likely also face blistering criticism for “withholding” such a powerful gift from those unable to pay that price.

HONOR

A life controller might take an oath similar to a doctor or other medical professional to use such powers wisely and well. Indeed, in the case of mystical or divine life controllers, such an oath may be an essential part of their training. In particular, a healer may be sworn to help those in need, including injured or ill criminals!

PHOBIA

Those with life powers may shrink from the approach of the forces of death, fearful of unliving creatures like the undead or unnatural beings like robots, golems, or other simulacra.

Knowledge of life and all of its complex vulnerabilities may also bring about germaphobia (fear of infections and

illnesses) or hypochondria, the tendency to self-diagnose with the worst possible medical conditions at the slightest sign of symptoms.

POWER LOSS

As mentioned under **Honor**, some life controllers may draw their power from a “higher” source, in which case that power could be revoked, should the character fail to live up to expectations.

QUIRK

It’s common for wielders of life powers to develop a code against doing harm (similar to a doctor’s Hippocratic Oath) or to become pacifists, unwilling to use violence to solve problems, or even in self-defense in extreme cases. Pacifism can be a challenging Quirk to roleplay in a superhero RPG, where so much of the action revolves around combat, and players should keep this in mind.

RESPONSIBILITY

Literally possessing the power to grant life is a heavy responsibility, and those with life powers may be strongly motivated to use them to protect and preserve life whenever and however they may. Of course, complications can arise when there are questions over the appropriate use of such powers. Is a super-powered healer practicing medicine without a license? Are there questions of patient consent or legality? Can you sue a healer for malpractice? Moreover, is it selfish for a healer to want things like a personal life or time away from treating the sick and injured, or to triage or prioritize patients?

SECRET

Given the heavy burden of life powers, some may choose to keep the true nature or extent of their powers secret so as not to have to deal with the judgments of others. Of course, this renders the character vulnerable to blackmail and limits circumstances where those powers may be used. It also means, should the secret come out, the effects will be that much worse for being hidden from the public in the first place.

WEAKNESS

The most common “weakness” for healers is the Empathic flaw for the Healing effect (*Deluxe Hero’s Handbook*, page 162) where healers suffer the conditions they cure. It is not a complication, however, but included in the power’s cost.

Those with life powers may be so attuned to the life around them they suffer similar “empathic backlash” when others are injured or killed, dealing with the equivalent of an Affliction effect that can daze, stun, or incapacitate them with the onslaught of others’ pain and suffering.

LIGHT POWERS



Shed some light on the world! From dazzling displays to hypnotic patterns and laser beams, **Light Powers** tap into one of the fundamental energies. Characters can control, manifest, project, and even *become* light, with a full spectrum of powers at their command.

LIGHT DESCRIPTORS

The following are important descriptors associated with light powers, affecting how they appear and function.

- **Light:** Naturally, light is illuminating, reducing or eliminating the concealment granted by darkness and shadows. Most light powers shed enough illumination to reduce darkness-based concealment by one level within distance rank 0 (30 feet) of the effect. Greater levels of illumination generally require a specific Environment effect: see **Illumination** under **Utility Powers** for details.
- **Heat:** Light can also generate heat, particularly in the infrared and ultraviolet portions of the spectrum. Focused light particularly can heat up targets, as any kid with a magnifying glass can tell you, and lasers primarily do damage through high temperatures. The heat from some light powers can potentially cause fires or set off explosive materials; see the **Fire Powers** section for details.
- **Life:** In a mystical sense, light is often associated with life, life-force, the soul, or vital energy seen as “light” radiating from all living creatures. This makes light a descriptor for various **Life Powers** involving that vital energy, and the ability to create and control il-

luminating light and the power to bolster, restore, or manipulate life force may overlap.

- **Radiant:** Similarly, light tends to be associated with holiness and purity, and some light powers may have a “radiant” or “holy” descriptor indicating they originate with a mystical or divine source rather than an earthly one. Such light may trigger weaknesses in “creatures of darkness” and mark the user as a champion of the “forces of light” in the setting.

COUNTERING

Depending on descriptors, light powers may be useful for countering a number of other effects. The most obvious is the light versus darkness opposition: light powers can overcome darkness effects from mundane concealment (due to lack of illumination) to manipulation of primal or essential “dark energies”. Similarly, light powers may counter other light powers, either depriving them of the light they need to function, or “bending” or otherwise controlling the light they are based on. Light powers may counter visual effects requiring light as a medium, particularly visual Illusions like the **Holograms** power (see **Utility Powers** in this section), but also light-based Communications like the **Laser Comm** power. Visual sensory effects are generally not countered; instead they are disabled by light-based Affliction effects such as those in the **Offensive Powers** section of this section. See the **Sensory Powers** section for further discussion of countering sensory effects. Light powers with mystical descriptors like life or radiant may be able to counter powers with opposing descriptors like death, necromantic, unholy, and

unnatural. See the **Magic Powers** section for some examples of such countering effects.

LIGHT FEATURES

Potential Feature effects associated with Light Powers include the following:

- You have a minor degree of immunity to light effects, enough that you never sunburn, need sunglasses, or otherwise have trouble with any amount of full direct sunlight.
- You can emit a directed cone or beam of light at will, as if you carried a powerful flashlight at all times.
- You have a personal “spotlight” that can illuminate you at will and follow your movements, putting you in a continuous “pool” of light no more than distance rank –2 (6 feet) across.
- You can generate and refract light around you to create a harmless, shimmering “light show” of color, good for a circumstance bonus to interaction skills in situations where it can impress others.
- You can create minor, static holographic images within arm’s reach and no more than volume rank 1 in size (about a cubic foot).

OFFENSIVE POWERS

Offensive light powers take advantage of bright light to blind or overwhelm targets, and focused light energy to inflict direct damage.

BLINDING BEAM

You project a beam of blinding light into a target’s eyes.

Blinding Beam: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision • 2 points per rank

You similarly create a **Blinding Burst** of light, radiating in all directions, much like a powerful flash-bulb or strobe. The Blinding Burst originates from you; if it is something you can cast out to a distance, where it bursts (like a flash-bomb), apply the Ranged modifier as well.

Blinding Burst: Burst Area Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision • 2 points per rank

With a **Blinding Aura**, you continuously emit light bright enough to blind anyone looking directly at you. If you can maintain the Blinding Aura as a free action while doing other things, apply the Reaction modifier (increasing cost to 5 points per rank).

Blinding Aura: Perception Area Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision, Sustained Duration • 4 points per rank

A **Blinding Field** fills an entire area with light bright enough to overwhelm all other visual input, rendering anyone in or looking at the area unable to see anything but pure, white light.

A lesser effect can be achieved with an Environment effect which imposes a visibility modifier due to a bright (but not completely blinding) light.

Blinding Field: Burst Area Visual Concealment 4 Attack (all visual senses) • 12 points + 4 points per +1 area distance rank

DAZZLING BURST

An explosion of light and color radiates out from you, overwhelming the visual centers of nearby targets. For a **Dazzling Beam** attack, replace the Burst Area modifier with the Ranged modifier, allowing you to hit a single target at a distance.

Dazzling Burst: Burst Area Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated), Sight-Dependent • 2 points per rank

HYPNOTIC STROBE

With a pattern of flashing light and color, you place targets into a trance where they are open to suggestion and obedient to your commands. For a strobe affecting multiple targets, replace Perception Ranged and Sight-Dependent with Perception Area. Add Selective if you can choose which targets you affect and Insidious if targets are unaware they are being influenced.

Hypnotic Strobe: Perception Ranged Affliction (Resisted and Overcome by Will; Entranced, Compelled), Limited Degree, Sight-Dependent • 1 point per rank

LASER BEAM

You project a coherent beam of light able to deliver a blast of focused energy. Due to a laser’s ability to travel great distances in a straight line, Extended Range is an appropriate extra. Penetrating is also suitable for laser attacks.

Laser Beam: Ranged Damage (Laser) • 2 points per rank

Rather than a sustained beam, you might create a **Pulse Laser**, firing off a series of high-intensity pulses you can focus or scatter, as you prefer.

Pulse Laser: Ranged Multiattack Damage (Laser) • 3 points per rank

A **Laser Burst** fires off beams in all directions around you, allowing you to hit multiple targets in the area, but hard on your allies. If you can control who gets hit within the burst, apply the Selective modifier as well. Added ranks of Area apply much like Extended Range for Laser Beam.

Laser Burst: Burst Area Damage (Laser) • 2 points per rank

Shifting the frequency of your beam out of the visible spectrum to create an X-ray or gamma-ray laser (“graser”) projects an **Invisible Laser Beam** targets won’t even see coming.

Invisible Laser Beam: Ranged Damage (Laser), Subtle • 1 point + 2 points per rank

You may also be able to project a low-level **Targeting Laser** to “paint” your target and provide a sighting path for your beam, like a modern laser-sight.

Targeting Laser: Add Accurate to any Laser power • 1 point per rank (+2 attack bonus per rank).

LASER WEAPON

You focus light into the shape of a melee weapon (like a sword, although it can just as easily be a hammer or other type of weapon). Some laser weapons may have properties like their actual counterparts; see the **Melee Weapons** table on page 217 of the *Deluxe Hero's Handbook* for some ideas.

Energy-damage laser weapons may have the Penetrating modifier, while laser weapons made of “solid light” may be Strength-based Damage instead.

Laser Weapon: Damage (Laser) • 1 point per rank

DEFENSIVE POWERS

Defensive light powers shield you from the harmful effects of light or use light as a medium to protect you from other effects.

IMMUNITY TO LIGHT

Your power over light makes you immune to its harmful effects.

Immunity to Light: Immunity 10 (Light Effects) • 10 points

LIGHT ABSORPTION

You can absorb energy from light and channel it to enhance your light-based powers. You gain ranks in the Enhanced Trait equal to the absorbed effect, then they fade at a rate of 1 rank per round until gone or you absorb light energy again. Traits enhanced with this power are still subject to power level limits.

This power often has Immunity to Light in conjunction with it, making you immune to the effects you absorb.

Light Absorption: Enhanced Trait, Fades, Limited to the lesser of effect rank or absorbed energy rank • As base trait –2 per rank

LIGHT FORM

You transform from a physical being into a form made of coherent light, able to pass harmlessly through transparent objects and shedding a bright enough glow to softly

illuminate the area around you (but making it difficult to conceal your presence, particularly in dark surroundings).

This power is often accompanied by other powers like Lightflight, Lightspeed, or Blinding Aura to reflect the additional capabilities of a Light Form.

Light Form: Insubstantial 3 (Energy Form – Light) • 15 points

PHOTONIC SHIELD

You surround yourself with a glowing aura of “hard light” able to resist attacks.

Photonic Shield: Protection, Sustained • 1 point per rank

REFLECTIVE

Like a “living mirror,” you can reflect light-based effects back at their source. If you can reflect an attack onto a target other than its source, apply the Redirect modifier for an additional +1 point per rank.

Reflective: Deflect, Reflect, Close Range, Limited to Light Effects • 1 point per 2 ranks

MOVEMENT POWERS

Given the speed of light, light powers are associated with fast movement, and some light-powered characters are speedsters as well. See the **Speed Powers** section for additional details on super-fast movement.

LIGHTFLIGHT

You can fly through the air, surrounded by a glowing aura and perhaps leaving a brightly glowing contrail of light.

Lightflight: Flight • 2 points per rank

Some characters—particularly those with the Light Constructs power (following)—fly via **Light Bridge**, a solid ramp or platform of light.

Light Bridge: Flight, Platform • 1 point per rank

LIGHTSPEED

You can move from place to place at the speed of light! True “light speed” is rank 29, but speed rank 24 is sufficient to go anywhere on Earth in a single move action, with Space Travel 1 handling any movement away from the Earth.

Lightspeed: Flight 24, Movement 1 (Space Travel 1) • 50 points

UTILITY POWERS

Light powers have numerous other applications, including the creation of images, enhancement of the senses, and projecting light over an area.

BANISH DARKNESS

You can counter any darkness effect in the area around you by radiating a clearing light. You can use this power as a model for creating other Nullify effects using light (see **Countering** under **Light Descriptors**).

Banish Darkness: Burst Area Nullify Darkness, Simultaneous • 3 points per rank

HEALING LIGHT

You channel a light energy that restores life-force and promotes healing. This power typically has a mystical descriptor like “life” or “radiant” (see **Light Descriptors**).

Healing Light: Healing • 2 points per rank

HOLOGRAMS

Using projections of laser light, you can create holograms, realistic three-dimensional images. Your holograms are not solid and do not affect senses other than the visual.

Holograms: Visual Illusion • 2 points per rank

ILLUMINATE

You can shed enough light to illuminate clearly over a wide area. For 1 point per rank, your illumination is similar to indoor lighting; for 2 points per rank, it is as bright as full daylight.

Illuminate: Environment (Light) • 1 or 2 points per rank

LASER COMM

You can project and receive pulsed, encoded laser transmissions as a form of communication. This power tends to be restricted to rank 3 (Long Range), unless working with a satellite network able to “bounce” signals around the curvature of the Earth, and is limited to the speed of light, so cannot achieve rank 5 (Unlimited) distance.

Laser Comm: Communication (Visual, Laser) • 4 points per rank

LASER HEARING

Projecting a low-level laser against a source of vibrations (glass, metal, water, etc.), you can “hear” distant sounds causing those vibrations, such as a voice on the other side of a pane of one-way glass or a conversation at a table in a cafe.

Laser Hearing: Senses 5 (Extended Hearing, Hearing Penetrates Concealment) • 5 points + 1 point per additional rank of Extended Hearing.

LIGHT CONSTRUCTS

You can create “hard light” constructs that function like physical objects. Light constructs are either translucent or opaque and generally glow softly. Apply other

Create modifiers to the power to customize it as desired (see pages 154–155 of the *Deluxe Hero's Handbook*). For animate constructs, use the Summon effect instead (and see the **Summoning Powers** section).

Light Constructs: Create • 2 points per rank

SOLAR SUSTENANCE

So long as you are exposed to light, you have no need to eat or rest—the light energy providing you with your essential sustenance.

Solar Sustenance: Immunity 2 (sleep and starvation), Source (light) • 1 point.

VISION ENHANCEMENT

Shaping, absorbing, and enhancing incoming light allows you to improve your vision in a variety of ways, seeing things others cannot.

Vision Enhancement: Senses: choose any of Vision Counters Concealment (Invisibility), Vision Counters Illusion, Darkvision (all requiring 2 ranks), Extended Vision, Infravision, Low-Light Vision, Microscopic Vision, Radius Vision, and Ultravision • 1 point per rank

WARP LIGHT

By bending and warping light, you can become invisible to the naked eye or all wavelengths of light. If you can also bend light to make other people and things invisible, apply the Affects Others modifier. If you can do so against their will, apply the Attack modifier. In either case, add the Ranged modifier if you can make subjects invisible at a distance.

Warp Light: Visual Concealment 2 • 4 points, 4 ranks (8 points) for all visual senses.

Rather than warping visible light, you might bend just infrared (IR) light around you, allowing you to pass through IR sensor or scanning beams without breaking them, rendering you essentially “invisible” to them.

Infrared Invisibility: Infravision Concealment 2 • 4 points

OTHER LIGHT POWERS

The powers in this section primarily focus on the physical properties of light, but it has other associations and connections to other types of powers.

Darkness Powers are the opposite side of light powers, as darkness is merely the absence of light. The ability to absorb or control ambient light can grant characters the powers to create and control darkness as well.

Focused light can create considerable heat, so many **Fire Powers** can also be light powers, such as Melt to represent the intense heat of a laser or Infravision for sensitivity to the infrared portion of the light spectrum.

As the **Holograms** power shows, visual **Illusion Powers** can also be light powers so long as they concern the physical manipulation of light rather than mental or psychic influence. Similarly, the **Decoys** power from **Summoning Powers** is suitable for a “mirror image” type of effect and other summoning powers may involve the creation of animated “hard light” constructs.

Some **Magical Powers** rely upon the symbolic qualities of light as purifying, revealing, illuminating, and healing.

Since vision relies on light, visual **Sensory Powers** can be considered light powers, similar to the Vision Enhancement power.

LIGHT COMPLICATIONS

In spite of the name, light powers are not always easy, and can come with their own complications.

DISABILITY

Given light’s association with vision, it can be an interesting twist to consider the concept of a character gaining light-based powers but also going permanently blind as a result of exposure to such intense light! Perhaps the character gains some compensatory accurate sense, limiting this complication to an occasional problem rather than a constant disability.

ENEMY

Given the connection between light and higher powers, light controllers often have enemies. Light and darkness are naturally-opposed, so a foe with darkness powers is one possibility (see the **Darkness Powers** section for some ideas) but the Enemy could just as easily be the character’s equal, with similar light-based powers, or a living manifestation of the character’s “shadow” (physical, psychological, spiritual, or all of these), given an independent identity and powers of its own.

If light is associated with life-force, then predators that feed on such energy may hunt those with an abundance of “inner light.” Similarly, a light-wielder could threaten (and earn the enmity) of darkness-loving creatures like the undead and others which fear the light.

FAME

It is difficult indeed for those with light-based powers to “hide their light under a bushel” and the spotlight truly does seem to follow them wherever they may go. Whether they seek the limelight or not, some characters have to deal with the complications of it, including stalkers, well-meaning (but troublesome) fans, lawsuits, and hangers-on hoping to profit from the character’s renown.

PHOBIA

Fear of the dark is a common phobia for those strongly tied to the light, especially if darkness has the potential to sap their strength or take away their powers (see **Power Loss**).

Related to a fear of darkness is claustrophobia, the fear of small, enclosed spaces, which are themselves often dark.

POWER LOSS

Those with the power to control light may also depend upon it; in complete darkness, they lose all of their light-based powers! In lower light-levels, the character may retain a fraction of normal power, until exposed to full daylight or the equivalent.

Weakened by darkness or not, light powers might need periodic “recharging” (like a solar battery), leading to instances where characters run low on power, usually at the least convenient times, an opportunity for the GM to impose a complication and award a hero point.

Light controllers who draw their power from some higher source, such as a divine or otherworldly patron, may also lose the them if they fail to live up to their responsibilities and codes of conduct.

RESPONSIBILITY

When light powers come from an outside source, their wielder is generally responsible to use them in a particular way, whether it is protecting the world from a certain type of menace or fulfilling an ancient prophecy. These responsibilities can be a heavy burden to bear, and sometimes they clash with what the character would prefer to do.

WEAKNESS

Light-wielders might suffer more from darkness than just losing use of their powers (described under **Power Loss**). A lack of sufficient light might cause other conditions, ranging from the character being dazed to eventually dying, if deprived of life-giving light for long enough.

Light characters may be vulnerable to darkness effects, suffering at least an additional degree of effect, or even to other light effects, if they somehow “overload” the character. Perhaps different “spectra” of light powers are vulnerable to each other, depending on how they are related.

Rather than darkness, other types of light can be weaknesses: for example, light controllers might suffer ill effects from ultra-violet or infrared light, outside of the visible spectrum, or other types of radiation.

LUCK POWERS



People have always sought to understand and control the fickle whims of fate: luck, fortune, destiny, kismet, chance... call it what you will, there are times when everything seems to turn on a roll of the dice (often literally in a game like *MUTANTS & MASTERMINDS*). Luck powers free their wielders from the tyranny of random chance, at least a little, but they often come with a price, since Fate does not seem to like being cheated.

LUCK DESCRIPTORS

"Luck" is the key descriptor for the powers in this section, one with particular connotations for both the game system and the game setting.

- **Dice Versus Determinism:** Luck in an *M&M* game context is modeled by two main factors: the roll of the die and the "economy" of hero points: with the players spending them for "good luck" and the Gamemaster providing them as an award for the "bad luck" associated with complications. Effects are more likely to influence the die roll through the use of hero points and the fortune advantages related to them (which expand the list of hero point spending options), along with the Luck Control effect (*Deluxe Hero's Handbook*, page 167).
- **Good Fortune:** "Luck" can also be another name for "capability" in *M&M*. For example, a character's ranks in a skill like Acrobatics may represent considerable training, practice, and athletic grace, but they could just as easily reflect a character who has no training but, through incredible "dumb luck" seems able to pull off things like walking along a precarious balance beam or avoiding harm from a fall. If truly the result

of some type of power, the GM may wish for "luck-based" abilities, skills, and so forth to be Enhanced Traits with the appropriate descriptor(s) attached.

- **Coincidence:** A lot of the effects of luck powers can be dismissed as coincidences (albeit astounding ones): there's no clear "agency" at work other than the lucky character apparently leading a charmed life. This means luck powers are often Subtle (at the full 2 ranks, making their use undetectable) and possibly Insidious, if their effects are not immediately apparent.

COUNTERING

Luck powers can potentially counter a *lot* of different effects, provided with a sufficient "coincidence" to explain the outcome. The GM should strongly enforce the limits of countering effects given on pages 147–148 of the *Deluxe Hero's Handbook*, notably the requirement for a readied action (or spending a hero point in order to counter as a reaction) and the ability to counter only one effect at a time. Players should be expected to provide an explanation of how "luck" counters the effect as well, beyond just declaring a countering attempt: Does the sprinkler system go off to douse the fire? Does a nearby explosion break the target's concentration or blow away an effect? And so forth. More extensive forms of countering with luck powers require the Nullify effect.

HERO POINTS & COMPLICATIONS

"Luck" in a *MUTANTS & MASTERMINDS* context often refers to the benefits of spending hero points. But what about GM-controlled characters, who do not have or use hero points?

As mentioned in the *Gamemaster's Guide*, occasions where non-player characters would spend hero points should either be treated as plot devices (if the expenditure has no effect on the heroes) or as complications for the hero or heroes affected. So, if the GM chooses to give a villain the benefit of spending a hero point—for a re-roll, recovery, or power stunt, for example—then award a hero point to the player(s) affected by that action.

LUCK FEATURES

Some potential Feature effects associated with Luck Powers include the following:

- **Charmed Life:** You're largely immune to routine "bad luck". You never get a flat tire, have to wait in line, or run into delays due to traffic accidents or weather. Essentially, the GM is prohibited from troubling you with complications related to such misfortunes. On the other hand, you're denied the hero point awards that come with them.
- **Gambler:** You can automatically win at games of chance, unless pitted against an opponent with this Feature (in which case, resolve the game normally). The GM may wish to require ranks of Benefit if you use this ability to become especially wealthy or influential, although a known Gambler is likely to be quickly banned from casinos and the like.
- **Fortunate:** Many advantages, particularly Fortune Advantages, may also be Luck Features, essentially Enhanced Advantage effects of the character's luck powers, rather than "inborn" advantages (if that distinction becomes important).

OFFENSIVE POWERS

Offensive luck powers primarily involve imposing "bad luck" on opponents, causing mishaps to befall them or simply limiting or reducing their capabilities. They may also include "lucky" enhancements of existing effects (such as the Lucky Shot power).

Catastrophe, Jinx, and Poltergeist may also have the Area modifier, allowing them to affect multiple targets at once. Some luck-controllers have Selective Areas, while others are stuck affecting everyone in the area the same way, which can make them as hard on their allies as on their foes. A mid-way point is a Shapeable area, which sometimes allows the controller to exclude unwanted targets.

All of these offensive powers are good candidates for a Luck Powers array of Alternate Effects.

CATASTROPHE

With a moment's concentration (and a standard action), you cause a harmful "accident" to befall a target, ranging from running into an obstacle to being struck by a random flying object or vehicle, caught in an explosion (leaking gas, for example) or even having something fall

OPTION: EXPANDED LUCK

The Luck advantage (*Deluxe Hero's Handbook*, page 139) provides only one of the benefits for spending a hero point: re-rolling a die roll. At the GM's option, the advantage may be expanded to include other hero point benefits. When you take the Luck advantage, decide what benefit each rank provides: Edit Scene, Heroic Feat, Improve Roll (the default benefit), Inspiration, Instant Counter, or Recover. (*Deluxe Hero's Handbook*, page 21) That rank of Luck may be used for that benefit *only*.

If this option is in use, you may wish to extend the rank limit of the Luck advantage to the full series power level (rather than half, as usual) but with each particular benefit still limited to half PL. So a hero in a PL12 series can have up to 12 ranks of Luck, but no more than 6 applied to any single benefit.

on them (from a piece of debris to a grand piano!). The accident is proportionate to the Damage the Catastrophe inflicts.

An alternate version of Catastrophe applies the Alternate Resistance (Fortitude) modifier, producing "accidental" injuries rather than harmful accidents: the target might suffer a serious muscle pull, sprain, or even a broken bone or organ failure (in severe cases). This, however, has no effect on unliving targets with Immunity to Fortitude Effects.

Catastrophe: Perception Ranged Damage, Indirect 4, Subtle 2, Variable Descriptor 1 (Accidents) • 7 points +3 points per rank

FIND WEAKNESS

You have a remarkable ability to find a target's "weak spots", allowing you to overcome otherwise impervious defenses.

If you can provide this benefit to others—making their attacks "lucky" enough to hit the target's weak spots—apply the Affects Others and Perception Ranged modifiers, increasing cost to 3 points per rank.

Find Weakness: Enhanced Extra (Penetrating), Variable Descriptor (Attacks), Quirk (Limited to Lower of Attack or Extra's Rank, -1 point) • 1 point per rank

JINX

You "curse" a target with bad luck and difficulty in accomplishing tasks. One degree of effect halves the target's active defenses and imposes a -2 penalty on checks, while two degrees reduces active defenses to 0 and imposes a -5 penalty. The effect is such that the target is not even aware of the Jinx until things begin going awry.

Jinx: Perception Ranged Affliction (Resisted and Overcome by Will; Impaired and Vulnerable, Defenseless and Disabled), Extra Condition, Indirect 4, Insidious, Subtle 2, Limited Degree • 7 points + 3 points per rank

LUCKY SHOT

You can pull off an otherwise “impossible” shot. Your rank in this power determines the maximum effect of the attack: use the lower of the two, if they differ. So if you have 5 ranks of Lucky Shot, but use a light pistol (Damage 3), the attack still only does Damage 3. On the other hand, if you’re using a Damage 9 blaster, you’re limited to a Damage 5 Lucky Shot.

Note that this effect precludes maneuvers like Power Attack since it bypasses the need for an attack check, although the GM may allow you to make extremely precise “trick shots” with it. Also note that, in spite of the name, you can use Lucky Shot with close attacks (unless it is additionally Limited to preclude them, a –1 flaw).

Lucky Shot: Enhanced Extra (Perception Range), Variable Descriptor (Attacks), Quirk (Limited to Lower of Attack or Extra’s Rank, –1 point) • 1 point per rank

POLTERGEIST

You have an “invisible helper” of sorts, causing things to happen around you. Your Poltergeist effect is not necessarily very strong (although it may be) but is capable of pushing or knocking things over, tying or untying, pushing buttons, pulling levers (or triggers...), tripping, disarming, and so forth to cause any number of “accidents” to occur (or to prevent said accidents from occurring). The effects can even occur out of your line of sight and do not obviously originate with you. In addition to taking advantage of your surroundings, a use of edit scene (*Deluxe Hero’s Handbook*, page 20) may provide you with additional scenery or things to manipulate.

By default, Poltergeist requires a moment’s concentration (a standard action) but if you apply the Reaction modifier (increasing cost by 3 points per rank), the effects can occur at any time in reaction to your needs without an action on your part, freeing you to act on your own apart from your “helper”.

Poltergeist: Perception Ranged Move Object, Indirect 4, Precise, Subtle 2; Senses 10 (Radius Vision Counters and Penetrates All Concealment, Limited to Targeting Move Object) • 12 points +3 points per rank

DEFENSIVE POWERS

Defensive luck powers rely heavily on sudden good fortune to avert harm: hazards are turned aside at the last moment, or end up not being as serious as they initially appear. Luck-powered characters, while being entirely “normal,” can be remarkably resilient.

BREAKFALL

Hurled off a rooftop, you safely hit an awning. Falling from a bridge, you land in the back of a truck full of mattresses. No matter where you fall from—even if you’re thrown out of a plane without a parachute—you somehow manage to survive, completely unscathed.

Breakfall: Movement 1 (Safe Fall), Reaction •3 points

DEFENSIVE LUCK

You are lucky enough that what would be a finishing blow for someone else becomes merely a graze or scratch for you, or even nothing at all, although you are physically no tougher than anyone else.

Defensive Luck: Protection, Sustained • 1 point per rank

FORTUNATE FAILURE

Circumstances seem to conspire to keep you safe from the effects of attackers’ powers: a water main suddenly bursts, blocking a fire blast with a sheet of water; a gust of wind knocks aside an attacker’s aim; a weapon jams or shorts out; perhaps you even slip or trip at an opportune moment, and so forth.

When you are attacked by any power effect where you can provide an explanation of a “lucky break,” roll an opposed check of your rank in this power against the effect’s rank. If you win, circumstances prevent the effect. If you lose, the effect works on your normally, although you’re still entitled to any defenses or resistance checks.

Fortunate Failure: Reaction Nullify (Effects Countered by Coincidence), Broad, Effortless, Simultaneous, Close Range • 6 points per rank

LUCKY DODGE

You have incredible luck in avoiding attacks, managing to not be there when the attack lands. You even avoid some unexpected attacks by circumstance: bending over the tie your shoelace or pick up a coin, for example, at just the right moment.

Lucky Dodge: Enhanced Advantage 1 (Uncanny Dodge), Enhanced Dodge, Enhanced Parry • 1 point + 1 point per rank of Enhanced Defense or 2 points for both

LUCKY ESCAPE

“But how can you be alive? No one could have survived that!” Well, no one but you. You have an uncanny knack for survival, even in the face of certain death. Any time your character would die, you can return sometime later (determined by your effect rank) so long as you can provide a plausible explanation—no matter how outlandish—of how you survived.

Note that even 1 rank of this power (equivalent to an advantage) allows a character to return from death two weeks later. Lucky Escape is such a common ability for comic book supervillains, the GM may wish to treat all important NPCs in the game as if they had at least one rank of it, and may even allow the 1 rank version as a heroic feat, available by spending a hero point (*Deluxe Hero’s Handbook*, page 20).

Lucky Escape: Immortality, Limited to Circumstances of Plausible Survival • 1 point per rank

For some characters, this power not only saves them from death but even from serious injury: What initially looks like an injury turns out to be far less serious. Perhaps it was just a graze, or something in your pocket or environment blocked the attack.

Lucky Escape: Healing, Limited to Self, Subtle 2 • 2 points + 1 point per rank

MOVEMENT POWERS

Luck powers do not feature a great deal of movement beyond a character's normal capabilities but they do make existing movement easier and sometimes ensure the character shows up at the right time.

EASE OF MOVEMENT

You are untroubled by obstacles to your movement, evading them through sheer luck and good fortune.

Ease of Movement: Movement 2 (Sure-Footed) • 4 points

PERFECT TIMING

You have an uncanny knack for showing up in the right place at the right time, whether it is an opportunity to "run into" someone you need to speak to or a last-minute save for a friend in need. You can do this a number of times per adventure equal to your rank.

Like a number of luck powers, this one relies on some management by the Gamemaster, who decides when it comes into play, although you can offer suggestions and perhaps modify circumstances with a hero point used to further edit the scene. It is up to you and the GM to agree upon a plausible explanation for how you "happen" to show up where and when you do. This ability is separate from the Luck advantage, but the GM may wish to limit its rank to the series power level in a similar fashion.

Perfect Timing: Feature (Edit Scene to appear in it) • 1 point per rank

UTILITY POWERS

The Luck Control effect (*Deluxe Hero's Handbook*, page 167) is a key utility Luck Power, exactly as presented. For non-player characters, the GM should treat any use of "hero points" as a complication for the heroes, awarding hero points accordingly.

ESCAPE NOTICE

You bend probability such that, while you are not truly "invisible," no one seems to notice you until you do something to draw attention to yourself (such as making an attack or effect check). Otherwise, circumstances conspire so the people are looking the other way, distractions crop up at just the right moment, and so forth, allowing you to escape notice.

Escape Notice: Concealment 10 (All Senses), Passive • 10 points

LUCKY

You're exceptionally fortunate, due to some supernatural blessing or an unconscious ability to bend probabilities in your favor. Your luck is finite, however, and can "run out" if you rely too heavily upon it. As with the regular Luck advantage, Lucky is limited to half the series power level and stacks with Luck (with the *total* rank being limited to half the series PL). If the **Expanded Luck** option (previously) is in use, then this power can provide *any* of the various types of Luck, up to the given power level limits.

Lucky: Enhanced Advantage (Luck) • 1 point per rank

REALITY CONTROL

Your influence over probability is so profound you can cause nearly anything to happen, so long as there's the slightest possibility, limited solely by your focus and concentration (and, in game terms, your available power points). Your power potential is so great you may encounter various complications related to it, as outside forces seek to exploit you... or eliminate you as a potential threat.

Gamemasters should see the sidebar on page 186 of the *Deluxe Hero's Handbook* for some advice on allowing and managing Variable effects in the game.

Reality Control: Variable (Probability Effects), Free Action • 9 points per rank

SENSE OF LUCK

You can sense when luck powers are used in your presence (or to affect things in your presence) unless those powers are completely Subtle (2 ranks). This includes uses of the Luck Control effect with a "luck" or related descriptor, but not routine spending of hero points or creation of complications by the GM, unless they have luck descriptors associated with them.

At the Gamemaster's discretion, this power can add Counters Concealment (2 ranks) in order to detect even completely Subtle luck effects like some of the offensive luck powers in this section.

Sense of Luck: Senses 1 (Luck Awareness) • 1 point.

VISIONS OF FORTUNE

You can sense a subject's future in terms of good and bad luck and probable outcomes: the GM tells you if the subject's luck is trending good or bad (or remaining largely neutral). A Perception check may be required for more detailed information, and the GM may also grant you spontaneous visions or impressions from time to time. This power is also a good means for receiving inspiration (*Deluxe Hero's Handbook*, page 21).

Visions of Fortune: Senses 4 (Precognition), Limited to Luck Trends • 2 points

OTHER LUCK POWERS

It is possible to justify a number of different effects as “luck” or “coincidence” driven by a power over those forces. In particular, Enhanced Advantage versions of fortune and skill advantages may be luck powers. The same can be said for abilities in the **Skill Powers** section, which can be seen as effects of incredible luck rather than tremendous skill by changing just one descriptor.

LUCK COMPLICATIONS

Luck powers rely on complications, which are, in many ways, the reverse side of the “lucky” coin. They represent the whims of ill-fortune which sometimes plague those who tamper with the forces of probability, while also providing luck powered characters with the hero points needed to fuel some of their other abilities.

ACCIDENT

Unbalance the scales of luck and, sooner or later, they may right themselves, possibly with serious consequences. A luck-controller may be a “jinx”—suffering bad luck or inflicting it upon friends and colleagues. Where powers influencing probability are concerned, the GM can come up with a wide range of “accidents” to befall the heroes. If there’s any chance it *could* happen, then it may.

More than just unfortunate accidents, luck manipulation may have serious implications for the whole of reality! A character’s luck powers could place stresses on the space-time continuum or the very concept of causality. If over-used (or misused) they could cause things like fractures or tears in the cosmos itself.

ENEMY

Luck-based characters may also earn enemies who consider them “cheats” at best, serious threats to the natural order and future of the universe at worst! An enemy may take up the task (reluctantly or otherwise) of safeguarding the world from a luck controller’s tampering.

Finally, envy often rears its ugly head where incredible luck is concerned, and enemies may try to steal or co-opt the character’s power to use it for their own gain. Perhaps they want to create a living “lucky charm” or somehow siphon off some of the character’s good fortune.

FAME

Once it becomes known that a character has luck powers, word tends to spread quickly. Famous luck controllers are likely to be hounded by requests for interventions, lottery numbers, “blessings” on different ventures, and advice,

whether or not they have any expertise to offer. They also have to face the wrath of those denied their requests or, worst yet, given them only to discover the character’s luck does not rub off as much as they’d hoped.

If it is known for certain the character *can* provide good luck for others, things become even worse!

HONOR

Heroes often have a strict code of honor with regard to luck powers: they may use their good fortune to help people and make the world a better place, but they avoid using them for their own personal gain, or to needlessly upset the natural course of events any more than is absolutely necessary to get the job done. Such a code of honor is regularly tested by opportunities for heroes to profit from their luck, or temptations to use it for selfish purposes, regardless of the greater good.

POWER LOSS

Luck can be a fickle ally, to say the least, even for those with the power to bend it to their will. Gamemasters can introduce different circumstances or countermeasures able to block a character’s luck powers or even deprive the character of those powers temporarily. Perhaps certain taboos or rituals have to be observed in order for the character’s luck to remain. For example, a hero might be lucky only when “fearless” or “pure of heart,” resulting in power loss when fears, doubts, or other feelings come into play. A character who gains good fortune from a higher power may lose it if that power is ever displeased, and those who manipulate probability or quantum forces to “make luck” could find their powers blocked by some super-science “quantum stabilizer” or “uncertainty compensator.”

SECRET

Some characters may choose to keep the fact that they have luck powers at all a secret. Let others believe they are simply incredibly lucky (or skilled, or both). This is particularly true if there is some secret to the source of the character’s luck which must not fall into the wrong hands.

WEIRDNESS MAGNET

Luck powers may make a character prone to strange “co-incidences” of all kinds. Essentially, the GM can introduce all manner of weird complications created by the character’s presence: from stolen alien artifacts turning up in the character’s belongings to trouble literally falling through the ceiling!



Even in the fantastic world of superheroes there are some powers that can truly be called “supernatural,” beyond the bounds of science, steeped in the ancient lore of mystery and mysticism—the arcane forces of magic, and those who wield them.

Magical power has considerable breadth, “magic” being a suitable explanation for a great many powers. It’s also tailor-made for extra effort and power stunts to acquire a variety of one-time effects as obscure spells the character can improvise but doesn’t use very often. However, magic shouldn’t be considered *carte blanche* for acquiring any effect a player might want, and the Gamemaster should consider magical powers (both purchased and temporary) carefully before allowing them.

Consider the “theme” or additional descriptors a magician character might have. The magical style of a witch isn’t necessarily the same as an evil necromancer or an Egyptian mystic (see **Traditions of Magic**, following). Some effects suit certain styles and not others, and you should feel free to restrict or ban problematic effects, declaring them “forbidden” spells usable only by evil magicians. Summoning is an excellent example; villainous magicians use it all the time, but heroic ones rarely, if ever, do so.

In particular, comic book magicians generally lack the ability to cast Healing spells (since they almost never do so for themselves or others). The magical power to heal appears independent of spellcasting and arcane knowledge, as a form of “empathy” or a “healer’s touch,” often with the Empathic flaw (*Deluxe Hero’s Handbook*, page 163). Gamemasters looking to duplicate the style of magic

in the comics may wish to disallow Healing as a spell for most traditions.

TRADITIONS OF MAGIC

While “magic” and “spell-casting” can be suitable descriptors for the Magic power in and of themselves, some players and Gamemasters may want additional descriptors to differentiate various traditions or styles of magic, particularly in a magic-heavy game, where such distinctions can be important in the way those powers interact. The following are some possible magical traditions to include as descriptors in your setting:

AXIOMATIC

This is the magic of Order and Law, often focused on restoring things to their proper form and balance as well as protecting against the forces of chaos. While axiomatic magic has a history of goodness in the comics, note that it is not the same as moral magic (following). An axiomatic sorcerer could just as easily be a tyrant as an upholder of a fair and just code.

CHAOTIC

Chaotic magic tends to be wild and unpredictable, associated with transformation and often destruction. In the comics, it’s virtually synonymous with evil, although that doesn’t have to be the case, as it is also not a moral descriptor. In more recent years, chaotic magic has been portrayed as having an unfair reputation, although it remains an unpredictable force.

SPELLCASTING AND CIRCUMSTANCES

If you're looking to encourage players to roleplay their magician characters' spells (reciting suitably mystic-sounding things like "By the Shining Suns of Sirrion!"), consider granting circumstance bonuses for doing so (*Deluxe Hero's Handbook*, page 15), either a bonus to a related die roll or granting a free use of extra effort or a hero point for the spell for a particularly clever or effective spellcasting.

DIVINE

Divine magic is granted by a higher power, generally an omnipotent good deity or the representatives of one (like angels). It may also originate solely from the faith of the user, depending on the cosmology of the setting. Divine magic is strongly opposed to evil and infernal magic, and sometimes opposed (or at least indifferent) to "earthly" powers like nature magic, voodoo, and witchcraft.

FAERY

Faery or fae magic is the power of the spirits or eldritch beings like the Sidhe or other faeries of Celtic Myth. It tends to incorporate elements of chaotic and nature magic, particularly transformations and power over the elements, as well as trickster qualities of illusion and "glamour"—charms to deceive both the mind and the senses. Like the fae themselves, faery magic may be vulnerable to "cold iron" which can resist or dispel it.

HERMETIC

Also known as "scholastic" or "ritual" magic, usually involving extensive references, diagrams, and complex chants or rituals. Hermetic magic was the province of medieval wizards and sages, and it may call for Action modifiers for long ritual times (although such things can be reserved to rites conducted via the Ritualist advantage). Hermetic traditions also tend to involve writing and libraries of ancient tomes and scrolls.

INFERNAL

Infernal magic is the opposite of divine magic (previously), magical power granted by infernal supernatural beings like demons or devils, or even a supreme evil being (if one exists in the setting). Infernal magic tends towards effects like those in the **Death Powers** and **Fire Powers** sections and is strongly opposed to divine and good magic.

MORAL

Moral magic is innately aligned with a particular moral allegiance, usually good or evil. Good magic is typically referred to as white, order, or light magic while evil magic is often called black, chaos, or dark magic. Good magic tends to be creative and protective, while evil magic is destructive and offensive. Unlike divine and infernal magic,

moral magic doesn't necessarily come from a higher (or lower) power; it is more a matter of the magician's intentions and the energies or powers invoked. In the comic books the difference between good and evil magic (and magicians) is often fairly cosmetic, primarily an issue of descriptor and (sometimes) choice of effects.

NATURE

Nature magic is associated with the natural world and therefore often with cultures that worship nature in one form or another, such as druidry, paganism, or many Native American traditions. Nature magic tends to focus on effects involving natural forces, particularly plants and animals and elements like air, earth, fire, water, and the weather.

PRETERNATURAL

Preternatural magic is "alien" or anathema to the "natural" world. It is often associated with strange alien entities, possibly worshipped as gods or demons. At the GM's discretion, preternatural forces may be sufficiently alien to not count as "magic" at all where descriptors are concerned, meaning ordinary magicians are at something of a disadvantage dealing with preternatural sorcerers (and vice versa, unless the preternatural sorcerer has a specific Nullify Magic effect or the like).

TECHNOMANCY

Technomancy or techno-magic is a post-modern style blending magic with technology. Techomages tend to have effects involving control over or use of technology: conjuring technological devices, animating machines, controlling computers and electronics, robot "golems" and so forth. It is the only magical style where powers from the **Tech Powers** section are particularly appropriate.

VOODOO

Voodoo in the comic books tends toward urban myth and pop culture having little to do with the real world religion, things like "voodoo dolls" (trappings for Perception Range effects targeted with Mental ESP and requiring a something belonging to the target like a lock of hair) and zombies (either a control or transformation Affliction or Summon Zombie, depending on whether the effect works on the living or the dead). More modern comics have dealt with Voodoo as a form of divine magic granted by the *loa*, the spirits of the religion.

WITCHCRAFT

Like Voodoo, comic book witchcraft tends toward the sensational and the mythic, particularly charms (mental sensory effects) and alteration effects (notably Transform). Witchcraft trappings include things like flying brooms, cauldrons of noxious potions, and shape-changing familiars. Witchcraft drawing more from modern neo-paganism—and related fantasy fiction—tends to incorporate a lot of nature magic.

STANDARD SPELLS

There are some standard spells every novice in the mystic arts learns, simple enchantments and manifestations of the magical power permeating the cosmos. The following should be in most magicians' repertoires:

Mystic Bolt is a raw blast of arcane power, manifested as a glowing light and striking with considerable force.

Mystic Bolt: Ranged Damage (magic) • 2 points per rank

Mystic Passage allows the caster to step from one point in space to another as easily as crossing a room. Its sister-spell, **Mystic Portal**, allows others to do so as well (adding the Portal modifier).

Mystic Passage: Teleport • 2 points per rank

Mystic Shield protects the caster with an aura or a flat geometric shield of glowing magical force.

Mystic Shield: Protection, Sustained • 1 point per rank

Levitation allows a magician to float through the air, or at least hover while composed in meditation.

Levitation: Flight • 2 points per rank

Scrying uses various "windows" to view distant places, from a magic mirror or crystal to a pool of still water.

Scrying: Remote Sensing (Visual, Auditory, Mental) • 4 points per rank

Comic book magicians frequently invoke the names and titles of mystic entities, calling upon them for power and assistance with their spells. These magical-sounding names and incantations can add flavor to a Magic power array (*Deluxe Hero's Handbook*, page 168).

The following invocations and entreaties are fairly advanced magic. Feel free to use the spells presented here as-is or adapt them to your own *M&M* setting as desired, perhaps using them as inspiration for your own.

ABBRIDON

**(Ah-brey-don) The Lantern of Heaven,
Light of Righteousness**

Abbridon is an angelic higher being associated with order and truth, called upon for magic associated with revealing the truth or banishing darkness and deception. He is often depicted as a beautiful androgynous figure in flowing robes, with peacock feathered wings (the "eyes" being his symbol) and carrying a torch or lantern. Sometimes addressed as "The Abbridon," some mystics have suggested Abbridon may be a multifaceted entity or collective class of higher angelic beings, perhaps even an office held by one of them. Abbridon is also one of the three entities making up the mystic trinity of the Modrossus, along with Heshem and Lamal.



Abjurations of Abbridon counteract darkness, bindings, and malevolent summoned creatures.

Abjurations of Abbridon: Nullify Binding, Darkness, and Evil
Summon effects, Simultaneous • 2 points per rank

Aegis of Abbridon calls forth a magical shield to protect the caster. The Aegis is one of the most commonly wielded defensive spells; even a novice mystic knows how to conjure one.

Aegis of Abbridon: Impervious Protection, Sustained • 2 points per rank

All-Revealing Light of Abbridon banishes all concealing, obscuring, or illusory effects.

All-Revealing Light of Abbridon: Burst Area Nullify
Concealing or Illusory Effects, Simultaneous, Close Range
• 2 points per rank

All-Seeing Eyes of Abbridon creates mystic "sensors" for the caster to scry.

All-Seeing Eyes of Abbridon: Remote Sensing (Visual, Auditory, Mental) • 4 points per rank

Illumination of Abbridon is a simple spell for creating light as bright as normal daylight, although such light can also affect creatures specifically vulnerable to it.

Illumination of Abbridon: Environment (Bright Light),
Feature 1 (equal to daylight) • 1 point + 2 points per rank

AHGRAZUL

(ah-GRAH-zool) Archmage of Atlantis, The Explorer

Ahgrazul was a mighty archmage in ancient Atlantis, best known as a seer and diviner. He first explored the Cosmic Coil and blazed paths for the mystics who would follow him. Legend says Ahgrazul foretold Atlantis's fall, but he departed for worlds beyond before the island-continent sank beneath the waves.



Ahgrazul's Compass is a pathfinding spell, able to guide the caster to a desired destination.

Ahgrazul's Compass: Remote Sensing (Visual), Simultaneous,
Limited to Extended Searches (see **Search**, *Deluxe Hero's Handbook*, page 123) • 2 points per rank

Airts of Ahgrazul guide travelers on the winding coils between worlds.

Airts of Ahgrazul: Movement 2 (Dimension Travel 2, Mystic Dimensions) • 4 points + 1 point per rank of Increased Mass.

Auspicious Augury of Ahgrazul is a potent ritual involving omens of the future. It offers an effect similar to an enhanced Second Chance: after the spell is cast (taking

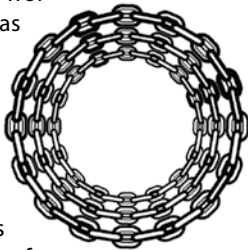
a full-round action), the magician can thereafter spend a hero point to “undo” a single event, treating that event as a precognitive warning or vision rather than something that “actually” happened.

Auspicious Augury of Ahgrazul: Enhanced Advantage 1 (Second Chance), Senses 4 (Precognition, Limited to Second Chance) • 3 points

BAL'HEMOTH

(bal-HAY-moth) The Binder, Lord of Chains

The sinister Bal'Hemoth was worshipped in ancient Lemuria as the iron-fisted master of order and enslavement. He taught dominance and the power of the strong over the weak, although Bal'Hemoth's ways were overthrown through generations of slave rebellions against the Serpent People of Lemuria and their inheritors.



Baleful Bindings of Bal'Hemoth are dark metallic chains that appear around the target of the spell. The Bindings are able to trap astral forms and spirits as well.

Baleful Bindings of Bal'Hemoth: Ranged Affliction (Resisted by Dodge, Overcome by Will; Hindered and Vulnerable, Defenseless and Immobilized), Affects Insubstantial 2, Extra Condition, Limited Degree • 2 points + 2 points per rank

Beast of Bal'Hemoth summons a demon warrior (*M&M Gamemaster's Guide*, page 137) or a monstrous spider (giant insect, *M&M Gamemaster's Guide*, 140) to do the magician's bidding.

Beast of Bal'Hemoth: Summon Minion 5 • 10 points

Bidding of Bal'Hemoth ensnares the victim's will as surely as the Baleful Bindings ensnare the body.

Bidding of Bal'Hemoth: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled) • 4 points per rank

Bitter Lash of Bal'Hemoth creates a crackling whip of dark energy in the caster's grasp. Its touch inflicts no phys-

ical harm, but rather it fills the target with a terrible feeling of hopelessness and indecision.

Bitter Lash: Cumulative Affliction (Resisted and Overcome by Will; Dazed, Stunned, Paralyzed), Reach 2 • 2 points + 2 points per rank

GHORUMMAZ

(go-ROO-maz) The Dragon Within the Earth, Lord of Storms, The Earth-Binder

Ghorummaz is a primal, elemental force, often depicted as a serpentine dragon of stone and fire, spitting molten magma. is strongly connected with “dragon lines” force within the Earth and with the elements. Ghorummaz is Lord of Earthquakes and Storms, and a binder of what is unnatural.



Ghorummaz's Dictum is a powerful abjuration of the unnatural that hedges out unnatural creatures (including those from other planes) in a 30-foot radius around the caster.

Ghorummaz's Dictum: Burst Area Progressive Affliction (Entranced, Compelled), Limited Degree, Limited to Unnatural Creatures, Limited to Holding at Bay • 1 point per rank

Grasp of Ghorummaz creates a clawed hand of stone, bursting up from the earth to seize and hold a target.

Grasp of Ghorummaz: Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree, Affects Incorporeal 2, Indirect 1 • 3 points + 2 points per rank

Great Gale of Ghorummaz summons a powerful storm over an area, the equivalent of a 4-point Environmental Control effect (Distraction and Hamper Movement). The caster of the spell can direct the gale's effect, moving the center of it within range.

Gale of Ghorummaz: Environment (Impeded Movement 2, Visibility -5) • 4 points per rank

Storm of Ghorummaz unleashes a powerful elemental fury, allowing the sorcerer to strike foes with bolts of lightning.

POWER STUNTS AND IMPROVISED SPELLS

An additional use for the various spells described in this section is as a catalog of magical power stunts. Although each character has a set of “rote” or “mastered” spells—established Alternate Effects of a Magic array—any magician can attempt to improvise an entreaty to any of the various arcane powers. Indeed, many of the spells used by comic book magicians are one-time things: if they require preparation and ceremony, they're rituals (**Magical Rituals**, *Deluxe Hero's Handbook*, page 212), but if they're done on the spur of the moment, then they're best considered Magic power stunts.

In keeping with the theme of magic carrying a price, the GM may, from time to time, choose to waive the fatigue caused by the extra effort of an improvised spell, instead imposing a future complication from calling upon that particular entity (for which the magician will not gain a hero point, since it was effectively “cashed in” for the spell itself). Likewise, the GM can use entreaties and characters' relationships with the various Powers of Magic as a source of future complications in the game, as magicians encounter omens, unusual “luck,” and the like.

Storm of Ghorummaz: Ranged Damage (lightning), Indirect
2 • 2 points + 2 points per rank

Thunderous Tread of Ghorummaz creates a localized earthquake around where the magician stomps the ground.

Thunderous Tread: Burst Area Affliction (Resisted and Overcome by Fortitude; Vulnerable, Defenseless), Instant Recover, Limited Degree, Limited: caster and target much touch the ground • 1 point per rank

HESHM

*(heh-SHEM) She Who Is Three,
The Hooded One, Triformus*

Heshem is the dark goddess of the between places, usually an ancient crone, robed and hooded, bearing a staff or cane and a glowing lantern (often suspended at the end of her crooked staff). Cats are associated with her for their night vision and glowing eyes. Although stern and fierce, she can be a power for good, bringing light into the darkness. Heshem is one of the Three Powers of the Modrossus.



Hand of Heshem (sometimes known as Heshem's Shadowy Hand) creates a shadowy ectoplasmic extension to the magician's grasp.

Hand of Heshem: Move Object • 2 points per rank

Heshem's Holy Hearth summons a golden light or an actual mystic flame whose light wards off creatures of evil and darkness.

Holy Hearth: Burst Area Progressive Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Limited to Evil Creatures, Limited to Holding at Bay • 2 points per rank

Heshem's Way conjures a dark mist that acts as a gateway into the astral plane or dream dimension. It's traditionally cast as a crossroads, but it can actually be used anywhere.

Heshem's Way: Movement 2 (Dimensional 2), Portal • 8 points

Holy Hosts of Heshem invokes powerful forces of banishment in the form of a shadowy storm of wings.

Holy Hosts: Nullify Magic, Broad • 2 points per rank

Hood of Heshem cloaks an area in impenetrable darkness.

Hood of Heshem: Cloud Area Concealment Attack 4 (All Visual) • 12 points + 4 points per additional area rank

Hook of Heshem is similar to Hand of Heshem, except the shadowy extension around the caster's hand is tipped with wicked claws.

Hook of Heshem: Penetrating Damage • 2 points per rank

THE HOWLING DREAM

The Crying Chaos, The Primal Storm

The Howling Dream is as much a place or state of mind as it is an entity. It is mad, primal chaos dwelling within the darkest depths of consciousness, the stormy sea of emotions and awareness from which all thought and imagination first arose. It is that portion of the Great Mind that will not be tamed or subject to order. It is insanity incarnate. Magicians calling on the power of the Howling Dream skirt the edges of madness themselves.



The Crying Road is a path into the realm of dreams and nightmares.

Crying Road: Movement 1 (Dimensional 1, Dream Dimension), Portal • 4 points

Curse of Howling Madness drags the victim's psyche down into the depths of the Howling Dream, causing erratic, often insane, behavior.

Curse of Howling Madness: Perception Ranged Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Progressive, Limited to causing erratic or insane behavior • 4 points per rank

Dream Dementia calls forth powerful dream images into the waking mind, causing the subject to feel powerful emotions accompanied by hallucinations: so, a victim might see her greatest fear, perceive the magician as her one true love, and so forth.

Dream Dementia: Perception Ranged Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Cumulative, Insidious, Variable Descriptor (Emotions) • 3 points + 4 points per rank

Dream Denizens conjures up creatures out of nightmare, no two exactly alike.

Dream Denizens: Summon Dream Denizen, Active, Broad, Mental Link • 1 point + 5 points per rank

IDOLON

*(eye-do-lon) The Illusionist,
Veil of Illusion, The Deceiver*

The mysterious Idolon has no true or fixed appearance apart from a pair of glowing eyes seen in the darkness or in the shadowy depths of a hood. It is capable of assuming any appearance, for Idolon is a power of illusion and trickery. Mages call upon it for aid in concealment and crafting cunning images.



Cloak of Idolon renders the “wearer” difficult to locate and detect using magical means. It’s a known weapon in the arsenal of mage-killers, and sometimes used by magicians on the run to evade detection and capture.

Cloak of Idolon: Concealment 2 (Magical), Sustained • 4 points

Illusions of Idolon creates convincing hallucinations in the minds of the subjects, causing them to perceive whatever the caster wishes.

Illusions of Idolon: Illusion (All Senses), Resistible by Will, Selective • 5 points per rank

Veil of Idolon is a ward against scrying, rendering an area “dark” to magical means of detection. Some magicians Veil their sanctums and working areas as a matter of course, to safeguard against spies.

Veil of Idolon: Burst Area Concealment 3 (Mental Senses and Remote Sensing), Affects Others • 12 points + 3 points per +1 area rank

IOS

(eye-os) The Wayfinder, the Seer, Ios of the Eight Eyes

Ios was an ancient archmage who ascended to a higher spiritual plane, becoming a guide and guardian of mystics to follow. She is most strongly associated with divinatory magic, connected with the symbol of the eye and with spells dealing with gates, both opening and closing them. Ios was known for her devotion to seeking truth and her opposition to the ancient Cult of Idolon, infamous deceivers and spies that they were.



The Eight Eyes of Ios are a glowing ring of unblinking golden orbs that float around the mage’s head when summoned. They grant the ability to see in all directions through any concealment or illusion.

Eight Eyes of Ios: Senses 13 (Radius Vision, Vision Counters Illusion, Vision Counters and Penetrates All Concealment) • 13 points

The Enchantment of Ios allows the magician to capture and hold a subject’s gaze, and attention, for as long as the caster continues to engage the subject using an interaction skill of choice.

Enchantment of Ios: Enhanced Advantage 1 (Fascinate) • 1 point.

The Everwatchful Eye of Ios literally grants the magician “eyes in the back of the head” (one unseen magical eye, technically).

Everwatchful Eye of Ios: Enhanced Advantage 1 (Uncanny Dodge), Senses 3 (Danger Sense, Radius Vision) • 4 points

KAR’KRADAS

(car-CRAH-das) The Whisperer in the Shadows Between Worlds

Kar’Kradas is an ancient and powerful demon, known as the Whisperer in the Shadows Between Worlds. It is said he was bound in “the places between” long ago, perhaps even before time as we know it, and now he can only access the world through shadows, corners, and mirrors, perceived by some sensitives out of the corner of the eye in just a glimpse. Magicians call on the Whisperer for powers of darkness, deception, and transcending time and space. Cults have worshipped Kar’Kradas throughout time, and some have sought to free him from his imprisonment, even though doing so would mean the unraveling of the Cosmic Coil and the end of all existence as we know it.



Call of Kar’Kradas is a powerful demon-summoning spell.

Call of Kar’Kradas: Summon Demon, Active, Broad, Controlled • 5 points per rank

Chains of Kar’Kradas wrap the target in chain-like bonds forged of pure darkness.

Chains of Kar’Kradas: Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Affects Insubstantial 2, Cumulative, Extra Condition, Limited Degree • 2 points + 3 points per rank

Crooked Path of Kar’Kradas allows the magician to step into a shadow and vanish, reappearing out of another shadow some distance away.

Crooked Path of Kar’Kradas: Teleport, Accurate, Medium (Shadows) • 2 points per rank

Hounds of Kar’Kradas is a summoning spell, calling forth one or more “dark hounds,” relentless hunters and trackers. They have the game stats of lions (*M&M Gamemaster’s Guide*, page 135), with the addition of Concealment 4 (Visual, Limited to shadows), Insubstantial 4, and Senses 3 (Acute Magical Awareness, Magical Tracking), raising total points to 75.

Hounds of Kar’Kradas: Summon Dark Hound 5 (75-point minion), Controlled, Heroic, Mental Link • 26 points + 10 points per doubling of the number of hounds

Umbral Kraken of Kar’Kradas is another summoning spell, calling up a massive tentacled creature of darkness from the depths. It’s the equivalent of giant squid (*M&M Gamemaster’s Guide*, page 135) with Insubstantial 4, and Burrowing rather than Swimming, if summoned on land.

Umbral Kraken of Kar’Kradas: Summon Umbral Kraken (75-point minion), Active, Controlled, Heroic • 30 points

LAMAL

(Ia-MAL) The Law-Giver, The Legate, The Wise, The Great Balance

Lamal the Law-Giver is an entity of perfect order but, unlike his brother Weyan, he is concerned with order amongst individuals and societies, rather than the perfect functioning of a well-maintained mechanism. Mortals know Lamal as “the Wise” and the “Great Balance,” a giver of laws, guidance, and wise judgment. For this reason, he is often a guide and patron of magicians seeking to use their powers wisely for the greater good. Lamal is one of the Three Powers of the Modrossus.



Lamal's Labyrinth mystically traps a subject in psychic “maze” leaving them stupified and vulnerable.

Lamal's Labyrinth: Perception Ranged Affliction (Resisted and Overcome by Will; Entranced and Vulnerable, Defenseless and Immobile, Incapacitated), Extra Condition • 4 points per rank

Lamal's Mighty Hands are ghostly, invisible forces able to lift and move objects as the caster wills.

Lamal's Mighty Hands: Move Object, Precise, Subtle • 2 points +2 points per rank

Lamal's Rebuke is a powerful spell usable against extraplanar creatures of chaos.

Lamal's Rebuke: Burst Area Affliction (Resisted and Overcome by Will; Dazed and Hindered, Disabled and Stunned, Incapacitated), Extra Condition, Limited to Extraplanar Creatures of Chaos • 2 points per rank

Light of Lamal, also known as the “Light of Law,” calls forth a pure, streaming ray of white light. Those illuminated by it are compelled to speak the truth.

Light of Lamal: Ranged Affliction (Resisted and Overcome by Will; Controlled), Progressive, Limited Degree, Limited to Speaking the Truth • 1 point per rank

MALADOR

(mal-a-dor) The Mystic, The Malificent

Malador was a powerful and respected mage in ancient Atlantis who turned to dark and forbidden arts in his mad quest for immortality and power. He ironically gained his “eternal life” when his fellow mages bound him for all time in a tomb within the Temple of Sirrion. Malador's name is still invoked by magicians seeking power over life and death.



Malevolent Minion of Malador reanimates corpses as undead minions, either zombies or skeletons, under the caster's control. See the *Gamemaster's Guide*, page 144, for undead traits.

Minion of Malador: Summon Undead, Controlled, Horde, Multiple Minions (32 undead) • 14 points per rank

Miasma of Malador summons a cloud of noxious, acidic vapor to burn and blind targets.

Miasma of Malador: Ranged Cloud Area Damage (acid) Linked to Ranged Cloud Area Cumulative Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 6 points per rank

Might of Malador hurls black necromantic lightning from the caster's hands to strike at enemies.

Might of Malador: Ranged Damage (necomantic) • 2 points per rank

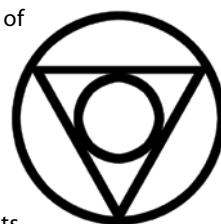
Mists of Malador are dark grey, swirling clouds, quite similar to the Miasma of Malador and often mistaken for it, but merely obscuring the area they cover.

Mists of Malador: Ranged Burst Area Concealment 4 Attack (Visual) • 16 points + 4 points per +1 area rank

THE MODROSSUS

(MOH-dro-soos) The Lumenvirate, The Hand of Order, The Three-In-One, Triluminary

The Modrossus is an amalgam of three potent mystic entities: Ab-bridon, Heshem, and Lamal, often depicted as a glowing being with three heads: male, female, and androgyne, or a lion, a serpent, and an eagle, each with a glowing rune on its forehead. The Modrossus is the single greatest force for positive and protective magic known to earthly magicians, and they often invoke its name and power in their duties. The legendary Manual and Medallion of the Modrossus are entrusted to Earth's Master Mage.



Magic of the Modrossus is a collection of spells invoking the power of the Triluminary, known to include the following effects.

Magic of the Modrossus

Ranged Cumulative Affliction (blinding light; Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

Create Light Constructs • 2 points per rank

Ranged Damage (magic, searing blue-white light) • 2 points per rank

Nullify Magic, Broad • 2 points per rank

Mists of the Modrossus are sweet-smelling vapors able to blank out the memories of the uninitiated who witness those things they are not meant to know.

Mists of the Modrossus: Burst Area Affliction (Resisted and Overcome by Will; Entranced, Compelled, Transformed), Progressive, Selective, Limited to Blanking Recent Memories • 4 points per rank

Sign of the Modrossus is a powerful ward against mystic creatures, visible as the glowing sign of the Triluminary drawn in fiery blue-white light.

Sign of the Modrossus: Burst Area Affliction (Resisted and Overcome by Will; Dazed and Hindered, Stunned and Immobile, Incapacitated), Extra Condition, Limited to Magical Creatures • 2 points per rank + 1 point per rank per +1 area rank

Judgment of the Modrossus is a fearsome invocation, calling upon the highest mystic order to appear and judge the petitioner's worthiness. The judgment rendered by the triple-power is fair but dispassionate. Rather than a power in game-terms, this spell is more of a plot device, although a player might choose to invoke it by spending a hero point, the equivalent of asking the GM for inspiration (*Deluxe Hero's Handbook*, page 21).

OBOROS

(ob-roar-os) The Screaming Spire, Obsidian Ward, Ever-Watchful

Obroros is the name given to an ancient intelligent artifact, a double-terminated obelisk of gleaming black stone that serves as a guardian and gatekeeper to the netherworlds of the Cosmic Coil. Glowing eyes and mouths form on the surface of the spire when it deals with visitors or challengers. No one knows who placed Obroros on its eternal vigil, and the Spire remains silent on such matters. Its cries are terribly painful to dimensional intruders, driving them back whence they came.



Obscuring Orb of Obroros mystically "blinds" the sight and psychic senses of those the mage chooses within its radius.

Obscuring Orb of Obroros: Ranged Burst Area Concealment Attack 6 (Visual and Mental), Selective • 30 points + 6 points per +1 area rank

Occult Exorcism of Obroros is a powerful ban against outside mystic influences on the mind.

Occult Exorcism: Nullify Mind-Influencing Effects, Simultaneous • 2 points per rank

Omens of Obroros summons an extension of Obroros itself, a tall obelisk of polished obsidian appearing out of a cloud of grey smoke. It can answer questions posed to it by showing visions in its depths.

Omens of Obroros: Remote Sensing (Vision), Dimensional 3, No Conduit, Subtle • 4 points + 3 points per rank

PHOROS

(FOR-os) The Burning Phantoms, Floating Flames, Mighty Lights

The Phoros are immortal, immaterial magical beings from a realm of raw and chaotic energy. They appear as floating, glowing spheres of light or fire, and their full power can be damaging to unprotected material creatures. Some have likened them to "living stars" and they may be responsible for the legend of the will-o'-wisp. Magicians call upon them and their realm for energy and power.



Flames of the Phoros are actually several different applications of the raw magical power that is the essence of the Phoros' realm, capable of a number of discrete effects. In addition to the following, magical versions of the various other **Fire Powers** may be part of these spells.

Flames of the Phoros

Ranged Damage (magical fire) • 2 points per rank

Burst Area Ranged Damage (magical fire) • 3 points per rank

Nullify Magic, Broad, Simultaneous (flames "burning" all the magic out of the target) • 3 points per rank

Protection, Sustained (an aura of blue, green, or violet flames) • 1 point per rank

Reaction Damage (to being touched, magical fire) • 4 points per rank

Perception Range Shapeable Area Fire Damage, Limited to Existing Fire • 3 points per rank

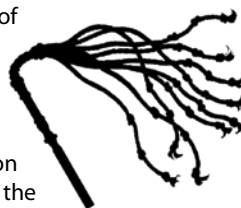
Phantasms of Phoros, also known as the "Fata of the Phoros," shapes flickering light to create visual illusions, the simplest being the appearance of floating orbs of light similar to the Phoros themselves. Unlike many magically made illusions, the images are formed of light, so they're visible to all, not hallucinations in the targets' minds.

Phantasms of the Phoros: Illusion (Visual) • 2 points per rank

SHATACHNA

(sha-TAK-na) The Iron Queen, The Lady of Pain, Mistress of Curses

The Iron Queen and Mistress of the Seven Hells, Shatachna is an ancient demon associated with pain and suffering. Those seeking power and dominion call her upon to inflict pain on others, and she has claimed the souls of more than a few would-be "magisters" as her personal slaves and attendants.



Scourge of Shatachna conjures a many-tailed whip that inflicts burning pain with each strike.

Scourge of Shatachna: Cumulative Affliction (Resisted and Overcome by Will; Dazed and Impaired, Defenseless and Stunned, Incapacitated), Extra Condition, Reach 4 • 4 points + 3 points per rank

Scythe of Shatachna is a wicked, curved blade at the end of a long black handle, wielded as a two-handed weapon, preternaturally sharp and deadly.

Scythe of Shatachna: Penetrating Damage, Reach 1 • 1 point + 2 points per rank

Servants of Shatachna is a demon-summoning spell. It's also a commonly enacted ritual for cults worshipping Shatachna, calling on one of her many demonic slaves for aid. Different versions may have additional Summon modifiers applied to them.

Servants of Shatachna: Summon Demon, Broad Type • 4 points per rank

Shadows of Shatachna are more than mere darkness; they are hungry shadows from the depths of a dark netherworld, a darkness that feeds fear like oxygen feeds a fire. Victims often run into obstacles in the darkness in their blind efforts to escape from the dreadful terrors they feel lurking there.

Shadows of Shatachna: Ranged Burst Area Progressive Affliction (Resisted and Overcome by Will; Dazed and Impaired, Defenseless and Disabled, Paralyzed and Unaware), Extra Condition • 4 points per rank

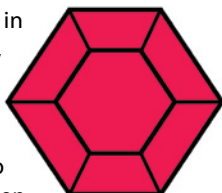
Shatachna's Seal of Silence places an enchantment on the subject, preventing them from speaking of or communicating about certain information in any way. The subject retains awareness of the information and of the spell, but they simply cannot communicate.

Seal of Silence: Perception Ranged Affliction (Resisted and Overcome by Will; Controlled), Progressive, Limited Degree, Limited to Communication, Limited to Specific Information • 2 points per rank

SIRRIION

(seer-ee-uhn) The Red Wizard, Scarlet Sorcerer, Scarlet Summoner, Starry Visitor

Sirriion, the Sorcerer in Scarlet, is a mysterious figure robed entirely in red, including a turban and veil, showing only a pair of glowing eyes in the shadows of his (her, its) face. Some associate Sirriion with Idolon, although there is no evidence of a connection between them. Sirriion is associated with the starry heavens and with the star system known as Sirius in modern history. He is known as "the Starry Visitor," perhaps indicating he was a wizard or entity from another planet or universe. The ancient Atlanteans built Temples in his name. Modern wizards call on Sirriion for spells of summoning, protection, and binding, amongst others.



Scarlet Shades of Sirriion summons "vermillion darkness," a deep, red-tinted mist, blanketing a given area and blocking all sight. Some versions of the spell add other senses to the effect, particularly mental or mystical senses, making the Scarlet Shades even more difficult to penetrate.

Scarlet Shades of Sirriion: Ranged Cloud Area Concealment Attack (Visual) 4 • 12 points + 4 points per +1 area rank

The **Shining Shackles of Sirriion**, also known as the Scarlet Shackles or Bonds of Sirriion, are glowing red metal chains or crimson bands of energy that trap their target.

Shining Shackles of Sirriion: Ranged Affliction (Resisted by Dodge, Overcome by Will; Hindered and Impaired, Disabled and Immobile), Extra Condition, Limited Degree • 2 points per rank

Shining Shield of Sirriion summons up a glowing red aura or a disk-shaped shield of crimson force able to deflect attacks. Some versions of the Shining Shield are Impervious as well.

Shining Shield of Sirriion: Sustained Protection • 1 point per rank

Shining Suns of Sirriion calls forth a blazing reddish-gold light, used for several effects.

Shining Suns of Sirriion

Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

Ranged Damage (blazing light) • 2 points per rank

Nullify Magic, Broad • 2 points per rank

Somnambulant Spell of Sirriion creates thin, pinkish mist, rising up from the ground or pouring forth from the caster's hands or feet, putting targets into a deep sleep.

Somnambulant Spell: Cloud Area Cumulative Affliction (Resisted and Overcome by Will; Dazed, Stunned, Asleep) • 3 points per rank

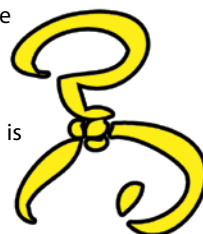
Star Demons of Sirriion conjures up one or more bat-winged beings formed of deep reddish shadow with burning red eyes that obey their summoner's commands. Use the Imp archetype from page 137 of the *Gamemaster's Guide*, without Shrinking but with Insubstantial 4.

Star Demons of Sirriion: Summon Star Demon 6 (90-point minion), Controlled • 18 points + 12 points per doubling the number summoned.

THE UNSPEAKABLE ONE

Lord of the Yellow Sign, Rune of Madness

The entity known as the Unspeakable One has been worshipped by mad cults since the days of Lemuria and the Serpent Empire. Its true name is known only to a few, for it is said to speak it invites its attention and, therefore, madness. The Unspeakable One is a force of pri-



mordial chaos, and its followers want nothing more than to summon it into the world to bring the “gift” of divine madness to all. A few with a slightly stronger grip on their sanity seek to use the Unspeakable One’s power for their own purposes, but they constantly risk falling deeper into a psychic abyss from which there is no return.

Chant of Chaos is a rising and falling chant in an alien tongue, the very sound of which is maddening. Continuing the chant gives the spell its cumulative effect.

Chant of Chaos: Cumulative Hearing Area Affliction (Resisted and Overcome by Will; Entranced, Compelled, Transformed) • 3 points per rank

Unspeakable Summoning calls up a preternatural creature from the Unspeakable One’s realm to serve the sorcerer. Use the Brute Demon (*Gamemaster’s Guide*, page 137) as a starting archetype.

Unspeakable Summoning: Summon Unspeakable Servitor 7, Heroic • 28 points

The Yellow Sign is the most infamous rite of the Unspeakable One, a sigil able to induce madness in those who see it.

The Yellow Sign: Perception Area Progressive Affliction (Resisted and Overcome by Will; Entranced, Compelled, Transformed) • 4 points per rank

VHOKA

(VOH-kuh) The Destroyer, The Devourer, The Oathbreaker

Vhoka the Destroyer is the legendary Eater of Gods, a primal force destroying all in his path, consuming it so it may be reborn anew. He’s most often depicted as a many-armed man wielding several swords with a wide, toothy maw like a shark. Although many fear Vhoka’s power, in many respects, he is an entity beyond good and evil. Still, he is opposed to the forces of creation, so magicians allied with order tend to call upon him with great caution, if at all, while those devoted solely to their own power have fewer qualms about calling Vhoka’s wrath down upon their foes.



Dance of Vhoka imparts movement to a weapon, allowing it to fight on its own. The weapon is a minion with its normal damage capabilities, the base traits of a construct (including Immunity to Fortitude and Will effects), Flight 1, and skill in wielding itself equal to the power level minus the weapon’s effect rank. Take the weapon’s cost in power points or equipment points, add the cost of its attack ranks (power level – effect rank) + 2 points for Flight to get its minion cost.

Dance of Vhoka: Summon Animated Weapon, Active, Controlled, General Type, Ranged • 6 points per rank

Maw of Vhoka is a ghostly toothed maw, appearing out of nowhere to savagely bite at a target chosen by the caster, then vanishing. If the Maw fails to strike, it tries again, up to three times before vanishing. Some versions of the spell are Penetrating, as well.

Maw of Vhoka: Ranged Damage (bite), Homing 3 • 3 points + 2 points per rank

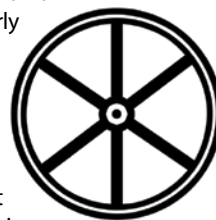
Vile Venom of Vhoka is a deadly toxin that saps a victim’s strength and can eventually kill them. At below Strength –5, the victim is paralyzed and begins losing Stamina instead. Below Stamina –5, the victim dies.

Vile Venom: Weaken Strength, Progressive, Variable Descriptor (Weakens Stamina after Strength reaches 0) • 1 point + 3 points per rank

WEYAN

(way-an) The Wheelwright, The Watcher, The White Hand

Weyan the Wheelwright is brother of Lamal the Law-Giver, and even more orderly than his divine twin. Weyan is an artisan, master of a vast and intricate clockwork universe of interlocking wheels and gears, always working to expand and maintain it. It is said the purpose of the vast mechanism is to perfect creation in some way. Perfection is Weyan’s ultimate purpose, and he’s called upon in matters of improving or perfecting things, or for the tremendous power contained in the wheels he makes and puts into motion. Unlike, Lamal, however, Weyan is less concerned with matters of justice, and magicians wield his power for their own purposes.



Ward of Weyan (not to be confused with the Wheel of Warding, the Third Wheel of Weyan) is a dictum of law, warding off all creatures of chaos and disorder.

Ward of Weyan: Burst Area Progressive Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Limited to Creatures of Chaos, Limited to Forcing Targets Away from Area • 2 points per rank

The Wheels of Weyan are a collection of the most common invocations to the Wheelwright of the White Hand, commonly known by number. Their use creates phantom images of rune-engraved circles or spoked wheels slowly spinning around the magician.

The First Wheel of Weyan, or the Wheel of Workings, can animate objects and also repair damage inflicted upon the world by various unnatural forces. Righteous magicians use it to clean up the collateral damage in the aftermath of their victories.

First Wheel of Weyan

Perception Ranged Summon Animated Object, Limited to Available Objects • 3 points per rank

Ranged Transform (broken objects into repaired objects) • 3 points per rank

CONJURING YOUR OWN ENTITIES

The entities and spells presented in this section are really only a sample of the full range of possibilities for mystic *M&M* characters. Virtually every power can be re-cast as a magical spell, to say nothing of the countless variations from adding power modifiers.

You can use the examples in this section as a jumping-off point for creating your own arcane entities for magicians to call upon in your series. All it really takes is an atmospheric name, a cool-sounding title or two, and some alliterative spells to go along with them, and you're all set. Although they're called "entities," the beings comic book sorcerers invoke for their spells are far more plot device characters than anything else. You do not need to be concerned about their game traits, for example, or how many power points they cost; rest assured, it would be a *lot*!

Players of other roleplaying games have a slight edge when it comes to making up new arcane entities for their series: you can simply borrow them from elsewhere! Plenty of RPGs have pantheons of imaginary deities, angelic and demonic forces, occult mysteries, and so forth. Feel free to borrow from these wholesale or use them as inspiration for new occult lore in your *M&M* game.

The Second Wheel of Weyan, or the Wheel of Watching, opens a circular "window" through which the magician can scry. The Wheel of Watching only provides visions of distant places; it does not transmit sound or other sensory impressions. Some versions of the spell add the Dimensional modifier as well.

Second Wheel of Weyan: Remote Sensing (Visual) • 2 points per rank

The Third Wheel of Weyan, or the Wheel of Warding, can deflect and reflect attacks.

Third Wheel of Weyan: Deflect, Reflect • 2 points per rank

The Fourth Wheel of Weyan, or the Wheel of the Winds, can create powerful wind gusts at the caster's command.

Fourth Wheel of Weyan: Perception Ranged Move Object, Limited to Pushing • 2 points per rank

The Fifth Wheel of Weyan, or the Wheel of Waiting, can actually stop time in a limited area. An advanced version of the spell adds Selective to the effect.

Fifth Wheel of Weyan: Burst Area Affliction (Incapacitated), Affects Objects, Progressive, Sustained, Instant Recovery, Limited Degree • 3 points per rank

The Sixth Wheel of Weyan, or the Wheel of Whispers, carries the magician's words over great distances.

Sixth Wheel of Weyan: Communication (air and auditory) • 4 points per rank

The Seventh Wheel of Weyan, or the Wheel of Worlds, opens wheel-shaped gateways between dimensions.

Seventh Wheel of Weyan: Movement 2 (Dimensional 2 – Mystic Dimensions), Portal • 8 points

Wondrous Working of Weyan is a particularly intricate—and dangerous—enchantment. It creates around the magician a wondrous phantasmal device of complex interlocking gears, powered by the ambient magic in the surrounding area. They spin, faster and faster as the Wondrous Working uses up all the nearby magic, temporarily stripping the area of mystic power and denying all magicians and magical beings use of their abilities for a time. If

the spell fails to work, the caster suffers psychic backlash, making a Will resistance check against a Damage effect equal to the rank of the highest affected magic trait.

Wondrous Working of Weyan: Burst Area Weaken Magic, Affects Objects, Broad, Concentration, Simultaneous, Side Effect (psychic backlash, see description) • 5 points per rank

YIG

The Father of Serpents

Yig is the god of the Serpent People, the archetypal great ancestor, master of snakes and reptiles. He is a cold-blooded creature, befitting his nature, but willing to grant power to those who serve him and his chosen ones. Followers of Yig often assume reptilian and serpentine characteristics and call on him for magic dealing with serpents, venom, and similar such things.



Curse of Yig brings the wrath of the reptile kingdom down upon the victim. It summons forth children of the Father of Serpents, typically poisonous vipers (*Gamemaster's Guide*, page 135).

Curse of Yig: Summon Snakes 3 (37-point minions), Multiple Minions 4 (16 snakes) • 18 points + 6 points per additional doubling of minions.

Fangs of Yig give the magician a poisonous touch. A single use may be enough to render an ordinary human completely paralyzed.

Fangs of Yig: Affliction (Resisted and Overcome by Fortitude; Dazed, Disabled, Paralyzed), Progressive • 3 points per rank

Yig's Inexorable Transformation turns a humanoid victim into a savage Serpent Person. The victim receives one resistance check each day. After three failed checks, the victim is transformed into a Serpent Person.

Yig's Inexorable Transformation: Affliction (Resisted and Overcome by Will; Transformed), Progressive, Limited Degree, Limited to One Stage per Day • 1 point per rank

MAGIC COMPLICATIONS

Masters of the mystic arts often say that magic comes at a price. Certainly, a sorcerer's life tends to be complicated by concerns ordinary mortals can scarcely imagine. The following are just some of the complications magic may bring into a character's existence.

ADDICTION

The practice of magic can lead to some unusual addictions and compulsions, particularly for a character sliding towards the corrupt side of the mystic arts. These may include particular rituals, sacrificial offerings, the use of strange drugs or alien substances, and so forth.

Perhaps the greatest addiction for magic-workers, however, is to magic itself: spells and enchantments become the solution to every problem and a careless mystic can abuse their power, if great restraint and caution are not exercised.

ENEMY

Magicians often have enemies. The mystic cosmos is vast, with many powerful entities, each with their own agenda. It is difficult for anyone with magical power to remain neutral in their conflicts for long. Generally speaking, a mystic must declare for the side of good and protect the innocent and unaware from occult dangers, or else swear allegiance to those same dangers or seek to become their master. The only other practical choice is a life of isolation as a hermit or recluse.

Given their many foes, mystics often find it quite useful to have allies, such as other costumed heroes who might not understand the first thing about magic, but are very useful in a fight!

POWER LOSS

The most common Power Loss complication for magic is the dependence upon certain magical rituals: speaking arcane words or poems of power, making mystical gestures and signs, perhaps even using symbolic ingredients or talismans. Without these things, the magician is unable to call upon the powers of magic, essentially powerless. Some sorcerers suffer power loss for most of their powers when unable to cast spells, but can still rely upon certain inherent psychic capabilities, such as astral projection or mesmerism. See the **Mental Powers** section for some possibilities.

Certain styles or traditions of magic may have other Power Loss complications associated with them. For example, faerie magic may be ineffective in the presence of cold iron, or if the metal is touching the sorcerer. Similarly, infernal magic may suffer power loss on holy ground, or in the presence of certain religious artifacts or symbols.

REPUTATION

Magic is a strange business, and mystics tend to earn reputations as cold, distant, creepy, or just a little "off".

Their powers are certainly suspect from the point of view of many religions, which see them as tantamount to (if not literally) devil-worship or trafficking with evil. People with a firmly rational, scientific world-view may find mystics and their "mumbo-jumbo" (which, nonetheless, works) unsettling to say the least. Small wonder magicians tend to keep a fairly low section (see **Secret**, following).

RESPONSIBILITY

Heroic magicians tend to have a *lot* of responsibility. Their knowledge and power come with the duty to use those abilities in the service of the greater good. A sense of responsibility is the most common motivation for mystic heroes. Indeed, some feel it so keenly they wish they could lay down their burden, at least for a while, and live a normal life, which is forever denied them.

So while other heroes are enjoying a day or two off, the mystics are more often found in solitary study and meditation, or are off in the nether-reaches of the planes of existence. They can be workaholics who find it difficult to relax and unwind.

This level of responsibility can be an interesting motivation for a magical *villain* as well: imagine a master of the mystic arts with no interest in seeing Earth become the vassal of some dimensional conqueror, but who thinks the best way of protecting the world is by taking control of it from behind the scenes!

SECRET

They are called the *occult* arts for a reason: many of the secrets of magic are Things Man Was Not Meant to Know, at least not most people, and a magician is bound to keep them secret. The heroes do so in order to protect the innocent and prevent power from falling into the wrong hands while the villains jealously guard their secrets and their power so no one can arise to rival them.

Comic book magicians are often dedicated to keeping magic mysterious and protecting innocent people from learning too much. They use spells of forgetfulness (like the *Mists of the Modrossus*) to remove potential harmful or problematic memories and tend to keep a low section, at least in comparison to their glory-hounding superhero counterparts.

WEAKNESS

Magic can result in some weaknesses. First and foremost, magical types tend not to be all that physically imposing (although there are always exceptions) and many are still mortal.

Certain styles and traditions of magic may lead to weaknesses and vulnerabilities beyond just Power Loss (previously). For example, a faerie mystic might be vulnerable to weapons of cold iron while a necromancer or infernal warlock suffers from the touch of holy relics. A pure nature or elemental magician might be vulnerable to technology or "unnatural" afflictions, and so forth.

MAGNETIC POWERS



Magnetism is one of the fundamental forces of the universe and magnetic powers give you the ability to bend and shape metals to your will along with influencing the electromagnetic spectrum.

MAGNETIC DESCRIPTORS

The following are important descriptors for magnetic powers.

- **Magnetic:** A magnetic field is an energy field that exerts influence over ferromagnetic materials and other energy fields within the electromagnetic spectrum. Given that real-world magnetism is invisible to the light spectrum seen by the human eye, magnetic powers may be Subtle, detectable only by magnetic senses. On the other hand, some comic book characters with magnetic powers display visible energy effects when using them, perhaps similar to an aurora (the interaction of cosmic radiation and the Earth's magnetic field that creates shimmering lights) so magnetic powers are not required to be Subtle.

Magnetic fields have two opposite poles: Those of like charge repel each other while poles of opposite charge attract each other. Magnetic powers involving both attraction and repulsion (typically Move Object effects) are assumed to have the ability to switch between charges as needed to either attract or repel, unless specifically Limited to one or the other.

- **Ferrous:** Magnetism affects only ferrous or ferromagnetic metals, those with a sufficient quantity of iron, nickel, or cobalt, including iron and steel alloys,

but notably excluding aluminium (frequently used in construction and the casings of certain metal items). A solid cubic foot of ferrous metal has a mass rank of 4 (between 400 and 800 lbs.), although larger hollow objects may weigh the same or less. Some common ferromagnetic objects include:

- *Manhole cover:* mass rank 1 (about 100 lbs.)
- *Lamp post:* a 10 foot iron or steel lamp post is mass rank 1 (between 100 and 200 lbs.), doubling height adds +1 rank.
- *Girder:* about 22 lbs. per foot of length, so a 10 foot I-beam is mass rank 3 (between 200 and 400 lbs.)
- *Mid-size car:* mass rank 6 (between 3,200 and 6,000 lbs.) +1 rank for a pickup or SUV.
- *Shipping container:* mass rank 7 (between 6,000 and 12,000 lbs.)
- *Suspension bridge:* mass rank 20 (between 12,000 and 25,000 tons).

COUNTERING

Since similar magnetic charges repel, magnetic powers can easily be used to counter other magnetic effects. Magnetism is also linked to electrical fields and can potentially counter electrical effects, and vice versa. Strong magnetic fields are known to interfere with radio frequency transmissions, so magnetic powers may counter some powers with a radio descriptor, particularly Communication and Senses effects.

Magnetic fields are linked to ambient temperature: more efficient in super-cooled (and therefore super-conductive) environments, but less effective under high temperatures. So heat- and fire-based effects may counter magnetism.

MAGNETIC FEATURES

Some potential Feature effects associated with Magnetic Powers include the following:

- **Minor Ferrokinesis:** You can generate a strong enough magnetic field to move small (mass rank –5 or less) ferrous objects within about an arm's reach, essentially a very limited Move Object effect.
- **Minor Magnetize:** You can magnetize a small (hand-sized) ferrous object of mass rank –5 or less by holding it and taking a standard action to do so. The object remains magnetized until degaussed.
- **Magnetic Manipulation:** You can use magnetic fields to turn or operate small metal fasteners (screws, bolts, nails, etc.) within arm's reach as if you had the proper tools.
- **True North:** You have an "internal compass" — always able to sense magnetic north on a planet with magnetic poles, equivalent to the Direction Sense effect (*Deluxe Hero's Handbook*, page 177), and know if an object is magnetized by touching it.

OFFENSIVE POWERS

Offensive magnetic powers typically use controlled metal as a weapon or channel sheer blasts or bursts of magnetic energy as force.

MAGNETIC BINDING

A powerful magnetic field seizes and holds your target in place. A variant of this power uses magnetically controlled metal as a medium to bind the target, changing the check to overcome the Affliction to Damage and adding the Quirk: requires metal (–1 point).

Magnetic Binding: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Defenseless and Immobility), Extra Condition, Limited Degree • 3 points per rank

MAGNETIC BLAST

A focused blast of magnetic force strikes your target.

Magnetic Blast: Ranged Damage (magnetic force) • 2 points per rank

MAGNETIC REPULSION

A matched magnetic charge flings a target away from you. Targets can make a Strength resistance check against your effect rank + 10; success means no effect, but failure flings the target a distance rank of effect rank minus the target's mass rank. Apply the Burst Area and

Close Range modifiers and all targets within 30 feet of you are flung away.

Magnetic Repulsion: Move Object, Limited to Flinging Targets Away • 1 point per rank

MAGNETIC SEIZURE

You create an intense magnetic field that "shorts out" the electrical activity of your target's brain, causing a momentary seizure.

Magnetic Seizure: Perception Ranged Affliction (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Subtle • 1 point + 3 points per rank

METALLIC BURST

A magnetic blast causes metallic objects or projectiles to burst in an explosion of shrapnel.

Metallic Burst: Ranged Burst Area Damage (projectile), Quirk (requires metal objects, –1 point), 2 points for rank 1 + 3 points per rank

METAL STORM

You create a swirling storm of metallic debris in an area around you.

Metal Storm: Cloud Area Damage (projectile), Quirk (requires metal objects, –1 point), 2 points for rank 1 + 3 points per rank

RAILGUN

You magnetically accelerate a small metal projectile to the speed of a bullet, launching it at your target.

Railgun: Ranged Damage (projectile), Quirk (requires objects as ammo, –1 point) • 1 point for rank 1 + 2 points per rank

DEFENSIVE POWERS

Defensive magnetic powers shape energy fields to protect against attacks, deflect metallic weapons, or shield against outside magnetic influences.

MAGNETIC DEFLECTION

You can use magnetic fields to change the course of attacks by ferrous metal projectiles or weapons.

Magnetic Deflection: Perception Ranged Deflect, Limited to Metallic Attacks • 1 point per rank

MAGNETIC IMMUNITY

Control over magnetism renders you immune to its effects, including those that normally do affect targets of your type (such as Magnetic Seizure or Magnetic Blast).

Magnetic Immunity: Immunity 5 (magnetic effects) • 5 points

MAGNETIC SHIELD

A shield of magnetic force surrounds your body, protecting you from harm. Like other forms of Protection, this power may be Impervious, perhaps even Impervious with the Limit Only Against Magnetic Attacks (reducing the cost of the Impervious modifier to 1 point per 2 ranks).

A variant of this power temporarily assembles armor by shaping and molding metal around the character's body, holding it in place (and perhaps reinforcing it) with a powerful magnetic field.

Magnetic Shield: Protection, Sustained • 1 point per rank

MOVEMENT POWERS

With the power to move other objects may come the ability to move the character or other people using magnetism.

MAGNETIC CLING

Magnetizing your hands and feet, you can cling to ferrometallic surfaces, or even to the façades of buildings with steel superstructures (attracting the metal underneath).

Magnetic Cling: Movement (Wall-Crawling), Quirk (Only Magnetic Surfaces, -1 point) • 1 point (rank 1) or 3 points (rank 2).

MAGNETIC FLIGHT

Using magnetic fields, you can lift yourself off the ground and fly through the air. Magnetic flight is virtually silent, and so has the Subtle modifier.

Generally, this power assumes you're using the magnetic field of the planet to assist your movement, but Magnetic Flight might be limited to "locking on" to large masses of metal and pulling you towards them, only functioning in urban environments and similar areas with sufficient concentrations of ferrous metals; for most series, this should be considered a Power Loss complication, unless adventures outside of a city environment are particularly common (at least half the time).

Another variant of this power involves levitating a metallic object upon which the character stands, applying the Platform modifier to the effect.

Magnetic Flight: Flight, Subtle • 1 point + 2 points per rank

MAGNETIC LEVITATION

Although you cannot fly (see Magnetic Flight, previously) you can use magnetism to levitate a short distance off the ground—less than a foot—and impel you forward, like a maglev or "bullet" train, skimming at high speed along the ground and even over liquid surfaces.

Magnetic Levitation: Movement 3 (Sure-Footed, Trackless, Water Walking), Speed • 6 points + 1 point per rank

MAGNOPORT

You convert your body mass into a magnetic field and "transmit" it along the magnetic lines of force surrounding the Earth to reform elsewhere. Since you can only magnoport within a sufficiently strong planetary magnetic field, you may earn a Power Loss complication in circumstances where you cannot (such as in the depths of space or in an alien dimension). Earth's magnetic field is too ubiquitous to qualify for the Medium modifier of Teleport.

Magnoport: Teleport • 2 points per rank

UTILITY POWERS

Shaping and projecting magnetic fields is useful for a wide range of other effects, from simply moving large masses of ferrous metals to manipulating other energy signatures, transmissions, and fields.

DEGAUSS

You suspend or remove magnetism from a subject. Just as objects do not recover from losses in Toughness (*Deluxe Hero's Handbook*, page 244) the GM may rule that some magnets, once degaussed, remain so unless they are re-magnetized. Magnetic powers are temporarily nullified, but can recover. Degaussing also destroys magnetic storage media, such as audio and video tape or some types of magnetic computer disk drives, wiping out the stored information and leaving them blank.

Degauss: Nullify Magnetism, Simultaneous • 2 points per rank

A common variant of this power is a Degauss Burst or Ray, affecting all targets in a radius or a cone-shaped area. If the burst or cone originates from you, apply the Close Ranged flaw, keeping cost at 2 points per rank.

Degauss Burst: Nullify Magnetism, Simultaneous, Burst or Cone Area • 3 points per rank

FERROKINESIS

This is the most common magnetic power: you can use magnetic fields to lift and move ferrous objects at a distance without touching them. As mentioned under **Magnetic Descriptors**, this power is often Subtle (magnetic fields being invisible to normal vision).

Ferrokinesis normally only allows you to lift objects and move them around (or "throw" them). The Damaging modifier also allows you to use magnetic force to crush them, exerting your rank in Damage against the object's Toughness.

A common power stunt for ferrokinesis is an Alternate Effect that drops the Limited to Ferrous Materials modifier to work on living targets by using the trace amounts of iron found in blood hemoglobin.

Ferrokinesis: Perception Ranged Move Object, Limited to Ferrous Metals • 2 points per rank

MAGNETIZE

By creating a powerful magnetic field, you magnetize all of the ferrometallic objects in an area, causing them to attract each other and any nearby magnetic materials. The rank of the effect determines the Strength of the magnetic pull in terms of moving objects. This can stick objects in place or bury them underneath a pile of metallic debris.

Magnetize: Burst Area Move Object, Limited to Ferrous Metals, One Direction (Attract or Repel) • 1 point per rank

MAGNETIC ENCODING

With very precise control over magnetic fields, you can encode information onto magnetic media like audio or video tape or computer disks as if using an encoding device (recorder or computer, for example). This allows you to do things like “dictate” text into computer files or produce audio-visual recordings of things you see and hear. Once created, this information exists on the medium like any other and can be manipulated, edited, or erased normally.

Magnetic Encoding: Comprehend 2 (Machines), Limited to Encoding Information • 2 points

MAGNETIC FORM

You transform from flesh and blood into a being of pure magnetism, an intelligent and mobile magnetic field in the shape of a person, essentially. You are invisible to normal vision—although powers like Magnetic Sense can detect you—and able to pass through most solid objects, unless they are specifically shielded against magnetism. You can still “touch” and manipulate ferrous metals using your magnetic field, but cannot otherwise interact with the material world. This form often includes magnetic sensory powers (Magnetic Radar, Sense, or Scan) but does not require them. It essentially includes 1 rank each of Ferrokinesis and Magnetic Flight and you can add additional ranks normally.

Magnetic Form: Concealment 4 (All Visual), Flight 1, Immunity 10 (Life Support), Insubstantial 4 (Incorporeal), Move Object 1 (Limited to Ferrous Metals) • 41 points

MAGNETIC INTERFERENCE

You create a powerful magnetic field that interferes with radio communication, radar, and magnetic navigation (via compass).

Magnetic Interference: Burst Area Ranged Concealment Attack 2 (all magnetic and radio) • 8 points, +1 point per +1 distance rank to area.

MAGNETIC RADAR

Emitting pulses of magnetic energy that “ping” off of nearby objects, you can form a picture of your surround-

ings, allowing you to know the locations and positions of things without having to see them.

Magnetic Radar: Senses 5 (magnetic; Detect Objects, Accurate, Radius, Ranged) • 5 points

MAGNETIC READING

You can “read” encoded magnetic information from various media (audio and video tape, computer disks, even encoded magnetic strips on credit cards) as if you possessed an appropriate reader or player. If you have both this power and Magnetic Encoding (previously), you have both halves of the full Comprehend Machines effect, essentially removing the Limited flaw.

Magnetic Reading: Comprehend 2 (Machines), Limited to Reading Information • 2 points

MAGNETIC SENSE

You can detect nearby magnetic fields. Add the Acute option if you can sense their relative strength and Analytical if you can sense their exact wavelength like a sophisticated scientific instrument. If you can use this sense to target other effects, add the Accurate option.

Magnetic Sense: Senses 2 (Detect Magnetic Fields, Radius) • 3 points, +1 point for Acute, +1 additional point for Analytical, +2 points for Accurate.

MAGNETIC SCAN

Magnetic waves penetrate objects, providing information about their interior like a magnetic resonance imaging (MRI) scan. This allows you to “see” inside of objects and through solid obstacles.

Magnetic Scan: Senses 4 (Vision Penetrates Concealment) • 4 points

SHAPE METAL

Precise magnetic fields allow you to bend and reshape metal, sculpting it however you wish as if you had very precise tools. Reshaped metal remains in its new form unless reshaped by another effect.

You can sculpt up to your rank – 6 mass rank of metal at one time, so reshaping a larger mass of metal can take longer; add the time rank you work to the effect rank and subtract 6 to determine total mass rank of metal shaped, such as Shape Metal 2 plus an hour’s work (time rank 9) – 6, for a total mass rank of 5, or 1,600 lbs. of metal. This is a descriptor-based bending of the normal guideline of having Transform affect all of an object or none of it.

Shape Metal: Transform (ferrous metal from one shape to another), Continuous • 3 points per rank

OTHER MAGNETIC POWERS

Magnetism is part of the greater electromagnetic spectrum, tying it particularly to **Electrical Powers**. The two power descriptors may compliment or counter each other, depending on circumstances, and some electrical powers may also be magnetic powers, such as Electromagnetic Pulse, Electrical Immunity, and Blackout. Some characters may extend their influence of the EM spectrum into full-fledged control of other forms of energy, including electricity, **Light Powers**, and **Radiation Powers**.

Since using magnetism to lift and move objects is a primary effect of magnetic powers, they have much in common with **Kinetic Powers** and some of the powers in that section may inspire additional magnetic effects.

Likewise, the link between earthen materials and manipulation of metals, and the Earth as the largest local magnetic field, connects magnetic and **Earth Powers**.

Given that a great deal of modern technology relies on ferrometallic materials and electromagnetic media, many **Tech Powers** can also be magnetic powers. In particular, the Assemble and Disassemble powers and Control Machines may be aspects of magnetic control. The Interface power is essentially the combination of Magnetic Encoding and Magnetic Reading, and Animate Machines may be an option for magnetic control.

MAGNETIC COMPLICATIONS

Magnetic powers have the potential to *attract* (pardon the pun) various complications, from the subtle to the significant. The following are some complications associated with magnetic powers and their use.

ACCIDENT

Given the prevalence of ferrous metals and electromagnetic technologies in modern life, the possibilities for a magnetic powered accident are considerable: tearing out steel I-beams may compromise a building's superstructure, unleashed magnetic pulses may crash computers or cause blackouts, and so forth. These kinds of accidents may be common for magnetic-powered characters who have not yet learned fine-tuning or control over their abilities, and can provide some harsh lessons.

ADDICTION

Since magnetic fields are formed by electrical currents, a magnetic character might be "addicted" to absorbing electrical energy in some fashion. Perhaps the electricity results in a kind of "rush" or is vital in maintaining the character's powers (in which case it may also be connected to a form of Power Loss, following).

DISABILITY

Given the known effects of intense magnetic fields on the electrical impulses of the brain, it is no surprise that some characters with magnetic powers suffer from neurological conditions ranging from seizures to personality disorders. Perhaps these conditions can be controlled (and the incidences of the complication limited) using medication, regulating technology, or other treatments, or the character may have to choose between power and long-term mental and physical health.

ENEMY

Given the "like charges repel" metaphor, a magnetic character might have an enemy with similar powers able to serve as an equal-and-opposite force, countering the character's own powers and requiring some innovative thinking to overcome (see the **Opposite** villain role on page 49 of the *Gamemaster's Guide*).

POWER LOSS

As mentioned under **Magnetic Descriptors**, intense heat inhibits the flow of magnetism and may cause power loss for some or all magnetic powers. Similarly, opposing magnetic fields or electrical dampeners may also inhibit or temporarily remove a character's magnetic powers.

TEMPER

Perhaps connected to the penchant for mental instability mentioned under **Disability**, magnetic wielders sometimes have volatile tempers, even to the point of playing on the "bipolar" pun and flipping from pleasant to violent in an instant.

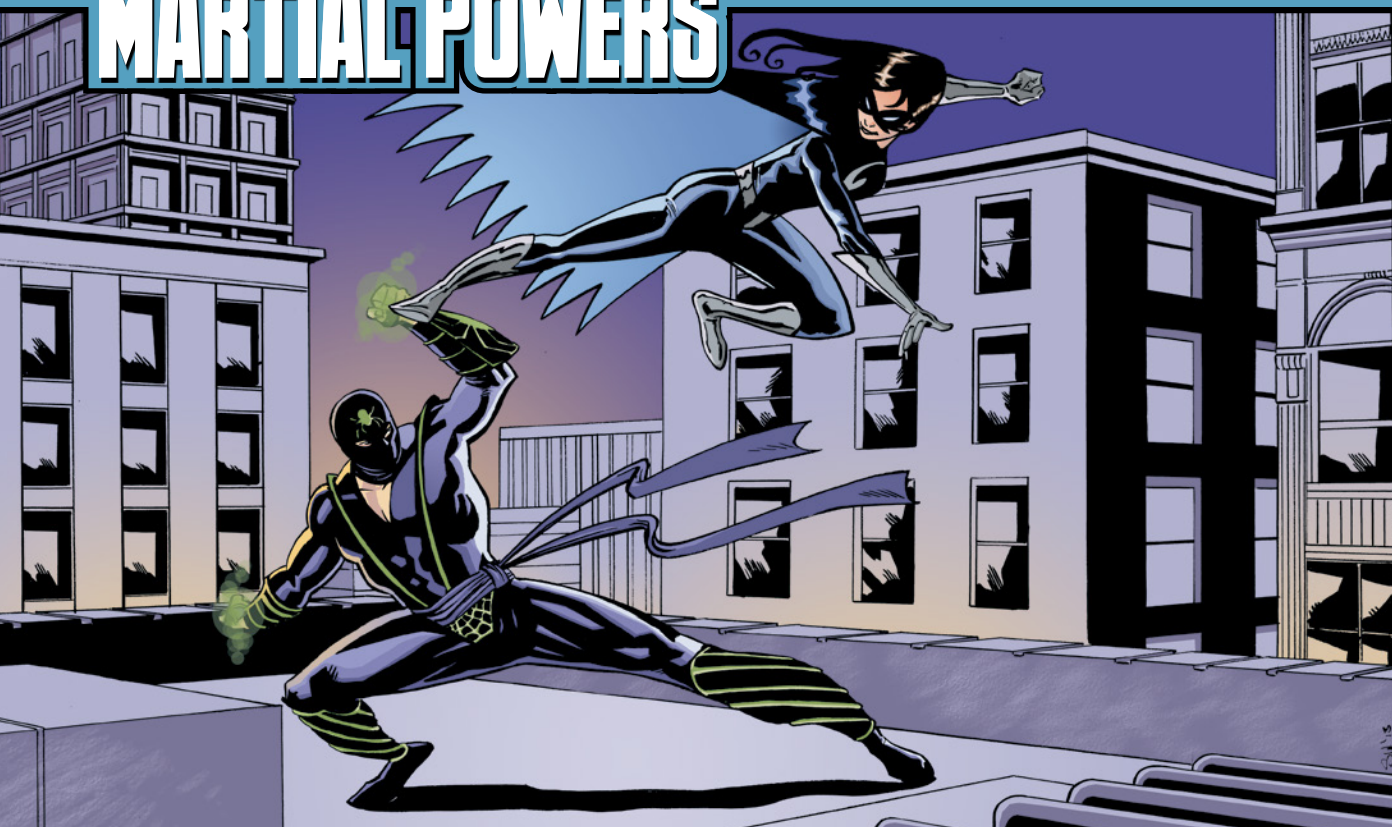
WEAKNESS

The link between magnetism and electricity may make characters vulnerable to electrical attacks rather than resistant to them: their magnetic field actually draws the attacks to them like a lightning rod!

Similarly, an intensely magnetized character could actually be more vulnerable to ferrometallic weapons, attracting them rather than repelling them. This does not have to be an ongoing complication, but could be an effective temporary one due to the character's powers going out of control.

Non-metallic and non-ferrous weapons and objects could become anathema to a magnetic controller. On one level, they may simply exploit flaws on the character's powers, such as defenses ineffective against things like plastic restraints or wooden weapons. On another level, the physical and psychological vulnerability to these attacks might make them even more effective, inflicting additional degrees of success.

MARTIAL POWERS



In the struggle of good and evil, both sides must fight, and **Martial Powers** give you an edge in any battle. From training in unarmed combat to esoteric secret techniques of the martial arts masters, these powers enhance combat skills and provide maneuvers and techniques that can make a skilled fighter the equal of a superhuman foe.

MARTIAL DESCRIPTORS

The following are important descriptors for martial powers:

- **Chi:** Martial powers are often described as harnessing the internal “energy” of spirit, will, or life force, called chi (Chinese) or ki (Japanese). This may or may not be the same as other types of “life force” (see the **Life Powers** section) and in some settings, chi is a supernatural or mystical power, associated with spirits and magic, although it may not be the same as the magic descriptor. Gamemasters should consider the interaction between chi and other, similar, descriptors in the context of the setting.
Chi-based powers may be part of an array of Alternate Effects sharing the descriptor, all drawing upon the character’s chi. So you might, for example, have a Chi array with Breaking Blow, Chi Balance, Chi Focus, and Kiai Shout, the three lowest cost powers as Alternate Effects of the power with the highest cost, but usable only one at a time, due to the need to “refocus” the character’s chi on a different use.
- **Martial:** Powers with this descriptor are broadly related to fighting, but most typically refer to different kinds of martial arts, whether known real-world styles or fictional martial arts existing only in the

game setting. While martial powers are often also talents (see the following), acquired through training and practice, they do not necessarily have to be; many comic book martial artists have extraordinary powers from harnessing their chi or learning secret esoteric techniques involving mystic forces.

- **Talent:** As discussed in the **Talent Powers** section, some “powers” are actually the result of skill, training, or innate talent. Gamemasters may wish to further differentiate between talents acquired through training and practice (more akin to skills) and those acquired as a birthright or innate knack. This descriptor can be important in distinctions between true powers and “human” capabilities in some settings.

COUNTERING

Martial powers are most useful for countering each other, using an action to perform a particular combat maneuver to neutralize an opponent’s action. Martial powers involving additional descriptors, such as chi or things like nerve or muscle manipulation, may be able to counter other sorts of powers. For example, a chi descriptor can counter other chi descriptors and possibly some psychic, mental, or magical powers. Similarly, powers affecting the body, mind, or life force might counter certain chi descriptor effects.

MARTIAL FEATURES

Potential Feature effects for martial powers include:

- **Esoteric Style:** You are trained in an especially obscure or secret style of martial arts. Only those fa-

miliar with it can recognize your fighting style or use Analyze Style on you (see Offensive Powers).

- **Hands as Weapons:** In situations where being armed is important, you are always considered armed, even when you have no weapons in-hand.
- **Potent Chi:** Your life force is so abundant and focused that you can make it visible to others by concentrating, creating a faint aura of light or a shimmer between your hands good for an interaction bonus.

ABILITY MODIFIERS

Some martial powers involve modifying the character's basic Strength Damage effect, or possibly some other abilities, to reflect extraordinary training or talent. In some cases, these modifiers reflect a permanent change in the trait and are applied directly. In others, particularly Strength Damage, they are more often Alternate Effects of that trait, leaving the basic trait unchanged and usable in its basic form.

Some examples of modifiers applied to abilities and other traits include:

- **Alternate Resistance** for Strength Damage targeting nerve clusters or vital spots, bypassing Toughness and resisted by Fortitude or Will instead.
- **Impervious** Toughness, possibly Sustained, to represent breath- and muscle-control, and use of chi, to "harden" the skin and resist harm or avoid the worst of an attack.
- **Incurable** Strength Damage to represent the use of "poison chi" or secret techniques to cause lasting, difficult-to-cure damage.
- **Insidious** Strength Damage for rapid, light strikes that seem to cause no harm (little more than a light touch or tap) but which actually cause significant damage.
- **Multiattack** for a flurry of Strength Damage attacks directed at one or multiple targets.
- **Penetrating** for Strength Damage able to overcome Impervious Toughness.
- **Reversible** Strength Damage for chi effects you can "withdraw" from a target, immediately curing the damage.
- **Secondary Effect** Strength Damage for a double-strike or "one-two" combo attack.

MARTIAL ARTS STYLES

As the *M&M Gamemaster's Guide* makes clear in the Fighting Styles section (pages 186–189), you can represent training in particular fighting styles using "packages" of advantages (and, in some cases, skills).

Characters with martial powers may well have some of these fighting styles, and some of the advantages can come from Enhanced Trait effects, making the styles themselves into martial powers rather than regular advantages.

This can represent, for example, a hero who gains some or all of his fighting style from a mystical talisman, applying the Removable modifier to the Enhanced Traits, or having a Power Loss complication. The same might be the case for a character who gains fighting style advantages from a spiritual ritual, or relationship with a higher power.

Fighting stances can be an array of different styles, where the character can switch between them.

In settings with a significant martial arts subculture, the GM may permit those trained in a fighting style to acquire a variation of the Well-informed advantage (*Deluxe Hero's Handbook*, page 141), substituting the higher of attack bonus or active defense for interaction skill, but limited solely to knowing about prominent fighters, their styles, and related information.

OFFENSIVE POWERS

Since martial powers focus on fighting, offensive powers are the most common, ranging from fighting techniques to enhancements of a character's fighting capabilities.

ANALYZE STYLE

By observing and analyzing a foe's fighting style and technique, you can find weaknesses you can exploit to your advantage. If the target fails to resist, you gain an advantage due to the drop in the target's active defenses until the target manages to cover the opening by realizing (through defensive fighting skill) what you are doing. A variant form of this power may impose different conditions, such as Impaired and Disabled.

Analyze Style: Perception Ranged Affliction (Resisted and Overcome by Will; Vulnerable, Defenseless), Conditions Limited to Your Attacks, Limited Degree, Insidious, Subtle • 2 points + 1 point per rank

BERSERKER RAGE

You can fly into a berserk rage in combat, making you strong and fearless, but heedless of your own safety. The GM may set a limit on the ranks of Strength you can gain from this power, or allow additional Strength-based Damage to be layered on top of the Enhanced Strength.

Berserker Rage: Enhanced Advantage 1 (Fearless), Enhanced Strength, Sustained, Quirk (–1 to active defenses, –2 points) • 1 point + 2 points per additional Strength rank

BREAKING BLOW

With a moment of focused concentration, you can strike "through" an object with tremendous force, allowing you to smash wood, or even stone and steel, with your bare hands. You may combine this with a Power Attack maneuver for additional effect.

Breaking Blow: Strength-based Damage, Penetrating, Limited to Objects, Activation (move action, –1 point) • 1 point for rank 2, +1 point per additional rank

CHI STRIKE

You focus your internal energies into a powerful unarmed strike, greater than just your physical strength. This power often has a flaw like Tiring to represent the drain on the wielder's energy.

Chi Strike: Strength-based Damage • 1 point per rank

DIM MAK

You have mastered the legendary *dim mak*, or “death touch” attack, allowing you to introduce “poison chi” into a target's system that eventually destroys them from within. Progression beyond incapacitated takes the character's condition to dying. Some forms of Dim Mak are also In-sidious and Subtle.

Dim Mak: Affliction (Resisted and Overcome by Fortitude; Fatigued and Impaired, Disabled and Exhausted, Incapacitated), Extra Condition, Progressive, Reversible • 1 point + 4 points per rank

EAR BOXING

A double-strike to a target's vulnerable ears provides a distraction. This power is an effective power stunt for Strength Damage for a martial artist faced with an incredibly tough or otherwise invulnerable target.

Ear Boxing: Affliction (Resisted and Overcome by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • 1 point per rank

GHOST FIGHTING

You know esoteric techniques to focus your inner energies to strike ghosts and other incorporeal supernatural beings, where material attacks normally would not.

Ghost Fighting: Strength Damage Affects Insubstantial • 1 point (half Damage rank) or 2 points (full Damage rank).

KIAI SHOUT

You have learned the art of *kiai*, a fierce battle shout, combined with breath control and harnessing your personal energy to produce a variety of effects. The basic kiai shout is intended to rattle and unnerve your opponents, leaving them vulnerable when you attack.

Kiai Shout: Cone Area Affliction (Resisted and Overcome by Will; Dazed and Vulnerable, Stunned and Defenseless), Extra Condition, Hearing-Dependent, Limited Degree • 1 point per rank

More exotic kiai powers involve effects more akin to those found in the **Sonic Powers** section, including producing damaging sonic blasts with just your voice.

NATURAL FIGHTER

While some gain their fighting talents from years of study and training, others are naturally gifted, or supernaturally gifted, gaining some advantages from esoteric arts, the blessings of higher (or lower) powers, mystical insights, and so forth.

Natural Fighter: Enhanced Advantage • 1 point per rank

DEFENSIVE POWERS

Defensive martial powers rely on greater acrobatic and fighting skill to avoid harm or strike back at attackers.

CATFALL

Training and technique allow you to easily land on your feet after a fall and to twist, tumble, and roll so you suffer no harm in the process.

Catfall: Enhanced Advantage 1 (Instant Up), Movement 1 (Safe Fall), Limited to distance rank 0 • 2 points

COUNTERSTRIKE

Your fighting reflexes are so highly attuned that simply attacking you risks a forceful counterattack. The power's rank is limited to the Damage rank of your normal attack, typically Strength Damage.

Counterstrike: Reaction Damage (when attacked in close combat), Attack Check Required • 3 points per rank

DEFLECTING PROJECTILE

You can block ranged attacks by hitting them with a thrown or launched projectile of your own, from knocking a throwing star out of the air by tossing a pair of chopsticks (or another handy object) to deflecting a bullet by shooting it with one from your own gun, for example.

Deflecting Projectile: Deflect, Quirk (requires a projectile or throwing weapon, -1 point) • 1 point for rank 2, +1 point per additional rank

MOVEMENT POWERS

The athletic skill and agility associated with martial powers may allow characters to move in unusual ways, giving them a tactical advantage in combat.

FEATHER STEP

You can stand on surfaces that normally would not support your weight, like a thin tree branch, sheet of paper, or the top of snow, without sinking or damaging the surface, and able to move normally.

Feather Step: Movement 2 (Trackless, Water-walking), Limited to solid surfaces • 2 points

RUN UP WALLS

You can run short distances up or along vertical surfaces like walls. You can only do so while moving (you cannot stand still on a vertical surface) and only for one move action, after which you must move to a horizontal surface or fall. With an Acrobatics check, you can run up a wall, then kick off and flip over and behind a pursuer to catch them by surprise. Treat this like a use of Agile Feint (*Deluxe Hero's Handbook*, page 131).

Run Up Walls: Movement 2 (Wall-crawling), Limited to one move action, Limited to while moving • 1 point.

WIRE-FU

You have superhuman leaping and acrobatic abilities, like the “wire work” of characters in martial arts films. Typically this power is fairly automatic, but you might apply the Acrobatics Check Required modifier to lessen its cost.

Wire-Fu: Leaping • 1 point per rank

UTILITY POWERS

Martial utility powers enhance a fighter’s ability to overcome or ignore obstacles along with various side benefits that extend to things other than just fighting.

BLIND FIGHTING

You have trained to move and fight without the use of your eyes, allowing you to more easily deal with darkness, blindness, and foes concealed from you in various ways using only your ears. Some users of this technique are truly blind, compensating with this power for their fighting skills.

Blind Fighting: Senses 2 (Accurate Hearing) • 2 points

A slightly less expensive (and cinematic) version of this power is Enhanced Advantage (Precise Attack) for close attacks against concealment. Unlike the full version, it does not affect ranged attacks or awareness of your surroundings, however.

CHI BALANCE

Manipulating trigger points and meridians and using your own internal energy allows you to balance or align a patient’s energies to treat and cure various maladies. Healing modifiers like Energizing, Persistent, and Restorative are common for this power. A Quirk involving the treatment taking at least 10 minutes (making it usable only outside of action time) is also common, worth –2 points.

Chi Balance: Healing (chi) • 2 points per rank

CHI FOCUS

By focusing your internal energy through meditation techniques, you can enhance your abilities in different

ways. Common chi focus traits include Strength, Stamina, Agility, and Awareness, along with Fortitude and Will. If you can enhance different traits, but not all at once, make the additional ones Alternate Effects of the first.

Chi Focus: Enhanced Trait, Sustained • 1 point per rank

CHI READING

You can “read” or scan the internal energies of another creature, feeling their degree of health and balance from those energies. Among other things, Chi Reading is useful for diagnosing blockages and other maladies involving a subject’s chi. Note that the base power is not ranged, requiring you to examine the subject close up (although you are not required to touch). To read chi from a greater distance, apply an additional rank of Senses for Ranged.

Chi Reading: Senses 3 (Detect Chi, Acute, Analytical) • 3 points

SECOND WIND

Your determination, willpower, and perhaps internal energy allow you to shake off the effects of damage and keep fighting. Once you have used your Second Wind in a conflict, you cannot use it again until you have had an opportunity to rest (“resetting” the Trigger modifier).

Second Wind: Healing, Triggered 1 (when suffering two or more degrees of damage), Limited to Self • 1 point + 1 point per rank

OTHER MARTIAL POWERS

Martial powers are strongly related to **Talent Powers**. Indeed, many of them can be considered talent powers as well (having the “talent” descriptor) and particular talent powers, such as Flurry, Hurt Anything, Pressure Points, Striking Power, and Perfect Defense, can be considered martial powers, due to their focus on combat. Perfect Balance suits many martial characters for the ability to perch atop a single tree limb or narrow rooftop, for example.

Likewise, some **Strength Powers** can be considered martial powers, since they affect how the character uses Strength (and Strength Damage). Modest ranks of Strength Boost, Power-Lifting, and Raging Strength may be martial powers, and powers like Shockwave and Thunderclap can suit some powerful martial artists who use chi power rather than sheer Strength to achieve their effects.

Given links between chi and good fortune, **Luck Powers** may also be martial powers or have a chi descriptor applied to them. Luck Powers can suit “drunken master” and “monkey style” martial artists who specialize in seemingly stumbling their way into lucky situations to overcome their foes.

MARTIAL COMPLICATIONS

The power of mastering combat comes with its own complications, and martial characters may deal with some of the following.

DISABILITY

As mentioned under Blind-Fighting, a martial artist may be truly blind; sufficiently skilled to compensate for purposes of fighting and getting around (using an effect like Accurate Hearing) but still unable to appreciate many of the things sighted people do, such as reading, art, or the simple beauty of a beloved's smile. Instances where the disability hinders the character warrant a hero point award.

Similarly, some martial artists bear the scars of their training and experience and might have other disabilities including (but not limited to): hearing loss, lost appendages (a finger or two for a former Yakuza, for example, or a whole limb from a duel or accident), or limited mobility. Scarring and other cosmetic damage is covered under the Prejudice complication, as it affects how others see and react to the character, rather than limiting any abilities.

ENEMY

Martial artists often have enemies, or make them during their fighting careers. The most common type of enemy is a former fellow student, pupil, or even teacher at odds with the character's beliefs. Perhaps a former classmate or pupil wants secret knowledge the character possesses, or simply envy's the character's success. A foe defeated in a previous fight might come back looking to even the score, obsessed with revenge (see Obsession) or a need to restore lost honor.

HONOR

Honor is a common theme for warriors of all stripes, so those focusing on martial powers often have strong codes of honor and behavior, following "the way of the warrior" in one fashion or another, whether the *Bushido* of the samurai or the Code of the Old West. Amongst other things, honorable warriors keep their word and do not take undue advantage of opponents, seeking to win through as fair a test of mettle as possible. They can count on less honorable foes trying to take advantage of their code, and must rely on being more capable than them to ensure honor wins out.

MOTIVATION

Martial types tend to be highly motivated, since they wouldn't have such extraordinary levels of ability if they were not! Each is driven by a different cause, however. Some simply seek to Do Good with their abilities, while others feel the weight of Responsibility upon them, perhaps due to oaths they have sworn to teachers, mentors, or family. Other wielders of martial powers seek Justice for wrongs done to them or to loved ones, or simply to promote justice for all.

OBSESSION

A step beyond those martial artists who seek justice are the ones obsessed with vengeance. Bloody vendettas against sworn enemies are common in martial arts stories, and characters may be seeking those who killed a family member, loved one, or teacher in order to finally even the score. Others are seeking revenge for a personal embarrassment or the loss of honor, perhaps carrying a scar or other reminder of the incident (see Disability).

POWER LOSS

Many martial powers come from training or talent, making them difficult to lose except due to some damage to the character's body or mind (which tends to imply greater complications than mere power loss). Chi-based powers might be lost or weakened due to an imbalance in the character's internal energies or the influence of "poison chi" in the body, creating a power loss complication until the condition is dealt with. An enemy might even do this to temporarily weaken the character in order to win a victory.

RIVALRY

When characters are "the best at what they do" others are going to come along to test that assertion. Masters of different forms of combat often encounter young Turks eager to make names for themselves by defeating a legendary foe, and martial artists are themselves often quite proud of their abilities. They may find it hard to resist an opportunity to prove them in the heat of combat against a worthy adversary. Indeed, a true master may spend considerable time looking to find such a foe, in order to discover if there is anything more to learn.

WEAKNESS

One weakness associated with martial powers and fighting styles is an otherwise powerful style or fighting technique with a serious flaw, leaving the character open or vulnerable to a particular kind of attack, if someone knows how to exploit it. For example, a particular practice of gathering and controlling chi might leave the character vulnerable to a precise strike to the solar plexus, which causes the gathered energy to explode out of the body and leaves the victim incapacitated. Or aligning to a particular type of martial energy or element, say fire or metal, might leave the character vulnerable to an opposing force like water, cold, or fire.

Often this type of Weakness complication starts out as a Secret instead; the character working to keep the truth about the Weakness from getting out so enemies can exploit it. Once it is known, it goes from being a Secret to a true Weakness (at least for that particular foe).

BY DESIGN = POINT-ACCOUNTING: THREAT OR MENACE?

MUTANTS & MASTERMINDS, like many RPGs, uses a “point-accounting” system for character building. Players are given a “budget” of power points that they in turn allocate to their heroes’ various traits. This is virtually required for a superhero game like *M&M* simply because of the breadth of potential character concepts. While many other genres break down into easy stereotypes with a limited set of traits and clear “classes” or “paths,” comic book characters are all over the map. A game that seeks to include them all therefore has to offer very flexible character creation options, a primary reason why *M&M* abandoned the class and level structure of previous iterations of the *d20 System*.

While point-accounting systems offer flexibility coupled with accountability, they have their limits, particularly when it comes to things like whipping up a character on the spur of the moment, or decisions on where to allocate that precious supply of power points in order to maximize your “investment.”

COST VERSUS CONCEPT

It’s the age-old question: style or substance? The mere existence of a “budget” for character building leads some budget-minded players to seek to maximize their resources. They look for the most cost-effective means of spending their points in order to get the most “bang for the buck.” Often (but not always) this leads to cunning means of “point shaving” or other dodges to trim the “fat” from character designs and make them lean and mean, point-

for-point able to overcome any other characters created on a similar budget.

While there’s nothing wrong with efficient character design (in fact, it’s important for good game design), it is ultimately something of a losing proposition. After all, the Gamemaster is not on any sort of a point budget: non-player characters, including villains, can have as many power points as the GM wishes, as high a power level as the GM wants, and any traits the GM chooses, and that’s not even taking plot-device and power level X characters into account! As the saying goes, “there’s always somebody bigger than you,” and in an RPG, odds are they work for the Gamemaster. So even the most point-efficient character can be overcome by superior force, and easily, if the GM wishes, but what’s the fun in that?

The trick is to provide a *balanced* and *reasonable* challenge to the heroes, something to make the players sweat some die rolls, or force them to think up a clever plan, something, in short, to make the game *exciting*. That’s what the power level guidelines are for: to help Gamemasters create those reasonable challenges. The trouble comes in when more efficient characters throw off the “grading curve” of the power level compared to the other characters. When the GM has to compensate for a super-efficient character, it can make things more challenging for everyone else, perhaps too challenging in the long run.



The classic examples in the comics are superhero teams where one incredibly powerful character has the potential to completely dominate the action, unless something is done to neutralize that character. So the writer has to constantly cook up distractions, invoke the character's weaknesses, and otherwise plan stories around reasons why the super-character doesn't just solve the problem in one panel, ending the story. It makes for frustrating stories and even more frustrating roleplaying adventures. Presumably, the player of a super-capable character wants the character to actually *be* super-capable, and only ends up frustrated if his or her hero never really gets to do anything. On the other hand, if the supremely capable team member can do it all, what do the other heroes get to do? Not much of anything, most likely.

The problem with efficient character design isn't the efficiency *per se*, it's that points and power level are only half of the game balance equation. The other half is *concept*, that is, "how well does a trait fit the concept of the character and the series overall?" Some games combine cost and concept to some degree, providing a limited number of equally viable choices; some choices might not be the best, but the most efficient ones are ideally about equal. The wider the range of player choice, the more difficult this becomes. Given the option to give characters *any* traits within their point-budget, naturally players are going to gravitate towards the most efficient and useful ones, ignoring certain concept or "flavor" traits as a "waste" of their precious points.

This is where a certain amount of Gamemaster oversight and even fiat is required: to encourage and require players to choose and stick to a character concept and to ensure that concept fits into the overall framework of the series and the team in the first place. Is it unfair to tell players they cannot have their dream characters because they're potentially destructive to the game? Perhaps, but it's at least equally unfair to everyone, rather than allowing one or two players to have their ideal characters and shifting all the unfairness to the rest of the group when those characters prove supremely effective.

BEYOND POWER POINTS?

One option for dealing with issues of power point mongering, power costs, and the like is the Unlimited Power Points variant described in *Gamemaster's Guide* (page 185). In essence, players don't get a power point budget for creating their heroes. Instead, the GM sets the desired power level for the series and players create their heroes within

those guidelines, *using as many points as they want*, or, more precisely, as many points as their approved concept requires. This is less objectively balanced than a cost-accounting system, but tends to create a more freewheeling and flexible play-style, so long as players are willing to work within the power level and concept limits the GM provides.

HOW MANY POINTS FOR THAT MASTERMIND?

Even if you prefer to rein-in players with a limited budget of power points for creating their heroes, there's something to keep in mind when coming up with your own villains and non-player characters: *it doesn't matter how many points they cost!*

That may seem like an incredibly obvious statement to some, but it's easy to get caught up in the process of designing characters, taking and spending that imaginary budget like a kind of shopping spree. Now, if building characters from scratch and making them balance is your idea of a good time, more power to you. *MUTANTS & MASTERMINDS* offers you the tools to build to your heart's delight.

On the other hand, some beleaguered Gamemasters find they don't have that kind of free time, and creating legions of super-villains from scratch and adding up their point costs, checking and re-checking figures, is more trouble than it's worth. For those of you in that category, embrace the freedom that is available to you by ignoring point costs when it comes to your characters. Presumably, you're building them with an eye towards a particular power level anyway in order to challenge your players, so just do that and don't worry about how much it all costs in the end. Odds are it doesn't really matter and, if you really need a ballpark figure during play for some reason, estimate based on the character's power level and what you already know, a few points one way or another aren't a big deal.

You can take this idea one step further when it comes to creating characters on the fly: just use the campaign's power level as a baseline. If you want a villain of around the same PL as the heroes, give the character attack, defense, damage, and resistance traits at PL, and you'll definitely be in the ballpark. For variety switch around a few of those points so all the villains don't look the same and you can have a bad guy in the time it takes to write down four or five numbers! For traits that aren't important to the character's concept, just assume they're +0 unless there's reason to think otherwise.





The unleashed powers of the mind have fascinated humanity since storytelling began. Heroes and villains read the thoughts and memories of others, alter their perceptions, and bring their battles to a whole other level, fighting mind-to-mind, pitting will against will.

MENTAL DESCRIPTORS

“Mental”—the primary descriptor for mental powers—has a number of implications in the context of the **MUTANTS & MASTERMINDS** system.

- **Minds:** Mental powers generally involve mental sensory effects or Will-resisted effects which target minds: beings with Intellect and Awareness ranks of –5 or more. Other effects often have the Limited to Minds modifier (following). A being lacking a mind is immune to mental powers at no cost. Some other beings have minds but are sufficiently different or alien to qualify for having Immunity to Mental Powers (at half or full effect) or greater degrees of Impervious Will.
- **Subtlety:** Note that instant, concentration, and sustained effects of mental powers are noticeable by default, like all other such effects (*Deluxe Hero's Handbook*, page 144). The sole exception is mental sensory effects which are noticeable only to mental senses: thus Mental Communication can be “heard” by a subject with a mind, and “overheard” using mental senses, but is not otherwise noticeable. Likewise, the subject of a Mind Reading effect is normally only detectable by the subject and others with a mental sense like Mental Awareness. Things like offensive mental powers are

generally noticeable by default unless the Subtle modifier is applied (*Deluxe Hero's Handbook*, page 196).

OF A DIFFERENT MIND

The mental powers described in this Profile may not arise solely from the user's mind, having other descriptors associated with them.

- **Magical:** Psychic or mental powers are quite common for magical or mystical characters. Indeed, the difference between a psionic telepath and a mystic mind-reader is often quite blurred, and many mystic types rely heavily on an arsenal of mental powers. Magical mental powers function largely the same way, except for being subject to other effects targeting magic. So an amulet of protection providing Immunity to Magic, for example, shields against magical mind-reading or mental influence, but does nothing against mutant psionic powers (or other mental powers lacking the magical descriptor).
- **Technology:** Oftentimes technological devices produce the effects of mental powers, such as advanced brain-scanners able to “read” thoughts and memories (or influence them) and brainwave- or exotic energy-based weapons able to attack the mind or brain directly rather than just the body.

There may also be “cyberpathic” or “technopathic” powers, mental powers that work on digital machine “minds” rather than biological ones. This means the powers affect beings with Immunity to Mental Powers or Immunity to Will effects based on having a digital or computer mind,

LASTING EFFECTS

The longest-lasting offensive effect in *MUTANTS & MASTERMINDS* allows victims a chance to recover each minute. This is predicated on events happening in action time, when a minute (10 rounds) can be a very long time, but does not necessarily work with the demands of scene-based events. What if a villain mind controls a hero and then escapes with him at the end of the scene? Is the hero still mind controlled in the next scene, a half-hour later, or does the hero's player get 30 attempts to overcome the mind control between scenes?

When dealing with scene-based time, the Gamemaster should feel free to suspend the normal checks to overcome ongoing power effects, having them last into the next scene, and only "restarting the clock" on overcoming them once things shift into action time again. In some cases, the GM may wish to award players hero points for this as a complication.

but have no effect on ordinary biological minds, see the **Machine Powers** section for additional information on these types of powers.

MENTAL FEATURES

Feature effects (*Deluxe Hero's Handbook*, page 160) associated with having Mental Powers may include the following:

- The ability to use or operate special equipment "keyed" to those with mental powers.
- Radiating a subtle emotion or mental "broadcast" (such as the impression of a scent or music) good for, at best, an interaction check circumstance modifier.
- A "psychic rapport" with another person, able to share thoughts and emotions over any distance (the equivalent of a Mental Communication Link).
- Mental access to "the Akashic Records" or "the Collective Unconscious" or some other repository of knowledge, sufficient to answer some questions as Inspiration (*Deluxe Hero's Handbook*, page 21).

MODIFIERS

The following new or expanded modifiers apply to some of the power effects in this section.

Limited Degree: The Limited Degree modifier of Affliction (*Deluxe Hero's Handbook*, page 151) may also limit the effect to the third degree only; the first two degrees of effect are simply "placeholders" for determining when the third degree is achieved but impose no conditions, such as an affliction that transforms the target at the third degree but has no effect before that point. For non-cumulative Afflictions, this means if three degrees of effect are not generated on the initial resistance check, the effect fails. *–1 point per rank.*

Limited to Minds: A particular type of Limited flaw, this limits the effect to subjects defined as having a mind (see **Mental Descriptors**, previously) when it would normally affect any subject. *–1 point per rank.*

Limited to Resistance: Ranks of an effect with this flaw are limited to increasing the effect's resistance check difficulty class only and do not increase any other aspect of the effect. This flaw does not apply to effects—such as Affliction or Damage—where the degree of failure on the resistance check determines the outcome. It is intended primarily for non-offensive effects with the Attack modifier, such as Teleport Attack, where ranks Limited to Resistance increase the check DC but do not affect the teleport's range, for example. *–1 point per rank.*

OFFENSIVE POWERS

Offensive mental powers range from brutal as blasts of mental force to manipulation of a target's thoughts or emotions, turning their own mind against them.

EMOTION CONTROL

You can manipulate the emotions of others, distracting or incapacitating them with anger, sadness, or even peace or joy. The specific emotions are largely descriptors, but the GM might allow slightly different effects, particularly in the application of the impaired and disabled modifiers and at the third degree where, instead of being incapacitated, the target might behave as controlled, acting strongly on that emotion (such as anger or love).

Emotion Control: Perception Ranged Cumulative Affliction (Impaired, Disabled, Incapacitated), Resisted and Overcome by Will, Subtle, Variable Descriptor (Emotions) • 2 points + 4 points per rank

HALLUCINATION

You seize control of your target's perceptions, creating incredibly realistic hallucinations. Since the illusions exist solely in your target's mind, you can choose who can and cannot perceive them. This power affects all of a subject's senses by default, but may be limited to just some senses, lowering the cost per rank.

Hallucination: Illusion (All Senses), Selective, Limited to One Subject, Resistible by Will • 4 points per rank

MENTAL BLAST

You can strike a target's mind with a blast of mental force, causing pain or unconsciousness. Like other mental powers, your Mental Blast only affects targets with minds.

Mental Blast: Perception Ranged Damage, Alternate Resistance (Will), Subtle • 1 point + 4 points per rank

MIND CONTROL

You can impose your will on other minds, forcing them to think and act as you wish. The initial dazed condition suits "brute force" forms of mind control; more subtle approaches may substitute the entranced condition and are also often Insidious (*Deluxe Hero's Handbook*, page 194) leaving the victim no awareness their mind is gradually

falling victim to outside control. For “implanted commands” or “post-hypnotic suggestions” apply the Triggered modifier (possibly as an Alternate Effect or power stunt).

Mind Control: Perception Ranged Cumulative Affliction (Dazed, Compelled, Controlled), Resisted and Overcome by Will, Subtle • 1 point + 4 points per rank

MIND SWITCH

You “swap” minds with the target, placing your mind (and mental traits) in the target’s body and the target’s mind in your own.

Mind Switch: Perception Ranged Cumulative Affliction (Transformed), Resisted and Overcome by Will, Insidious, Subtle, Limited Degree (Third Only), Side Effect (Target’s mind controls your body) • 2 points + 2 points per rank

POSSESSION

Similar to Mind Control, except your physical body disappears, merging with the subject, while your mind controls their body. Physical harm to the subject has no effect on you—although you can no longer control an incapacitated subject. Mental attacks affect *your* mind rather than the subject’s. Possession limited to having to touch the subject has a –2 modifier, while requiring eye contact is a –1 modifier.

Possession: Perception Ranged Cumulative Affliction (Dazed, Compelled, Controlled), Resisted and Overcome by Will, Extra: merge with subject, Subtle • 1 point + 5 points per rank

PSYCHIC VAMPIRISM

You mentally drain the target’s vitality to replenish your own. Some Psychic Vampirism is also Insidious; the target does not feel or notice its effects until incapacitated by it. If the series features lethal damage, then draining targets past incapacitated leaves them dying. Psychic Vampirism able to heal Damage conditions as well as fatigue has a +1 modifier (removing the Limit on Healing). Psychic Vampirism requiring you touch the target has a –2 modifier.

Psychic Vampirism: Perception Ranged Cumulative Affliction (Fatigued, Exhausted, Incapacitated), Resisted and Overcome by Will, Subtle, Linked to Healing, Subtle, Limited (Energizing Only), Limited (Self Only) • 2 points + 4 points per rank

PSYCHIC WEAPON

You form a close combat weapon out of visible psychic energy. It attacks the target’s mind or spirit rather than body, ignoring physical protection, but also having no effect on physical objects. Use your close combat modifier to attack with your Psychic Weapon against a difficulty based on your target’s Parry defense.

Psychic Weapon: Damage, Alternate Resistance (Will) • 2 points per rank

DEFENSIVE POWERS

Defensive mental powers shield the character’s mind or use the mind’s powers to help conceal or otherwise protect the character by affecting opponents.

MENTAL INVISIBILITY

You cloud the minds of others, rendering them unable to perceive you, although the particularly strong-willed can overcome the effect. Some forms of Mental Invisibility provide less than complete concealment; reduce the effect rank to reflect the senses not affected.

Mental Invisibility: Concealment 10 (All Senses), Limited to Minds, Resistible by Will (DC 20) • 5 points + 1 point per +1 to Will DC.

MIND SHIELD

You possess a mental “shield” protecting your mind from outside influences. Because it is sustained, you can perform power stunts with your mind shield, including setting a Mind Trap (following) or “extending” your shield, an Alternate Effect applying Area and Affects Others, granting a lesser Will bonus to others over an area.

Mind Shield: Enhanced Defense (Will), Impervious, Limited to Mental Powers, Sustained • 1 point per rank

MIND TRAP

Anyone intruding in your mind is in for a nasty shock! You instinctively lash out with a Mental Blast against anyone contacting your mind against your will. Because the power’s reaction is making a Will check, mental powers used on you willingly (where you choose to forego your resistance check) do not trigger the Mind Trap. Some Mind Traps react with attacks other than Mental Blast, substitute the appropriate offensive mental power for the Damage effect in the Mind Trap power.

Mind Trap: Perception Ranged Damage, Alternate Resistance (Will), Reaction (When you make a Will resistance check against a mental power), Subtle, Limited to the source of the mental power • 1 point + 6 points per rank

PREDICTIVE DEFENSE

You can telepathically “read” opponents sufficiently to anticipate and avoid their attacks, giving you a bonus to your active defenses. The value of the Quirk is based on opponents immune to mental powers being relatively rare. If they’re particularly common, the Quirk may qualify as a Limit. If they’re less common, treat it as an occasional Power Loss complication.

Predictive Defense: Enhanced Defenses (Dodge and Parry), Quirk (not against opponents Immune to Mental Powers, –2 points) • 2 points for the first 2 ranks, +2 points per additional rank

MOVEMENT POWERS

There are relatively few mental “movement” powers, save for the power to move your mind itself outside of your body!

ASTRAL PROJECTION

You can separate your astral body—a vessel of your mind and spirit—from your physical body. Your astral form is largely undetectable: subjects you observe may sense a “presence” with an Insight check (DC 10 + your effect rank). It is unimpeded by physical barriers and can move anywhere within your range in an instant as a move action. Rank 21 is sufficient for your astral form to go anywhere on Earth.

If your astral form can also visit other dimensions, apply the Dimensional modifier to it (*Deluxe Hero's Handbook*, page 192) based on the number of dimensions.

You can use perception ranged effects while in your astral form and be affected by visual, aural, and mental sensory effects.

Astral Projection: Remote Sensing (Visual, Aural, and Mental), Side-Effect (physical body is defenseless and immobile, -2) • 2 points per rank

UTILITY POWERS

Mental powers have a number of useful applications, ranging from sensing things beyond the ordinary five senses to communicating across great distances and barriers like language, or even species.

AURA READING

You can perceive the psychic auras of other minds, visible as faint haloes of colored light around their physical forms. A subject's aura gives you a general idea as to their emotional state and physical health. More capable aura readers may have Acute or Analytical effects to gain much more detail. At the GM's discretion, successfully reading a subject's aura grants a circumstance modifier for interaction skills checks, particularly Insight.

Aura Reading: Senses 3 (Detect Emotional and Physical State, Ranged), visual and mental • 4 points

CLAIRSENTIENCE

You can shift your senses away from your physical body, perceiving distant locations as if you were there. Clairvoyance is the displacement of visual senses, clairaudience the displacement of auditory senses, and clairsentience the general displacement of all your senses.

Clairvoyance: Remote Sensing (Visual) • 2 points per rank

Clairaudience: Remote Sensing (Auditory) • 1 point per rank

Clairsentience: Remote Sensing (All Senses) • 5 points per rank

EMPATHY

You can sense the emotions (but not thoughts) of other minds. Use the Insight skill in place of Perception with this sensory effect. As with Aura Reading, a successful use of Empathy may grant you a circumstance bonus on other interaction skill checks, including other uses of Insight. More capable empathys may have the Analytical effect as well, giving them even more information. In situations where subject attempt to conceal their true feelings, the GM may call for an opposed Insight check, giving the empath a circumstance bonus for a successful initial Insight check.

Empathy: Senses 3 (Detect Emotion, Acute, Ranged) • 3 points per rank

KNOWLEDGE TRANSPLANT

You can “borrow” a skill from someone else's mind, temporarily using it as your own or granting it to someone else. The “borrowed” skill lasts as long as you maintain the mental connection. Two ranks is sufficient to grant up to 20 ranks in any one skill, or temporarily “teach” a whole team a new language, for example. This power makes a useful power stunt for telepath as well.

Knowledge Transplant: Variable (Enhanced Skills and Languages), Affects Others, Free Action, Limited to Intellect skills, Limited to subject's skill rank, Perception Range, Sense-Dependent (mental contact with subjects) • 9 points per rank

MENTAL COMMUNICATION

You can communicate directly, mind-to-mind, with anyone in your range. The “receiver” for your communication is having a mind (see **Mental Descriptors**). Mindless subjects and those Immune to Mental Powers cannot receive your communication. Unlike Mind Reading (following) Mental Communication is language-dependent; you must share a language in common with your subject in order to communicate unless you also have a power like Telepathic Translation.

Since Communication is a free action to use and maintain, you can set up a Mental Communication “network” with multiple minds in a single round, so long as they are all within your range, functioning as a “mental switchboard” for group telepathic communication.

Mental Communication: Communication (Mental) • 4 points per rank

MENTAL AWARENESS

You are aware of mental sensory effects used in your presence, so long as they are not Subtle. Those lacking mental awareness do not notice mental sensory effects unless they are the subject. Apply other Senses effects to extend the capabilities of your Mental Awareness.

Mental Awareness: Senses 1 (Awareness, Mental) • 1 point

MENTAL DETECTION

You can detect the presence of other minds, whether you can perceive them with your physical senses or not. With the Acute modifier you can distinguish and identify individuals and, with the Accurate modifier, you can target perception ranged effects at minds you detect. Your Perception checks for Mental Detection still have the normal -1 per 10 feet between you and the subject, unless the sense is also Extended.

Mental Detection: Senses 5 (Detect Minds, Ranged, Acute, Accurate) • 5 points

MIND READING

You can read a target's thoughts and probe memories or even plumb their subconscious for information. Note that reading a subject's mind at the surface thoughts level allows them to mentally communicate to you (regardless of language) simply by thinking messages "at" you.

Mind Reading: Mind Reading • 2 points per rank

SENSORY LINK

You perceive whatever a subject you are in mental contact with perceives, at the same time they do. The Sense Dependent flaw in this instance means the effect is dependent on your subject's senses; anything affecting them limits your ability to sense through them.

Sensory Link: Remote Sensing (All Senses), Limited to Subjects of Mental Communication or Mind Reading, Sense Dependent • 3 points per rank

TELEPATHIC TRANSLATION

You create a telepathic field around you, allowing everyone in the area able to hear you to perceive any linguistic communication in their own language.

Telepathic Translation: Comprehend 3 (Languages), Affects Others, Perception Area (Hearing) • 12 points

MENTAL COMPLICATIONS

Mental powers lead to a variety of complications involving their use (and abuse) and how others feel about them and their users. Complications—particularly Honor and Power Loss—can curb some of the potential excesses of mental powers in an M&M game while awarding players hero points for the difficulties when they arise.

ADDICTION

Psychics may become addicted to exercising their powers in various ways: a telepath can become dependent on sensing or contacting other minds, a mind controller may become addicted to controlling or manipulating others, and a psychic vampire might be addicted to the "rush" of

draining energy. The addict has difficulty resisting an opportunity to "get a hit" regardless of how inappropriate or dangerous it might be.

A mentalist may also be addicted to drugs or medications that regulate difficult-to-manage powers: something to "quiet the voices" in a telepath's head, for example.

DISABILITY

Physical disabilities are often common for comic book mentalists, with their focus on the mind over the body. Indeed, some are little more than a giant head or disembodied brain, either immobile or moved about via their powers or some technological support system.

Mental powers may also compensate for other disabilities, such as mute characters able to "speak" telepathically and blind ones who can "see" via clairvoyance or precognition. As with all complications, hero points are awarded when the complication actually hinders or challenges the character. Otherwise, it's just background detail.

HONOR

A scrupulous code of honor is common for heroic and law-abiding mentalists. Generally, they respect the mental privacy of others and are reluctant at best to use their powers to intrude on others' thoughts, much less influence or control them, without their consent. A mentalist who takes the moral "high road" when it is inconvenient earns a hero point.

POWER LOSS

Mentalists may encounter power loss complications in a number of ways.

First, drugs or devices like "psionic dampeners" may disable mental powers or block them in a particular area. Perhaps certain special materials are "psi-proof" and make effective shielding, allowing for literal "tin-foil hats" that thwart mind-reading and mind-control.

Head trauma or conditions of the brain or nervous system may interfere with mental powers. A psychic might suffer power loss as a lasting injury from a blow to the head (*Deluxe Hero's Handbook*, page 251).

Lastly, a user's psychological state may interfere with the use of mental powers. A crisis of confidence, overwhelming sense of guilt, or a general lack of mental centeredness could lead to a reduction or loss in mental powers until the character overcomes the problem.

REPUTATION

Few things are scarier than the possibility of losing control of your own thoughts. Mind-readers and especially mind-controllers may be viewed with suspicion and mistrust. If the general public is aware of the existence of mental powers, their those wielding them may have to deal with these fears at some point.

META POWERS



Meta-powers are powers “above” or “outside” of other powers, they are powers that affect other powers. The classic example is Power Mimicry: the ability to copy the powers of others (or even *take* them with Power Theft). They can be some of the most complex powers in a roleplaying game setting and require special care and handling, discussed in this section.

THE VARIABLE EFFECT

Given their broad and often situational nature, many meta-powers rely on the Variable effect (*Deluxe Hero's Handbook*, page 184), since it is difficult to pin down their exact game effects otherwise. As noted in the effect's description, the descriptors of the power—and their inherent limitations—are important for keeping Variable effects from getting out of hand. The power to mimic the powers of anyone else is significant enough without also removing the limit that the character must have a “model” to mimic in the first place! Therefore, the Variable effects in this section point out the specific limitations of their descriptors in addition to the power's standard extras and flaws.

Since Variable effects involve some allocation of power points during play, it is useful to have pre-generated lists of options for the effect whenever possible. This helps to speed up the point allocations so use of the Variable effect does not slow the game down. With abilities like Power Mimicry or Power Theft, the pre-generated traits are simple: copied off the character sheets of the targets. Other meta-powers may require additional planning on the parts of the player and Gamemaster, discussed in their individual descriptions.

META-DESCRIPTORS

The following descriptors are associated with meta-powers and influence their use in play.

- **Meta:** “Meta-” means “above” or “outside of,” so meta-powers are powers that alter, control, duplicate, or otherwise affect other powers. They tend to be highly situational and dependent on the presence or use of other powers. For example, Power Theft is not much use against targets who have no powers, and a character with Power Theft might not even know of the ability without other powers around to steal!
- **Catalyst:** For meta-powers, a catalyst is the source the power reacts to, such as the person whose powers it steals or duplicates. This differs from the subject of the power and the power's source. For example, Argo the Ultimate Android has Power Mimicry with a technological source (owing to his design and construction), and he himself is the subject (gaining powers when using Power Mimicry); those he copies are the catalysts for his power. In the case of a Power Nullifier, the catalyst and the subject of the power are the same.
- **Power:** Meta-powers by their nature affect “powers,” making “power” a descriptor unto itself. Most meta-powers have further limiting descriptors defining what is and is not a power (see the individual meta-powers in this section for examples), but the GM may be called upon to adjudicate whether or not a particular trait falls into

the power category or not. For example, a Power Nullifier with sufficient breadth to negate all “superhuman powers” would not necessarily affect targets with talent powers (see the **Talent Powers** section) since those powers are not considered “powers,” but extraordinary skills or talents. On the other hand, some meta-powers do affect skills, or skills associated with the powers they affect. In particular, some meta-powers, like Power Mimicry or Power Theft, may allow for Enhanced Traits appropriate for matching the catalyst’s ability to use the powers along with the powers themselves.

COUNTERING

Countering with meta-powers can be a complex affair, depending on the powers involved. By their nature, meta-powers are reactive to their catalysts, and some—like Power Defense, Power Immunity, and Power Nullification—provide what amounts to a broad kind of countering effect. Meta-powers providing a wide range of effects can potentially counter an equally wide range of powers, provided the wielder has the right effect at the right time. Users of Power Control, Power Mimicry, and Power Theft should see the sections of the specific powers they are using in terms of what other effects they can counter. A hero mimicking someone’s water powers, for example, can use them to counter as given in the **Water Powers** section. Countering meta-powers often involves targeting the source of the power rather than the power’s effect. A magical form a Power Theft might be vulnerable to a magical counter-effect, for example, just as a technological form of Skill Download could be countered by appropriate technological measures.

META-FEATURES

Some potential Feature effects associated with Meta-Powers include the following:

- When you control, duplicate, or steal a catalyst’s powers, you are also immune to your own uses of them, should they be reflected back at you or used against you in some fashion.
- Once you have directly experienced a catalyst’s powers, you retain a perfect recollection of them and how they work, even once you no longer have access.

MODIFIERS

Limited to Ambient Power: An effect with this modifier is limited to the lesser of its full rank or a power point value or rank equal to some other energy or effect near the user. Examples include Limited to Ambient Electricity, which limits the power to the rank of the largest nearby electrical source (see the Electrical Powers section for guidelines) or Limited to Ambient Magic, which limits the power to a rank no greater than the nearest magical power (meaning the power does not function in the complete absence of its ambient source). *–1 point per rank, possibly more for an especially rare source.*

OFFENSIVE POWERS

Offensive meta-powers seize control of others’ powers, nullifying them or bending them to the attacker’s will, or grant the user temporary powers they can wield to defeat at foe.

NEMESIS

Nemesis is an adaptive power, granting you whatever traits you need to overcome a particular opponent. When you designate an opponent as the power’s catalyst and exercise a moment’s concentration, your Nemesis power re-allocates, granting you traits designed to target that opponent’s weaknesses and protect you from their strengths. Apply the Free Action or Reaction modifiers to allow you to re-allocate your Nemesis power more quickly or in response to a foe’s actions.

Some characters may have a Power Loss complication associated with their Nemesis power: if they face more than one opponent at a time, their Nemesis power does not work at all!

Nemesis: Variable (Powers Suited to an Opponent), Move Action, Limited Choice of Powers • 7 points per rank

POWER CONTROL

You can exert control over a subject’s powers, essentially causing them to work at your command. You can turn a power on or off or change how it is being used within the power’s normal parameters. You do not control the subject’s body, however, so targets retain their normal actions and your ability to target certain powers may be limited. For example, you can turn on a target’s laser eye-beams, but not control where the target is looking. On the other hand, you can control a target’s indirect or perception-ranged powers to affect anything in their normal range (unless the target chooses to block off the power’s targeting senses).

Power Control: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Controlled), Limited Degree (third only), Limited to Controlling Target’s Powers • 2 points per rank

POWER NULLIFICATION

You shut down a target’s powers, rendering them unusable until the target overcomes your Power Nullification effect. By default, Power Nullification affects any one power of a particular descriptor (see **Nullify**, *Deluxe Hero’s Handbook*, page 173). You can apply the Broad extra to allow for broader power descriptors, and the Simultaneous extra for the power to nullify all effects of its descriptor at once.

Power Nullification: Nullify • 1 point per rank

For a **Nullification Field**, apply the Area, Concentration, and Simultaneous modifiers. You create an area in which all power effects of a particular descriptor are nullified so

long as you concentrate. Apply the Sustained modifier if maintaining the Nullification Field is a free action for you, and Broad if it affects a broad descriptor like mutant or technological powers. Note that you can create a Nullification Field anywhere within normal range; if you are limited to creating the field in a radius around yourself, apply the Close Range flaw.

Nullification Field: Burst Area Nullify, Concentration, Simultaneous • 4 points per rank

POWER THEFT

You “steal” a target’s powers and gain the ability to use those powers yourself on a temporary basis. The standard form of Power Theft requires you to touch the target. You gain powers in direct proportion to the amount the target’s powers are weakened, then lose them as the target recovers the weakened power ranks.

Certain complications may be associated with Power Theft, particularly taking on some of the target’s own complications, either psychological or physical. See **Meta-Complications** for details.

Power Theft: Cumulative Affliction (Resisted and Overcome by Will; Powers Impaired, Powers Disabled, Transformed—Powerless); Variable (Powers Lost to Affliction), Free Action, Fades (as target recovers), Limited to Affliction Targets • 9 points per rank

An all-or-nothing version of Power Theft is based on Nullify rather than Affliction, and either takes all of the target’s powers (up to your available Variable points) or none of them (if the target successfully resists or overcomes the Nullify effect).

Power Theft: Nullify Powers, Broad, Simultaneous, Close Range, Linked to Variable (Powers Lost by Nullify Target), Free Action, Fades (as target recovers), Limited to Points Lost by Nullify Target • 9 points per rank

DEFENSIVE POWERS

Defensive meta-powers allow characters to develop adaptations or immunity to particular effects, attacks, or situations.

Some meta-defensive powers include Immunity effects; the GM is advised to keep watch on the costing of these effects, as Immunity is priced according to the frequency of the effects it counters and the Variable effect can provide an end-run around that limitation. When in doubt, apply the largest appropriate number of ranks of Immunity.

ADAPTATION

Adaptation is similar to Nemesis (previously), but affects challenging situations rather than opponents. When you find yourself in a situation that is hazardous to you, your power allows you to adapt, gaining the traits needed to protect you and overcome the situation. For example, if you are suddenly plunged into icy water, you might adapt

Immunity to Drowning and Cold as well as ranks of Swimming; as you dove deeper, you’d also adapt Immunity to Pressure and Senses (Darkvision). However, when you encounter a great white shark, your adaptation does not assist you since it is an opponent rather than an environment.

If you have the combined abilities of Adaptation and Nemesis, just remove the No Offensive Powers Limit from this power, increasing cost to 9 points per rank and allowing you to adapt to both foes and environments.

Adaptation: Variable (Powers Suited to a Challenge), Reaction, Limited Choice of Powers, Limited (No Offensive Powers) • 8 points per rank

ADAPTIVE IMMUNITY

You cannot be defeated the same way twice: once you have suffered a particular effect or hazard, you adapt, becoming immune to it. This power is fairly specific, so if you adapt to one character’s energy blast Damage, it does not necessarily make you immune to all energy blasts, unless they are Damage with the same descriptors. As in all cases involving effect descriptors, the GM adjudicates the exact applications. Keep track of the various effects to which you have become immune; the GM may require a “reset” to your power from time to time, effectively wiping out the list and starting over, as a Power Loss complication. This degree of Immunity may also be limited to GM-controlled characters, at the Gamemaster’s discretion.

Adaptive Immunity: Immunity 140 (Fortitude, Toughness, and Will Effects), Limited to effects you have experienced at least once • 70 points

POWER DEFENSE

You have an automatic resistance to powers used on or against you. When targeted by an effect covered by your Power Defense, first make an opposed check of your power rank against the attacking effect’s rank. If you win, the attacking effect is countered and does not affect you. If you lose the opposed check, you still get your normal resistance check against the effect (if any).

Power Defense normally applies to any effect of a particular broad descriptor. The GM may require an additional +1 extra if it protects you from all power effects, regardless of descriptor.

Power Defense: Nullify, Broad, Reaction, Close Range, Limited to Self • 3 points per rank

POWER IMMUNITY

You are immune to certain power effects or descriptors—they simply have no effect when used on or against you. The cost of Power Immunity is based on how common the power effect or descriptor is, as designated by the GM based on the series. See **Immunity** on page 165 of the *Deluxe Hero’s Handbook* for examples.

Power Immunity: Immunity 2, 5, 10, or 20 • 1 point per rank

MOVEMENT POWERS

Meta-movement powers are few, mostly related to moving in response to meta-power catalysts.

POWER-SEEKER

You have the ability to “lock on” to the nearest source of particular powers within your range and instantly transport yourself to that location.

Some use Power-Seeker as predators, finding catalysts for their other meta-powers, while other Power-Seekers hunt or track particular types of foes, from demons to aliens. A Power-Seeker may even have an Uncontrolled version of this power, “jumping” to a particular power source automatically, with no control over when it happens.

Power-Seeker: Teleport, Accurate, Extended, Limited to the Nearest Power Source • 3 points per rank

UTILITY POWERS

Meta-utility powers are used to enhance and detect other powers or to gain different powers in response to certain catalysts.

POWER DETECTION

You can detect the presence of particular powers and their general effects. Additional Senses modifications—including Acute, Analytical, and Tracking—can enhance the basic detection ability.

Power Detection: Senses 2 (Detect Power, Ranged) • 2 points per rank

POWER ENHANCEMENT

You can enhance the powers of others. You essentially have a pool of power points you can allocate to increase effect ranks, add extras, and so forth. In the default version, you must touch the subject you wish to enhance and take a standard action to use your power. Apply the Ranged or Perception Ranged modifiers if you can enhance subjects at a greater distance, and the Move Action or Free Action modifiers if you can do so faster.

Power Enhancement: Variable (Enhanced Power Ranks and Modifiers), Affects Others, Limited to Others • 7 points per rank

POWER MIMICRY

You can duplicate the powers of your catalyst, giving yourself the ability to use the same powers with the same effects, modifiers, and ranks. Take a standard action to select a catalyst character you can perceive (or sense with an ability like Power Detection) and re-allocate your Variable points to mimic their powers, up to your available points or their power costs, whichever is less. The powers last while you sustain the Variable effect.

Apply the Move Action or Free Action modifiers to allow you to re-allocate your Power Mimicry points more quickly, although you can still only do so once per round.

Power Mimicry: Variable (Powers Possessed by Catalyst), Limited to Catalysts in Perception Range • 6 points per rank

POWER MIMICRY VARIANTS

Power Mimicry has a number of variants based on the type of catalysts you can mimic; the default version is for various superhuman powers.

- **Animal Mimicry:** You are Limited to mimicking the traits of animals (this often replaces being Limited to catalysts within perception range), allowing you to mimic any animal you choose. Some animal mimics are further limited to specific classes of animals, such as jungle animals or reptiles.
- **Contact Mimicry:** You must touch a subject in order to mimic them, requiring a successful unarmed attack check to touch an unwilling subject. This applies the Close Range modifier to the power for –2 cost per rank. If “contact” simply requires a ranged attack check, apply a –1 modifier instead. The attack check is consider part of the action required to use the effect.
- **Machine Mimicry:** You are limited to mimicking the traits of machines. If you actually transform into different machines, see the Technomorph power in the **Tech Powers** section. This version often drops Limited to catalysts in perception range.
- **Material Mimicry:** You mimic the properties of different substances. This may require you to touch a material (see Contact Mimicry) in order to gain its properties. See the **Element Powers** section for potential effects of some materials.
- **Memento Mimicry:** You mimic others by using objects connected with them, such as personal possessions. You may even be able to mimic subjects who are no longer living using such mementos! Replace Limited to Catalysts in Perception Range with Limited to Objects Connected to Catalysts.
- **Vampiric Mimicry:** You must *consume* part of the catalyst to mimic them! Typically this is an amount of blood, but any genetic material might do. This limits the power like **Contact Mimicry** (previously), with the additional Limit that, beyond making contact with the catalyst, you must consume a portion of them. A ghoulish version of this power may allow you to mimic dead catalysts by consuming them!

SERIAL SUPER FORMS

You are capable of assuming a series of super-powered forms, essentially different characters with their own power traits. Other traits may differ or remain the same; for example, you might retain your own mental traits in each form, or each could have distinct mental traits and even different personalities! Serial Super Forms are ideal

for occasional complications where a new form has an unexpected Phobia, Quirk, Temper, or other personality trait.

Like the Shapeshift power (see the **Morphing Powers** section), this allows you to re-allocate points from your normal traits as well. Essentially, you create an entire new character for each form.

The action required to re-allocate your Variable effect is the time needed to assume a different form. Typically, you should assign points to a rank of Morph for your new form's appearance, unless you have Morph as a separate effect (again, see the **Morphing Powers** section). Serial Super Forms is typically Continuous, meaning the form you assume is stable unless your power is countered or you choose to change back.

Serial Super Forms: Variable (Serial Form Traits), Continuous
• 8 points per rank

SKILL DOWNLOAD

You have the ability to "download" different skills into your mind, gaining temporary ranks in a skill which you can "swap out". This may be a literal skill download, placing a digital "model" of the skill into your brain (or a connected computer), or it can represent access to the Akashic Records, race memory, or some "universal knowledge field". The action required for your Variable effect is the time needed to swap out existing traits for others; apply the Move Action or Free Action modifiers in order to do it quicker.

For a similar power affecting others, see Knowledge Transplant in the **Mental Powers** section.

Skill Download: Variable (Skills and Advantages) • 7 points per rank

SKILL MIMICRY

You can duplicate the physical skills of others simply by seeing them performed once. For example, after watching a high-wire aerialist, you could perform the same type of acrobatics, and after observing a master martial artist, you could fight in their style at their level of skill. Your mimicked skills are based on your own physical ability ranks, which may make you somewhat less proficient than your catalyst, but never more; if your ability rank is higher, you gain fewer skill ranks, bringing you even with your catalyst's total skill bonus.

Skill Mimicry: Variable (Physical Skills and Advantages), Free Action, Limited to Traits Seen in Action, Limited to Catalyst's Total Bonus • 7 points per rank

META-COMPLICATIONS

Meta-complications tend to come in two forms: first are those associated with having meta-powers, while the others are caused by the meta-powers themselves.

ACCIDENT

Influencing or borrowing others' powers can lead to disaster, especially when you are unfamiliar with how those powers work or how to control them properly. The GM may effectively apply the Uncontrolled or Unreliable modifiers to effects acquired through meta-powers as a complication to reflect this, awarding a hero point when you get more (or less) than you bargained for. For example, using Power Theft on a demon-cursed foe might unleash the very demonic powers the catalyst constantly fights to keep under control.

ADDICTION

Some meta-powers can become addictive, particularly those providing the user with power. If you are normally a powerless and ordinary person, but have godlike power around groups of superhumans, then you're likely to seek out those catalysts, perhaps even when you should not. The situation is even worse if the meta-power inflicts some harm, such as the weakening effects of Power Theft or Vampiric Power Mimicry. A meta-powered crime fighter might patrol not just to stop crime, but for the opportunity for another "hit" of power off a suitable foe. Eventually, an escalating addiction can lead to other complications, including personality Quirks and problems with Temper.

POWER LOSS

One way in which meta-powers do *not* suffer from Power Loss is when they lack catalysts: requiring a catalyst is part of the definition of most meta-powers and therefore it's not a complication if a Power Mimic or Power Thief does not have any opponents with powers.

QUIRK

As with Weakness (following), a common quirk complication for meta-powers is a tendency to pick up others' personality quirks when taking on their traits. For some, this lasts only so long as the borrowed or copied traits. Others may suffer from "residues" of personalities from catalysts past, building up over time to cause more serious psychological complications. It can even go so far as developing a split personality or becoming dominated by a catalyst under the right circumstances.

WEAKNESS

The most common weakness associated with meta-powers is their tendency to take on the weaknesses and vulnerabilities of catalysts along with their other traits. A power mimic who takes on a werewolf's savage speed and strength may acquire their vulnerability to silver as well, for example. Opponents aware of this complication may seek to take advantage of it, using known weaknesses against the meta-power user, or even arranging a set-up where the character will absorb a particular weakness.

MORPHING POWERS



Morphing powers allow characters to change their bodies more easily than most people change clothes. Morphing ranges from elasticity and superhuman powers of disguise to shapeshifters able to assume any form imaginable, along with all of that form's abilities.

THE MORPH EFFECT

The Morph effect (*Deluxe Hero's Handbook*, page 170) is a cosmetic one. It changes outward form—how the user looks (sounds, feels, etc.)—but has no real effect on traits: morphing into a seemingly muscle-bound form does not make the character any stronger, nor does apparently turning into stone or metal. The sole game effect of Morph is a circumstance bonus to Deception checks related to the new form, with the ranks (and therefore cost) of Morph determining how wide a range of forms the character can assume.

For the ability to gain traits related to a new form, apply the Metamorph modifier to Morph, or a Variable effect to acquire any trait suited to an assumed form (see the **Shape-shift** utility power in this section for an example).

Morph can be related to a Variable effect in one of two ways: outside the effect or inside it. With an outside Morph the character morphs and the Variable effect reallocates to physical traits appropriate for the new form. Each time the character changes form, the Variable effect changes as well.

A Variable effect's power points can also be allocated to a Morph effect, putting Morph "inside" the variable. In this case, the ranks and power points allocated to the Morph effect only need to be sufficient for the specific form the character wishes to assume, rather than all the possible

forms. However, if the character wants to assume a different form, those Variable points must be allocated to a different Morph effect.

Example: Fauna can transform into different animals, a Variable Effect. Turning into a rabbit, she allocates 5 points from her Variable Effect power points to Morph 1 (rabbit form). She can activate the Morph on the same round she allocated the points, since Morph requires only a free action. The remaining Variable points go towards giving her the physical traits of a rabbit. If she's spotted in rabbit form and wants to turn into a hawk to fly away, she takes the required action to allocate 5 points from her Variable points to Morph 1 (hawk form) instead, then spends a free action to activate that form. Again, the remaining Variable points go towards giving Fauna the physical traits of a hawk, including Flight with the Wings modifier.

Morph is *not* required in instances where a power transforms the character's appearance but the character remains recognizable, things like minor changes in costuming, eye and hair color, and so forth. These are just descriptors related to the character's noticeable powers.

TRANSFORMED CONDITION

The Transformed condition (*Deluxe Hero's Handbook*, page 18) is based on the idea that, if a target can be incapacitated by a third degree Affliction, the same target might as well be changed into an otherwise helpless or harmless form: turned to stone, for example, or into mouse.

The condition does allow for changes in the subject's physical traits, so long as they do not amount to a net increase in the subject's power point cost. So it is possible to lower one or more traits (even effectively removing them, such as a petrified subject), but raising or adding a trait means removing something elsewhere, such as raising Strength at the cost of making the subject more clumsy, lowering Agility.

Generally speaking, the transformed condition is not intended to be beneficial. Beneficial transformations are more the effect of an Affects Others Morph, possibly with Metamorph or other modifier, such as an Affects Others Variable effect for being able to add a wide range of different traits.

MORPHING DESCRIPTORS

The following descriptors are associated with morphing powers and their effects.

- **Form:** A "form" is generally a specific set of physical traits and a physical appearance. A change in any of these is a change in form. So each set of traits and each appearance is considered a separate form for those able to change their form using different effects.
- **Physical:** Morphing powers often refer to a subject's "physical" traits. These are traits associated with the body, as opposed to the mind (or spirit). In game terms, physical traits include Strength, Stamina, Agility, and Dexterity, along with Fortitude defense. Other traits are left open to interpretation. Skills based on the aforementioned abilities may be considered both mental and physical (whereas skills based on mental abilities are entirely mental). Powers may be physical based on their descriptors. Powers generated by the character's body are most likely physical, while those associated with the character's mind are mental. Technically, the brain is a physical organ, so many mental traits have a "physical" source, and the ability to morph or change brain structure could justify changing around mental traits as well, but this is best reserved as a power stunt (it's something morphing powers rarely do) or specific advantage for a character lacking the usual morphing limits.

COUNTERING

Morphing implies a degree of mastery over one's own form. Logically, if you can change your form at will, you can also change it *back* if an outside force imposes a change upon you. Thus morphing powers can potentially counter physical transformed conditions and similar physical conditions imposed on a character. Similarly, morphing powers may be able to counter physical Afflictions by re-arranging or restructuring the body.

MORPHING FEATURES

Some potential Feature effects associated with Morphing Powers include the following:

- You can change minor elements of your appearance, such as eye and hair color, at will. This grants you a +5 circumstance bonus to Deception checks to disguise yourself, and may qualify as a bonus to interaction checks to impress or intimidate under the right circumstances.
- You can morph clothing and other light, non-living items in contact with your body when you morph. Thus, your clothing turns into stone with you or vanishes, incorporated into your new form. In many settings, this feature is an automatic part of any morph descriptor.
- You can shift your form to turn around without moving (making your back your front and vice versa).

OFFENSIVE POWERS

Offensive morphing powers involve either imposing changes on a target or changing your own body to gain offensive capabilities.

BANEFUL TRANSFORMATION

You transform a target of your choice into some harmless or helpless form, such as turning them to stone or a tiny animal. Certain transformations may call for different lower degree conditions, while others have Limited Degree (Third Only), having no effect unless or until the subject is fully transformed. If you can choose a range of baneful transformations, apply the Variable Descriptor modifier; +1 point for any related group of forms like animals or inanimate materials, +2 points for any baneful form suiting your power's other descriptors.

Baneful Transformation: Ranged Cumulative Affliction (Resisted and Overcome by Will; Hindered, Stunned, Transformed) • 3 points per rank

NATURAL WEAPONS

You morph your limbs or head to acquire natural weapons like claws, talons, fangs, pincers, or even hammer- or blade-like hands. Especially sharp or hard natural weapons may also have the Penetrating modifier.

Natural Weapons: Strength-based Damage • 1 point per rank

PSEUDOPODS

You alter your form to produce additional limbs, either jointed or like pseudopods or tentacles. The effect rank determines how many pseudopods you can create and control at once. Apply the Feature Ambidextrous (1 rank) if you can use any of your limbs equally.

Pseudopods: Extra Limbs, Sustained • 1 point per rank

SLINGSHOT

Using your elastic arm or body, you can create a slingshot to propel an object (or even a teammate) at a

target. Add your power's rank to your Strength to fling the object and for determining its effective damage, but not lifting rank.

Slingshot: Enhanced Strength, Limited to Throwing • 1 point per rank

DEFENSIVE POWERS

Morphing allows characters to transform to avoid harm, resist it, or more quickly recover from it.

BOUNCEBACK ATTACK

With a moment's concentration, you can cause a physical attack to rebound off your malleable form to hit the attacker.

Bounceback Attack: Deflect, Reflect, Close Range • 1 point per rank

METAMORPHIC HEALING

With a moment's concentration, you can shift your body to repair damage done to it.

Metamorphic Healing: Healing, Limited to Self • 1 point per rank

Some may have largely unconscious metamorphic healing abilities, which work of their own volition, but more slowly than healing damage all at once.

Metamorphic Regeneration: Regeneration • 1 point per rank

FLAT FORM

You can flatten your body to become almost two-dimensional (like a thin sheet of paper). You become virtually invisible when seen on edge, able to slip through narrow cracks and openings, and lie flat against walls (perhaps even posing as part of a painting or mural).

Flat Form: Concealment 4 (Visual), Limited to One Edge, Partial; Insubstantial 1, Limited by Width • 6 points

MALLEABLE FORM

You render your body malleable and fluid, able to squeeze and flow through small gaps and openings.

Malleable Form: Insubstantial 1 • 5 points

TRANSFORMED TOUGHNESS

You can transform your body to toughen it, gaining harder skin, armor, and less vulnerable organs, or perhaps an elastic form able to stretch under pressure and resist damage.

Transformed Toughness: Protection • 1 point per rank

MOVEMENT POWERS

Morphing movement powers are generally provided by changing into a form suitable for a type of movement, from flying like a bird to slithering or flowing along the ground like a snake (the Slithering option of the Movement effect, *Deluxe Hero's Handbook*, page 172).

BOUNCING BALL

You roll or inflate your form into a bouncing, rubbery ball, or perhaps transform your legs into a spring, allowing you to bounce over considerable distances.

Bouncing Ball: Leaping • 1 point per rank

LIVING GLIDER

You stretch and flatten out to become a living glider or parachute, allowing you to glide from a height, possibly carrying your Strength rank in weight slung beneath you. If you're solely limited to a parachute-like form (falling almost straight down, with little control over your direction), change Flight to the Movement 1 (Safe Fall) effect.

Living Glider: Flight, Gliding • 1 point per rank

LIVING TRAMPOLINE

You morph and stretch into a living trampoline, able to break someone's fall. Note that Insubstantial 1 includes a version of this ability, allowing you to subtract your Toughness from the target's falling damage, with you and the target resisting the remaining damage rank (if any). This version eliminates any chance of damage.

Living Trampoline: Movement 1 (Safe Fall), Affects Others • 3 points

STRETCHING STRIDE

You elongate your legs like stilts to cover great distances with each stride. Generally, this is limited to no more than 3 or 4 ranks.

Stretching Stride: Speed • 1 point per rank

SWINGING ARMS

You can elongate your arms, allowing you to swing from them as if they were extended swing-lines.

Swinging Arms: Movement 1 (Swinging) • 2 points

WINGS

You transform to gain wings (possibly modifying your arms), allowing you to fly.

Wings: Flight, Wings • 1 point per rank

UTILITY POWERS

The range of potential utility morphing powers is considerable, given the ability to transform into virtually anything. The following are some common useful morphing powers, along with a look at the broadest morphing power of all: Shapeshifting.

EXTENDED EYES

You extend your eyes out to peer around corners or over obstacles while the rest of you remains hidden. This power is rarely more than 2–3 ranks, enough range to extend well over 100 feet. You may also be able to extend your ears in a similar fashion (adding 1 point per rank to the cost).

Extended Eyes: Remote Sensing (Visual) • 2 points per rank

FINGERTIP LOCKPICK

You extend a finger into a mechanical lock and morph it to match the interior of the mechanism, forming a key to open it.

Fingertip Lockpick: Feature (+10 circumstance bonus to Technology checks to pick mechanical locks) • 1 point per rank

METAMORPHIC MINIONS

You transform bystanders into minions to serve you. This is almost universally a villainous power, given how it usurps the targets' free will and places them in danger. Given that, the transformation of bystanders is a descriptor for the Summon effect rather than focusing on the transformation itself. The key effect of the power is the summoning of minions, while the need for bystanders to transform is largely balanced by the potential complications this poses for the heroes. If you wish, apply a Limit modifier to the power to reflect its need for "raw materials".

Metamorphic Minions: Summon, Controlled, Horde, Multiple Minions 3 (up to eight minions) • 10 points per rank

SHAPESHIFT

You can transform your physical body in a wide variety of ways, gaining (or losing) different traits. The power provides a set of points you can allocate to the physical traits of a new form by taking the action necessary to use your Shapeshift power. See **Morphing Descriptors** at the start of this section for more information.

Each change in form requires you to reactivate your power, so if you shapeshift as a standard action, each change in form requires a standard action to complete.

You can also redistribute power points spent on your physical traits as part of a shapeshift, lowering your Strength to put those power points elsewhere, for example.

The limitation of Shapeshift to physical traits for assumed forms is part of the required limiting descriptor(s) of the Variable effect and does not change the power's cost. See **Variable** on page 184 of the *Deluxe Hero's Handbook* for details.

Note that Shapeshift can subsume most other morphing powers, simply reallocating power points from round-to-round to reflect different aspects of a character's malleable or metamorphic form, so the powers in this section can be "ready-made" point allocations for shapeshifters.

SHAPESHIFT MODIFIERS

Some of the following modifiers may apply to the basic Shapeshift power:

Action: The basic Shapeshift takes a standard action, meaning you can only move during a round in which you change form. Many shapeshifters have the Action modifier, allowing them to change forms faster: +1 cost per rank if you can shapeshift as a move action, +2 cost per rank if you can do so as a free action.

Limited: The basic Shapeshift allows characters to take on any physical form. Most shapeshifters are more limited, with a flaw restricting them to animal forms, humanoid forms, machine forms, or some similar subset. For characters limited to less powerful forms, simply apply low ranks of Shapeshift, restricting the power points they have to play with; they can Morph to *look* like virtually anything, but can't take on a lot of additional traits.

Quirk: A common Quirk for Shapeshifters is a "tell," some quality about the character that remains consistent from form to form. For example, the character might retain the same color scheme, or all forms might show a variation of the character's face, both limiting the power's disguise options. This is generally a 1-point Quirk.

Slow: The opposite of the Action extra, this flaw means the character only changes form outside of action time, typically between scenes. This might reflect a kind of "form change" involving reconfiguring components of a machine, for example, or a similar "refit" that has to take place in a workshop or lab.

Shapeshift: Variable (assumed forms, allocate 5 power points per rank) • 7 points per rank

STRETCHING

You can elongate your body and limbs, stretching them out to greater length. While Stretching may be due to elasticity, it does not have to be: your limbs might be mechanically telescopic, for example, or you may even be able to warp your personal spatial dimensions, effectively changing your topology. As with other powers, descriptors can significantly effect how the power works (while still having the same effect in game terms).

Note that, since it gives you a +1 bonus per rank to grab checks, Stretching allows you to perform the classic morphing trick of wrapping an opponent up in your body or limbs.

This power is often combined with Malleable Form (previously), allowing you to do things like reach an arm through the space around a door and then stretch up to open the door or extend out to reach something beyond it.

Stretching: Elongation • 1 point per rank

OTHER MORPHING POWERS

A number of other powers transform the body in different ways.

Virtually any power in the other sections with “Form” or “Morph” in its name can be considered a morphing power, including Air Form, Electrical Form, Fire Form, Mud Form, Sand Form, Stone Form, Water Form, and Technomorph. **Summoning Powers** like Anatomic Split, Combine, and Empower may be morphing powers as well.

The **Size Powers** are also morphing powers, changing characters from giant-sized to microscopic (or smaller) without changing their form otherwise. Combined with morphing powers, they allow for changes in size as well as form, such as turning into giant or tiny animals, machines, or objects.

MORPHING COMPLICATIONS

The following are some complications potentially associated with morphing powers and their users.

ADDICTION

Morphing powers can lead to any number of dependencies or addictions. A character may be addicted to a substance or drug that provides the ability to morph, ranging from an exotic plant extract to an alien drug or radioactive mud. The addiction could be psychological—dependence on having powers—or there might be physical withdrawal symptoms as well.

Conversely, morphing characters might depend on drugs or treatments to stabilize their variable forms, or to deal with side-effects of their morphology. Constantly shifting physical form could be painful, for example, leading to an addiction to pain-killers, or compromise the character's immune system, creating a need for immunosuppressants or boosters.

IDENTITY

With the power to change into different forms, it's no surprise some metamorphs have identity issues. Sense of identity is often connected to appearance (or perceived appearance) with a malleable appearance leading to an equally malleable identity, especially for characters who impersonate others on a regular basis.

A metamorph might not even know his or her true identity, having amnesia or no early-life memories. After all, how can a shapeshifter know for certain his or her “true” form (or, for that matter, gender or even species)? Take

the shapeshifting alien spy who has become “locked” into its human cover identity and forgotten its true self and mission, at least until the main force of its race comes looking for the scout's report! Similarly, a “were” creature able to assume one or more animals forms might not be a human who turns into animals, but an animal able to assume human form!

POWER LOSS

Effects ranging from technological “molecular stabilization fields” to magical “wards of true form” can potentially rob characters of their morphing powers. Others may have specific instances where they are unable to change shape, such as a particular phase of the moon.

Although there may be various counter-measures able to take away morphing powers, far more common is a loss of *control* over those powers. A loss of concentration due to an emotional upset, illness, or an outside affliction (from a taser shock to a drug) can cause metamorphs to lose the ability to maintain a particular shape, or even any shape at all. An afflicted morph might melt into a pool of liquid or freeze into a solidified statue. Alternately, they might change forms randomly, a potential hazard to themselves as well as others.

PREJUDICE

Few powers inspire greater paranoia than the ability to look like virtually anyone (much less anything). Even heroic metamorphs may be suspect, and villainous ones can sow fear and suspicion wherever they go.

WEAKNESS

While morphing powers provide immunity to many mortal frailties, they may also open characters up to particular vulnerabilities or weaknesses.

A malleable physical form could be more sensitive to biological agents like diseases and toxins (including some drugs), rather than immune to them. Similarly, a pliable shape can be vulnerable to sheer blunt force rather than resistant to it.

A common weakness for metamorphs is taking on the weaknesses associated with their new form(s). Transforming into animals may come with a loss of human speech and the risk of losing one's self to the animal's instincts. A metallic form is vulnerable to rust and magnetism, while a liquid shape might be flash-frozen. Transforming into a copy of another person may bring their weaknesses as well.

Morphing powers are also associated with weaknesses based on their source. Magical metamorphs might be vulnerable to things like cold iron, silver, or other anti-magical talismans. Technological metamorphs have to deal with electromagnetism and computer viruses. An alien metamorph could be vulnerable to an otherwise innocuous substance on Earth, such as salt or lead.

BY DESIGN - SHIFTING POWERS

Both the **Morphing Powers** and **Meta-Power** sections discuss Variable effects that allow characters to change their traits, often all of them at once! While the Variable effect allows for this, essentially using the character building rules to “re-build” the character from a pool of points in game-time, this approach can be somewhat cumbersome when it comes to game-play. Other players may not be interested in putting the action “on-hold” for however many minutes it takes the player of a shifting character to come up with a new set of game traits. The following are some suggestions for players and Gamemasters looking to handle characters with Shapeshift and other, similar, Variable effects in play.

PLAN IN ADVANCE

First and foremost, do not wait until you’re actually at the game table ready to play to come up with options for your character’s shifting power! If you have a solid idea of the kinds of changes your character can make (and you should, if you have a clear concept of the power) then take the time to write up some of the more common examples. If you have a shapeshifting hero who turns into animals, copy some of the more relevant animal traits from the *Gamemaster’s Guide*. If your character copies the powers of others, put together a list of those powers and their point costs so you can mix-and-match more easily.

Planning in advance not only saves time, but also makes things easier for the GM, who can approve these Variable configurations before play begins. This limits the number of surprises the GM has to deal with during the game and makes it easy for, you, the player to just say things like “I assume my usual eagle form” or “I take on the powers associated with turning into steel” and the GM knows what that means.

Consider making some of these prepared powers or options as broad as possible in order to get the most mileage out of them. For example, for a shapeshifter, create a basic “bird” form that you can easily customize by adding a few minor details like an extra rank of Extended Vision, Flight, or Damage, or a standard “dense, solid form” you can quickly adapt to be stone, brick, or steel.

You can put individual forms or power “packages” on index cards or print them on “flash cards” (like pre-perforated postcards or business card stock) for reference during play, or just print out reference sheets. You can even use an online or digital device database to keep track of the information. The *Hero Lab* software, for example, includes options for tracking alternate forms and toggling powers in an array on and off.

An excellent source of ready-to-use powers is this book itself! Ask players to flip through *Power Profiles* and note the page numbers (and point costs) of powers relevant to their character for quick reference during play.

DON'T SWEAT THE SMALL STUFF

Of course, advance planning can only consider so much and, sooner or later, there will be instances of unplanned uses of a Variable effect in play. When that happens, the first thing to consider is whether or not the exact details of the chosen effect even need to be calculated. If not, then don’t bother!

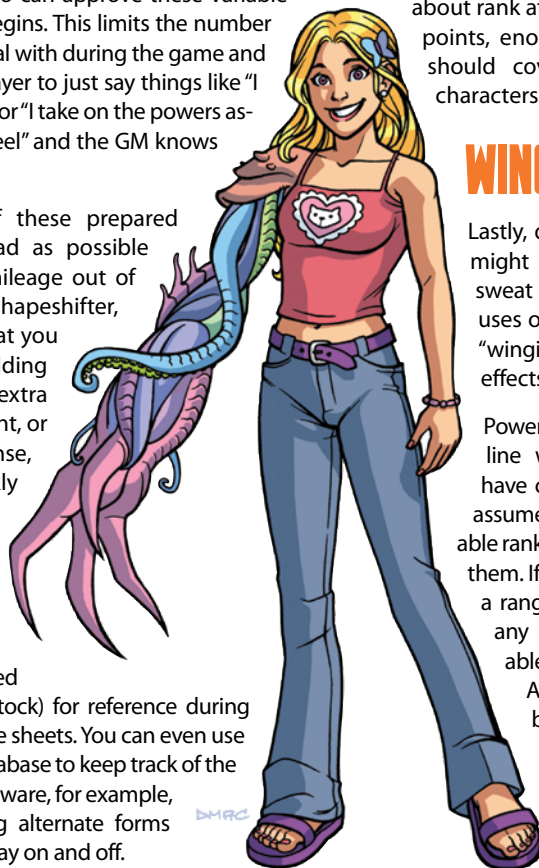
For example, if the player of a shapeshifting character wants that character to turn into a replica of a brick wall to provide cover and a hiding place for teammates, and you know the character has enough ranks in Variable to cover any needed amount of the Morph effect, don’t worry about figuring out the point-cost, just tell the player it works and maybe make a Perception check for any pursuers (giving the heroes the +20 circumstance bonus to their concealment) and move on. Similarly, if a spellcasting character with a Variable magic effect wants to levitate a book or have her cauldron stir itself while she’s talking, you don’t need to figure the ranks in Move Object (or the various modifiers, like Subtle or Precise) so long as you know she’s got enough ranks to cover it.

Indeed, for the particularly “small stuff” don’t worry about rank at all: Even 1 Variable rank is 5 power points, enough for 5 ranks of Feature, which should cover most inconsequential things characters will want to do.

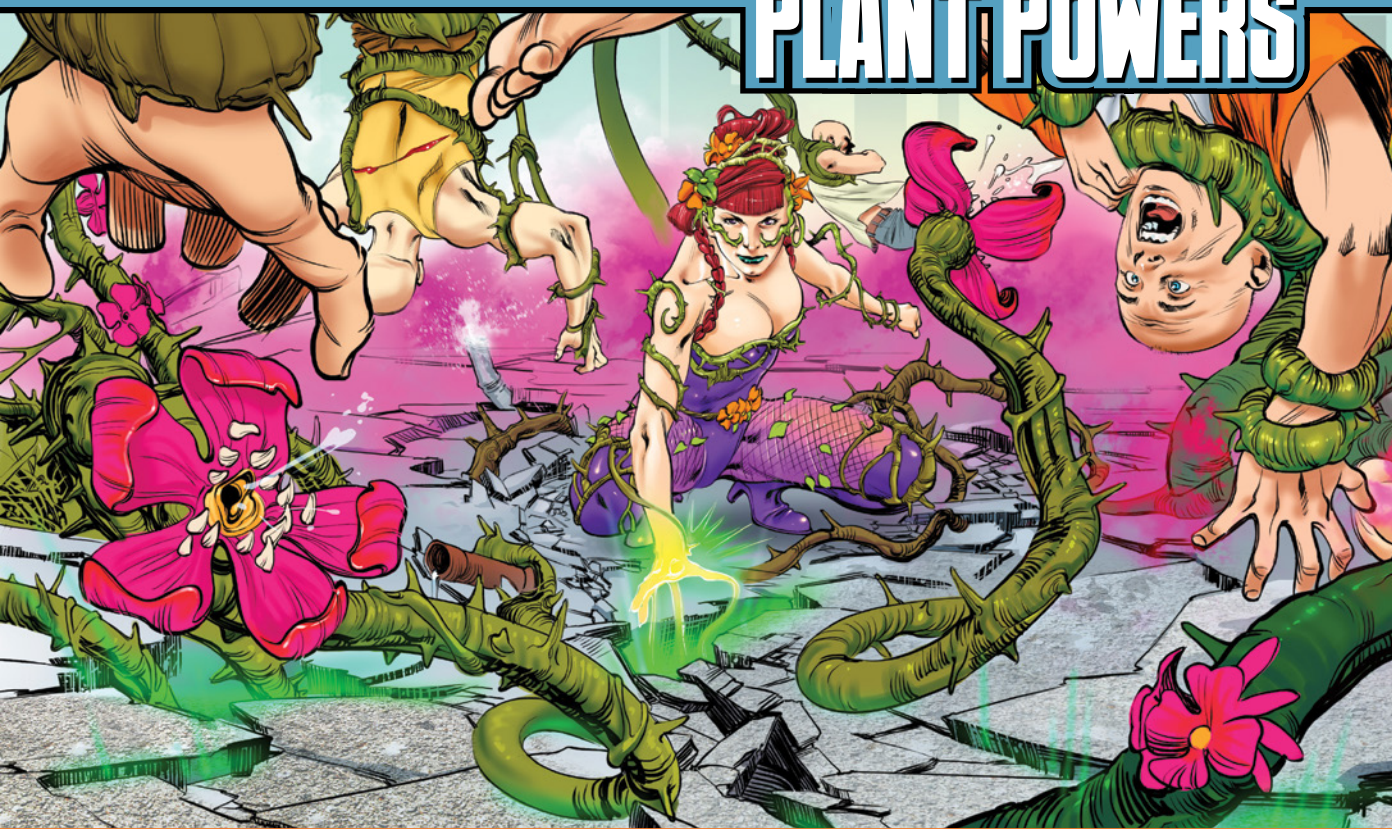
WING IT

Lastly, depending on your game style, you might want to extend the idea of “Don’t sweat the small stuff” to most in-game uses of the character’s Variable effect, just “winging it” in terms of estimating power effects, ranks, and so forth.

Power level limits are an excellent guideline when doing this: Since characters have clear limits on certain traits, you can assume any character with sufficient Variable ranks will simply hit the limits when using them. If the character is limited to rank 12 on a ranged attack, for example, just assume any such attack acquired with the Variable effect is at that rank. Similarly, any Area or Perception-ranged effects will be limited to the series power level and at that rank, if the character has enough points, and so forth. The same applies to attack and defense ranks, some of the most common things characters acquire.



PLANT POWERS



Plants are everywhere, surviving in some of the harshest places on Earth. The **Plant Powers** section offers powers that turn even the humblest of plants into powerful allies, and grant plant-like powers of survival, adaptability, and endurance.

PLANT DESCRIPTORS

The following are important descriptors for plant powers.

- **Plant:** Plants are a classification of life, primarily associated with producing their own food via photosynthesis. Most plant powers use the broadest definition of the term and include things like mosses, algae, seaweed, and kelp, but not fungi like mushrooms, which are a separate order of life. In settings with alien life, the plant descriptor may include species of alien plants as well; a character limited to power over earthly plants has a power loss complication when in an alien environment (see **Plant Complications**). Since plant powers often involve manipulating plants they may have the Indirect modifier, allowing plant attacks to burst up from the ground beneath targets for example, or for animated plants to reach out for them from behind, giving plant controllers the opportunity to make surprise attacks (*Deluxe Hero's Handbook*, page 251). Indirect 3 is usually sufficient for this, since plant attacks must originate from the ground, but can go in any direction, including towards the user.
- **Wood:** The hard, fibrous tissue of trees, primarily made up of cellulose. Wood is a primary plant product, and some plant powers rely on the ability to

produce, control, and shape wood, or to grant wood-like traits. As noted in the *Deluxe Hero's Handbook* (page 244) wood starts out at Toughness 3. Wood produced by plant powers is often toughened by thickness or power effects. Wood is flammable and decays like other organic matter, so powers relying upon it may be vulnerable to those types of effects. See **Countering** and **Plant Complications** for more.

COUNTERING

Plants powers, especially those which produce actual plants, may be able to counter some earth- or water-based powers by binding up the associated materials in a fast-forward version of their growth. The photosynthetic properties of plants may counter some light-based powers as well. Plants are vulnerable to cold, fire, and chemical herbicides, and powers with those descriptors may counter plant powers, along with powers which destroy life or decay organic matter.

PLANT FEATURES

Some potential Feature effects associated with Plant Powers include the following:

- You have a potent "green thumb," allowing you to grow small (size rank -4 or less) plants from seeds to full maturity in a matter of seconds, a limited version of the Plant Growth power (see **Utility Powers**).
- You can identify different plant species and their properties simply by looking at or touching them.

- You can make flowering plants flower instantly out of season, or make fruiting plants produce mature fruit instantly out of season.
- Your touch can cure a plant of infections, minor damage, and other maladies, restoring it to full health, like a limited version of the Healing effect.

OFFENSIVE POWERS

Offensive plant powers involve plant-like capabilities such as thorns or poisons or turning actual plants into weapons, often animating them to attack on their own.

CONTROL PLANTS

You can exert control over animate plant creatures (rather than granting animation to normally immobile plants, see **Animate Plants**).

Control Plants: Perception Ranged Cumulative Affliction (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Limited to Plants (-2), Subtle • 1 point + 2 points per rank

INTERNAL FLORA

By exerting power over the plant-like flora found in the digestive tracts of many animals, you can induce nausea, cramping, and similar unpleasant and potentially incapacitating effects.

Internal Flora: Perception Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Subtle • 1 point + 4 points per rank

PHYTOTOXIN

You can produce or mimic the effects of plant-based poison. Different phytotoxins may cause different conditions; if you have the power to produce a wide range of toxins, you may have different Alternate Effects, or apply the Variable Conditions modifier (see the **Illusion Powers** section). For a deadly toxin, substitute Weaken Stamina for the Affliction effect. If you use the Illusions as Affliction option (see the **Illusion Powers** section) Phytotoxins can cause hallucinations as one of their conditions.

This power requires touching the target by default, if you can poison a target at a distance, apply the Ranged modifier.

Phytotoxin: Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Paralyzed), Secondary Effect • 2 points per rank

POLLEN CLOUD

You release a cloud of plant-based pollen or spores, creating a biological reaction in your targets. As with Phytotoxin (previously) different combinations of pollens or spores can cause different conditions. A strong pollen cloud may have

the Cumulative or even Progressive modifiers. By default, you produce a pollen cloud in all directions around you. If you can create a cloud at a distance (hurling a pod that bursts open on target, for example) apply the Ranged modifier. If you cause plants near or around the targets to emit the cloud, apply the Ranged and Indirect modifiers.

Pollen Cloud: Cloud Area Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 2 points per rank

SAP SNARE

You hurl a blob of sticky, fast-hardening sap at your target, binding them up and sticking them to any surface they are touching. If you create a Sap Snare big enough to trap multiple targets, apply the Burst Area modifier to the power, increasing cost by 1 per rank. If you cause plants near or around the target to emit the snare, apply the Indirect modifier. A sticky Sap Snare may also be Contagious, trapping anyone else touching the victim.

Sap Snare: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 3 points per rank

TANGLEVINES

You cause masses of animated vines and similar vegetation to spring up from the ground, wrap around targets and hold them in place. A more precise version of this power applies the Selective modifier, allowing you to only entangle the targets you wish, excluding allies from the effect.

Tangle vines: Ranged Burst Area Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Indirect 3, Limited Degree • 3 points + 3 points per rank

THORNSKIN

Sharp, woody thorns sprout from your skin, making it dangerous to touch or strike you and causing your unarmed strikes and grabs to inflict additional damage.

Thornskin: Damage (piercing), Reaction (to being touched or struck) • 4 points per rank

THROWING THORNS

You can fling volleys of sharp thorns at targets. Throwing Thorns may be Linked with a power like Phytotoxin (previously) tipping the thorns with a plant-based poison they introduce into the targets. In this case, the Phytotoxin Affliction must also have the Ranged and Multiattack modifiers. If you cause plants near or around the targets to grow and fling thorns, apply the Indirect modifier.

Throwing Thorns: Ranged Damage (piercing), Multiattack • 3 points per rank

DEFENSIVE POWERS

Plants are hardy and tenacious, often growing under harsh conditions, and able to regenerate from roots and cuttings.

PHOTOSYNTHESIS

Like a plant, you are able to convert light and water into nutrients. You have no need to consume nourishment so long as you are exposed to light. Possessing this power may turn a character's skin green with chlorophyll.

Photosynthesis: Immunity 1 (starvation) • 1 point

REGROWTH

Like a plant, you can regenerate and regrow, except you do so far faster. Extreme levels of Regrowth may incorporate ranks of Immortality, allowing you to regrow your entire body from nothing more than a single fragment, seed, or shoot. The Source modifier may be appropriate, requiring normal plant growth conditions.

Regrowth: Regeneration • 1 point per rank

WOODSKIN

Your flesh takes on the hardness and strength of wood while retaining its normal flexibility. If you can transform from ordinary flesh to Woodskin, apply the Sustained modifier. Otherwise, this power is a permanent change.

Woodskin: Protection, Noticeable • 1 point for 2 ranks + 1 point per rank

MOVEMENT POWERS

Plant movement powers involve using vegetation to move (carried by, or swinging on, vines for example) or moving through vegetation in ways most people cannot.

BRACHIATION

You can swing through areas of vegetation, grabbing branches and vines, perhaps even growing them as needed. If you're dependent on areas of heavy vegetation, apply a Limited flaw to the power, reducing its cost to 1 point.

Brachiation: Movement 1 (Swinging) • 2 points

CARRIER VINE

You can ride a growing, animated vine or branch that carries or lifts you into the air like a living ladder. A Carrier Vine is typically fairly slow, not good for more than 2–3 ranks at the most.

Carrier Vine: Flight 1, Platform • 1 point per rank

PASS THROUGH PLANTS

You can pass through areas of vegetation and large plants (such as trees) as if they were not even there. Plants and foliage do not impede your movement in the slightest.

Pass Through Plants: Movement 3 (Permeate 3), Limited to Vegetation • 3 points

ROOT DIGGING

Like powerful roots, you can dig deeply through the earth, allowing you to move underground for a distance and re-emerge onto the surface.

Root Digging: Burrowing • 1 point per rank

ROOT TRANSPORT

You step or meld into a plant or area of plant-life, emerging from another plant or area of vegetation some distance away. You can only transport from and to areas with plant life. Apply other Teleport modifiers (*Deluxe Hero's Handbook*, page 183) to customize the power.

Root Transport: Teleport, Medium (Plants) • 1 point per rank

WOODS WALK

When you move through an environment rich with plant life, you do not disturb the vegetation or leave any trail to follow.

Woods Walk: Movement 2 (Trackless), Limited to Plant Life • 1 point.

UTILITY POWERS

Plant powers have a wide range of utility, from increasing the growth of plant life and granting them animation and the ability to follow commands to communicating with plant life or perceiving the past or present through plant "senses".

ANIMATE PLANTS

You can grant plants mobility and limited awareness, allowing them to carry out your commands. Your power may also grow them to considerable size. Animated plants can grab and hold targets, flail with limbs, vines, or branches, or become shambling soldiers, in the case of animated trees.

Plant controllers often apply the Multiple Minions and Horde modifiers to this power, allowing them to animate entire groups of plants at once. While animated plants are typically minions, this power might have the Heroic modifier, removing the minion template from the animated plants.

Animate Plants: Summon Animated Plant, Controlled, General Type • 4 points per rank

A couple of sample animated plants are given here. Apply additional ranks of Growth to create even larger and more formidable versions.

ANIMATED TREE

PL8

STR 8 **STA** 8 **AGL** -2 **DEX** 0 **FGT** 4 **INT** — **AWE** 0 **PRE** —

Powers: **Branches** (Extra Limbs 4), **Giant** (Growth 8, Permanent, Innate), **Plant** (Immunity 2 (Suffocation))

Advantages: Improved Grab

Offense: Initiative -2, Unarmed +4 (Close, Damage 8)

Defense: Dodge 0, Parry 4, Fortitude 8, Toughness 8, Will Immune

Totals Abilities -16 + Powers 23 + Advantages 0 + Skills 0 + Defenses 10 = Total 17

GIANT FLY-TRAP

PL7

STR 6 **STA** 6 **AGL** 0 **DEX** 0 **FGT** 6 **INT** — **AWE** 0 **PRE** —

Powers: **Crushing Jaws** (Strength-based Damage 2), **Giant** (Growth 6, Permanent, Innate), **Plant** (Immunity 2 (Suffocation))

Advantages: Improved Grab, Improved Hold

Offense: Initiative +0, Unarmed +6 (Close, Damage 8)

Defense: Dodge 0, Parry 6, Fortitude 7, Toughness 6, Will Immune

Totals Abilities -8 + Powers 17 + Advantages 2 + Skills 0 + Defenses 1 = Total 12

GREEN MEMORY

By coming into contact with a plant or area of plants, you can recall events which happened in their presence. See the Postcognition effect (*Deluxe Hero's Handbook*, page 178) for details.

Green Memory: Senses 4 (Postcognition), Limited to Areas of Plant-Life • 2 points

GREEN NETWORK

You can mentally link with plant-life, allowing you to perceive what is near those plants as if you were actually present, using your own sensory abilities (rather than being limited to the plants' senses). The Feedback flaw is a common one for this power, applying whenever the plants you are using as your medium are attacked or damaged.

Green Network: Remote Sensing (visual, auditory, tactile), Medium (Plants) • 3 points per rank

PLANT FORM

You combine humanoid and plant traits: retaining normal capabilities of movement, speech, and senses while having a plant's resistance to many animal needs and concerns. Some of Plant Form's benefits are definitely trade-offs: you become immune to human diseases and toxins, for example, but vulnerable to plant diseases and toxins

(herbicides). Note that this power includes the benefits of Photosynthesis and Woodskin (under **Defensive Powers**).

If your plant form is not your permanent state of being, make its powers sustained or include an Activation modifier (*Deluxe Hero's Handbook*, page 197).

Plant Form: Immunity 3 (Sleep, Starvation, Suffocation), Protection, Noticeable • 2 points + 1 point per rank

PLANT GROWTH

Under the influence of your power, plants grow from seeds or shoots to fully mature in seconds. Even massive trees can appear virtually out of nowhere. You can use this power to create an instantaneous hedge or barricade, or living pillars or bridges, shaping and directing the plants as they grow. New areas of foliage can provide concealment while larger plants like tree trunks can offer cover as well.

The Movable modifier is common for this power, allowing you to continue to move the plants you create after they have grown and providing the benefits of Move Object at your rank, using the plant-life as a medium.

Plant Growth: Create Plants, Permanent • 2 points per rank

SPEAK WITH PLANTS

You can communicate with ordinary plants as well as intelligent plant creatures. Non-intelligent plants have fairly little of interest to say and a different sense of time compared to animals, but can relate conditions and events which occurred around them, although not in the same detail as the visions provided by Green Memory (previously).

Speak With Plants: Comprehend 2 (Plants) • 4 points

WARP WOOD

Your power over plants allows you to reshape even dead wood, molding it into new forms. For +1 point per rank you also have the power to enliven dead wood, causing it to rapidly put forth new roots, branches, leaves, and even flowers, seeds, or fruit. The newly restored plant only live for as long as conditions allow.

Warp Wood: Transform (wooden objects into different shapes) • 2 points per rank

OTHER PLANT POWERS

Some powers in other sections can also be considered plant powers. Plant pollens or scents may summon and control a Swarm (**Summoning Powers**). Greedy, water-drawing roots may be able to Dehydrate a target (**Water Powers**). Plant powers are thematically connected to **Earth Powers**, things like Chasm (torn open by powerful roots), Rooting (literal in the case of plant powers), and Earthmeld are also usable as plant powers.

PLANT COMPLICATIONS

Although plants and plant-like abilities have their advantages, they also have their own particular complications, which can affect those who rely on plants or who are plants themselves!

ADDICTION

Plants are a primary source for many of the world's most addictive substances, so a plant-powered character might get tangled up in those addictions. It can be as simple as the ability to produce addictive plants (or their active components) at will to as complicated as needing exotic plant extracts or formulations. Sometimes these "addictions" are more Disability or Power Loss complications, but still involve dependence on something.

Another twist on the Addiction complication is a plant power—such as a Phytotoxin or Spore Cloud—that is itself addictive, allowing the user to create addicts willing to do whatever it takes to get another "hit" from it.

DISABILITY

Plant characters may not be entirely human, or even animals! A plant being may have Disabilities from a human perspective. The most extreme, of course, would be limited mobility. Normal plants are sessile and do not move on their own. Plant characters might need to take root for some amount of time to maintain their health.

Plant creatures may also lack some human-level sensory abilities or the power of speech. Like most complications, these Disabilities only count insofar as they limit the character: A plant creature unable to speak aloud, but able to communicate via telepathy, for example, does not suffer as much of a complication as a plant creature unable to communicate at all except with those with the Speak With Plants power.

HATRED

A strong desire to protect the natural world is common for those with plant powers, and they may have a Hatred for polluters and others who despoil the environment and wantonly destroy plant-life, such as loggers and clear-cutters. Situations where the character is forced to deal with (or succumbs to) such hatred are complications worth a hero point award.

POWER LOSS

Generally speaking, a plant-controller's dependence on plant-life is not a Power Loss complication if it is accounted for in the modifiers on the character's powers. So, for example, powers with the Medium (Plants) flaw do not also qualify the character for Power Loss when there are no plants around for that power to function. The benefit is already accounted for in the cost reduction from the flaw.

Still, there are other circumstances that can cause Power Loss for a plant-based character. The character's powers

might derive from an exotic plant serum or extract, for example, with regular doses required to maintain them. Alternately, a plant-powered character might have the blessings of the green world (the collective "consciousness" of plant-life) or a god or goddess of vegetation, blessing that can be withdrawn if the character's patron is ever displeased.

PREJUDICE

Plant creatures are almost sure to be seen as alien and strange by a segment of the population. There are likely to be issues about a plant's legal status (whether it is intelligent or not), it's right to move freely amongst humans, and questions about its motives, especially when dealing with matters of "survival of the species."

REPUTATION

Outspoken advocates of eco-activism, protection of endangered plants, and other key issues can gain a reputation as strident opponents of progress and modern society. At the least, a plant hero known as a champion of the environment is likely to run into trouble with less scrupulous businesses and governments looking to ensure the character does not become a problem for them.

RESPONSIBILITY

Power over plants often comes with a sense of responsibility to the natural world. Even if it does not turn into a Hatred of polluters or a bad Reputation, the character's strong sense of Responsibility can create complications when it comes into conflict with other priorities: Are the lives of a handful of human botanists worth more than the last surviving example of a rare plant they have found when both of them are threatened with destruction?

SECRET

Perhaps the greatest secret a plant-powered character might conceal is actually being a plant rather than a human being!

WEAKNESS

Plants may become sluggish or even dormant—hindered, fatigued, or incapacitated—without sunlight and wither in the absence of water, with greater heat accelerating the process. They tend to suffer more from cold, although trees have the ability to hibernate through long winters.

Plant- and wood-based characters may be especially vulnerable to fire and heat damage, suffering additional degrees of effect from such attacks.

Plants and plant-based characters may also have vulnerabilities to herbicides and other substances harmful to plants, suffering additional degrees of effect from Afflictions, Damage, and other effects based on them.

RADIATION POWERS



Command the unleashed power of the atom! In the modern age, no powers are associated more with changing ordinary people into superhumans than **Radiation Powers**. The “radiation accident” is a time-honored origin, and radioactivity offers a powerful weapon and tool for those able to wield it. From radiation blasts to blinding light and burning heat, radiation powers let you nuke ‘em until they glow!

RADIATION DESCRIPTORS

The following are important descriptors dealing with radiation powers.

- **Mutation:** Radiation is the classic agent of change for superheroes and villains in the Silver Age of comics: cosmic ray bombardment, gamma rays, bites from radioactive creatures, and just increased background radiation leading to the birth of more mutants all contribute. Of course, these radical mutations—whether induced or inborn—are quite different from the real-world effects of radioactivity, but they’re still a large part of comic book lore and style. “Radiation accident” is still common superhero game parlance for an incident that rewrites a character’s powers or other traits.

Radiation may interact with certain powers with a mutation descriptor (see **Countering**) and can serve as a plot device for complications which take away or change characters’ powers in some fashion. A dose of strange radiation may be the start of a subplot where a hero’s powers go out of control, for example, or acquire temporary new capabilities or complications, which last for just a story or two before fading.

- **Radiation:** The radiation descriptor can apply to a wide range of electromagnetic energies, but generally refers to *ionizing* radiation: alpha-, beta-, and gamma-radiation, along with neutron radiation and X-rays. Ionizing radiation is capable of causing genetic damage and radiation sickness, even at relatively low levels of exposure compared to non-ionizing radiation.

That said, the comic book version of radiation bears little resemblance to the real thing: being a visible (usually glowing) energy that produces light, and often heat. Comic book radiation may well have mutational properties, but they tend to take the form of dramatic and fairly immediate transformations rather than radiation sickness, genetic mutation, and the development of long-term diseases like cancer.

This section treats radiation more like the comic books, as an exotic form of radiant energy capable of inflicting damage and producing some other effects. It draws on the real-world characteristics of radiation when convenient, ignoring them with it is not. Gamemasters wanting a more realistic treatment of radiation should look at the Radiation Sickness and Irradiate powers in particular, and require modifiers like Insidious and Subtle for radiation powers.

COUNTERING

Radiation powers may counter each other, particularly if the countering effect involves absorbing, dampening, or otherwise neutralizing radioactivity. Twin radiation blasts may cancel out, but projecting more radiation into an already “hot” environment is not going to improve the situation otherwise!

Radiation may generate heat, which can also counter certain effects like cold or magnetism. Comic book radiation also generate light, which can counter darkness and related effects. See the **Fire Powers** and **Light Powers** sections for additional guidelines on using heat and light to counter.

As previously mentioned, radiation powers may counter certain other powers with a mutation descriptor, especially if those powers were induced by radiation as well. Alternately, the additional radiation may cause a complication other than Power Loss (countering). For example, a mega-dose of beta-radiation focused on a mutant creature created by beta-radiation may cause it to grow or its power to go out of control! If this runs counter to what the player intended, it counts as a complication for that player's character. If it is just a colorful side-effect, such as an attempt to counter a power resulting in a minion melting instead, the GM can treat it as an additional descriptor, and nothing more.

RADIATION FEATURES

Some potential Feature effects associated with Radiation Powers include the following:

- You can produce a mild bombardment of microwaves, sufficient to heat up small items, essentially making you a walking microwave oven.
- You can cause a part of your body (or your entire person) to glow softly with radioactive phosphorescence, giving you a circumstance bonus in overcoming darkness or in some interactions.
- You visibly glow (as in the previous feature) in the presence of radioactivity above a safe threshold, with the intensity of the glow indicating the intensity of the radiation.
- You can emit a unique radioactive "signature" at will, tagging a target with it by touch and making it possible to detect and track them using radiation sensitive powers or equipment.

OFFENSIVE POWERS

Offensive radiation powers rely on the energy's destructive capabilities, particularly the production of intense heat and light, as well as breaking down cellular or even molecular structures.

BLINDING RADIANCE

You emit a bright beam of visible light able to temporarily blind a target. With the Burst Area modifier, this power can also create a blinding burst of light at the target point, able to blind all nearby, or remove the Ranged modifier to create a blinding burst in all directions around you.

A variant form of Blinding Radiance swaps Perception (Visual) Area for Ranged for the same cost.

Blinding Radiance: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

MELTING HEAT

You bombard an object with radiation, causing molecular agitation and raising its temperature, causing it to melt or burn from the inside out, weakening its structure until it is destroyed.

Melting Heat: Ranged Weaken Toughness (melting) • 2 points per rank

MUTATION

Bombarding a target with different radiation wavelengths, you induce rapid and massive cellular mutations. The transformed condition is limited to not increasing the target's point total, but can otherwise change any traits. Some versions of this power are further limited by the types of transformations or mutations they can cause.

Mutation: Progressive Ranged Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Transformed) • 4 points per rank

RADIATION BLAST

You project a damaging beam of radiation at your target. A radiation blast is normally visible as a brightly colored energy, but more realistic radiation blasts are Subtle and invisible to the naked eye. Given their ability to pass through all but the heaviest shielding, radiation blasts may be Penetrating or even Indirect.

Radiation Blast: Ranged Damage (radiation) • 2 points per rank

RADIATION BURST

Your radiation blast (previously) strikes a target point and blossoms out into a burst of energy, affecting all targets within its area. A common variant is the "Ground Zero" burst, which removes the Ranged modifier, causing the radiation blast to center on the user.

Radiation Burst: Ranged Burst Area Damage (radiation) • 3 points per rank

RADIATION SICKNESS

A bombardment of radiation induces cellular damage and severe illness in a living target, as compromised systems try to fight off and recover from the internal damage.

More realistic radiation sickness is slow, affecting the victim only once per hour or day, depending on the intensity of the dosage. However, it is also potentially fatal, with dying the condition beyond incapacitated, if the sickness progresses that far.

Radiation Sickness: Progressive Ranged Affliction (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated) • 4 points per rank

RADIOACTIVE AURA

You surround yourself with a glowing aura of radiation able to inflict damage on anything you touch (or that touches you). Apply the Precise modifier, if you are able to control what areas of your body your aura covers, such as being able to uncover your hands to handle objects without irradiating them.

Radioactive Aura: Reaction Damage (being touched, radiation) • 4 points per rank

DEFENSIVE POWERS

Defensive radiation powers rely on resistance or immunity to different forms of radiation or use radiation as a medium to deflect other types of attacks.

DEFLECTION FIELD

An aura of focused radiation strips away the kinetic force of incoming objects while simultaneously absorbing and deflecting radiant energy, providing you with broad-spectrum protection against attack.

Deflection Field: Impervious Protection (deflection field), Sustained • 2 points per rank

KINETIC NULLIFICATION

A burst of focused radiation strips the kinetic energy potential from a target, deflecting a projectile out of the air.

In addition to the deflection benefit, with a ready action (or a hero point) this power can be used to counter kinetic effects (see **Countering**, *Deluxe Hero's Handbook*, pages 147–148).

Kinetic Nullification: Deflect, Limited to Kinetic Attacks • 1 point per 2 ranks

RADIATION ABSORPTION

You can absorb radiant energy attacks and use them to fuel your other powers or abilities. Note that this power does not provide you with any protection from radiation although it is often coupled with powers like Radiation Immunity or Radiation Shield.

Radiation Absorption: Enhanced Trait, Fades, Source (radiation) • 1 point per 3 points of Enhanced Trait cost.

RADIATION IMMUNITY

You are immune to certain forms of radiation. The degree of immunity varies from the effects of environmental or background radiation (1 rank) to a specific type of radiation

(such as gamma rays, 2 ranks), a specific effect with a radiation descriptor (such as Affliction or Damage, 5 ranks), or all radiation effects (10 ranks).

Radiation Immunity: Immunity 1, 2, 5, or 10 • 1, 2, 5, or 10 points

RADIATION SHIELD

You can absorb or deflect radiation in an area around you, setting up a “safe zone” where those inside are protected against harmful irradiation due to the environment.

You can create similar, more powerful, versions of higher ranks of Radiation Immunity by applying Affects Others, Burst Area, and Sustained to those effects, essentially tripling their cost. So a Radiation Shield providing complete immunity to all radiation effects costs 30 points.

Radiation Shield: Immunity 1 (background radiation), Affects Others, Burst Area, Sustained • 3 points

MOVEMENT POWERS

Radiation movement powers rely on using the energy to remove obstacles or to copy radiation's ability to pass through obstacles easily.

AIR WAVE

Shifting your body from matter to a packet of radio waves, you “ride” transmission signals from place to place. Various Teleport modifiers, including Accurate, Easy, and Extended, are common (but not required) for this power.

Air Wave: Teleport, Medium (radio transmissions) • 1 point per rank

MELT THROUGH

Focusing radiation emissions to create terrific heat or radioactive plasma, you can melt through obstacles like a blowtorch through ice.

Melt Through: Burrowing • 1 point per rank

NUCLEAR SHIFT

Shifting your physical form into radioactive particles, you can merge with and vanish into a radiation source, reappearing from another some distance away via complex quantum interaction. Like Air Wave (previously), the Easy and Extended modifiers are common for this power.

Nuclear Shift: Teleport, Medium (radiation sources) • 1 point per rank

UTILITY POWERS

Radiation has an increasing number of uses in modern technology, leading to various applications for those able to emit and control radioactive energies.

CARBON DATING

By “reading” the radioactive decay rate of carbon molecules, you can establish the approximate age of a sample of non-living material.

Carbon Dating: Senses 2 (Detect Age, Acute), Limited to Non-living Items • 1 point.

IRRADIATE

You can create a high enough level of radiation in the environment around you to render it toxic to living creatures after a relatively short amount of exposure. High ranks of Irradiate can blanket an entire city or even continent in deadly radiation!

The effect is similar to the heat option of the Environment effect except it produces no actual heat and the effect is Subtle, since the radiation is invisible to all but senses able to detect it. Cost per rank determines the intensity of the exposure (frequency of Fortitude resistance checks).

Irradiate: Subtle Environment (radiation, equivalent to heat) • 1 point + 1 or 2 points per rank

RADAR

You emit radio wave “pings” that bounce back from nearby objects, giving you a three-dimensional picture of your surroundings. Note that this power includes the benefits of Radio Hearing (following).

Radar: Senses 3 (Accurate Radio) • 3 points

RADIO HEARING

You can detect and interpret radio waves and microwaves, allowing you to listen in on radio broadcasts, including devices like cell phones and microwave transmitters.

Radio Hearing: Senses 1 (Radio) • 1 point.

RADIATION FORM

You transform from flesh and blood into a being of coherent radioactive energy, able to pass through unshielded solid objects, largely immune to physical harm and needs. This power often grants other radiation-based powers, particularly Radioactive Aura and Irradiate, allowing you to emit damaging energy while in Radiation Form.

Radiation Form: Immunity 10 (Life Support), Insubstantial 3 (radiation) • 25 points

SCRUB RADIATION

Your power over radiation allows you to “scrub” it from the environment, causing rapid nuclear decay to break down radioactive elements or otherwise absorbing or neutralizing it, rendering the area clean and safe for living things.

If you can only scrub radiation from the area immediately around you, apply the Close Range flaw to the power, reducing its cost by 1 per rank.

Scrub Radiation: Nullify Radiation, Burst Area, Simultaneous • 3 points per rank

SENSE RADIATION

You can sense even ordinarily invisible radiation like a living Geiger counter, detecting intense sources of radiation or irradiated areas nearby. This sense may be Acute or Analytical, allowing you to pick up on the type of radiation and its intensity (acute) or its exact wavelength, half-life, nuclear decay rate, and so forth (analytical). As with other senses, the GM may require an appropriate Expertise check to interpret the data you perceive.

Sense Radiation: Senses 2 (Detect Radiation, Ranged) • 2 points

STATIC FIELD

You emit a field of radio “noise” that overwhelms and jams other signals nearby, preventing radio communication and things like remote signals from working.

Static Field: Ranged Burst Area Concealment Attack 2 (all radio) • 8 points + 2 points per +1 distance rank to area.

X-RAY VISION

Able to perceive into the higher portions of the electromagnetic spectrum, you can “see” through solid objects by perceiving X-rays and other radiation passing through them. Radiation shielding or heavy layers of dense matter (such as lead) prevent radiation from passing through, so you cannot see through them.

X-Ray Vision: Senses 4 (Vision Penetrates Concealment, except for lead and radiation shielding) • 4 points

OTHER RADIATION POWERS

Any power with “radiation” in its name or descriptors can potentially be a radiation power. For example, **Electrical Powers** and **Magnetic Powers** are just other wavelengths along the electromagnetic spectrum and may be linked to radiation powers.

As mentioned under **Descriptors**, radiation can generate both heat and light, so various **Fire Powers** and **Light Powers** may also be radiation powers with the proper descriptors, and those with radiation powers may extend their influence to the visible wavelengths of the electromagnetic spectrum, giving them light controlling powers as well. The Invisible Laser Beam power from **Light Powers** is particularly suitable for a coherent beam of gamma-rays or X-rays as a radiation power.

Lastly, given the connection between radiation and atomic interactions, many **Element Powers** are connected with radiation powers, and an elemental transmuter

may exert some control over radiation and radioactive elements, while a radiation controller might use element powers like Molecular Phasing and Quantum Breakdown.

RADIATION COMPLICATIONS

Radiation is a dangerous ally and tool, and can lead to a number of different complications, including the following.

ACCIDENT

Radiation powers are accidents waiting to happen, given their potential for harmful side-effects and collateral damage. What's worse, characters might not even be aware they are causing any harm, at least at first. Since radiation's effects are often initially invisible, it may take some time to trace the source back to a particular character, at least until somebody sues for getting cancer, or accuses the character of irradiating and polluting an area.

A common gambit is for enemies and opportunists to play on fears surrounding radioactivity and *accuse* the character of causing accidents, even when it isn't true. A responsible hero will take precautions until the public's safety can be ensured, allowing a foe to get the hero out of the way temporarily.

ADDICTION

Radiation powers might involve an addiction to radioactive substances or fuels, either as essential "food" for the character or due to the "rush" or "high" of consuming them, in addition to whatever other benefits those fuels might bring (see **Power Loss**).

DISABILITY

The most common disability for radiation users is the side-effect of the energy on living beings.

On the one hand, the character might be toxic to other forms of life, emitting enough background radiation to constitute a health hazard and causing cancers and other radiation-related illnesses. In this case, the character may need to wear some type of protective gear, such as a full-body containment or anti-contamination suit to protect other people from long-term harm.

On the other hand, the character may also suffer long-term health effects, having to deal with chronic or even terminal illness. Wielders of radiation may discover their own powers are slowly killing them. The more they use them, the worse things get. The search for a cure—or the knowledge there isn't one—along with the character's symptoms, can create any number of complications.

Lastly, some characters with radiation powers are dependent on certain gear for life support or to compensate for other disabilities. For example, a being of pure radioactive energy might be given corporeal form by a containment suit. If the suit is ruptured or damaged, the character is effectively incapacitated until it can be repaired. Likewise, a character might need a type of energy regulator to

protect against the harmful side-effects described previously. Its loss can constitute a complication.

PHOBIA

Those with radiation powers are often justly cautious about using them, even to the point of fearing to use them at all in situations where they might be helpful. A character crippled by such fear in a situation can earn a hero point for the phobia complication.

POWER LOSS

Radiation powers might require regular "refueling"—from the consumption of radioactive materials to the absorption of background radiation or even just a supply of fuel for nuclear fission or fusion. It can certainly be difficult for someone to legally acquire amounts of plutonium or enriched uranium!

PREJUDICE

True or not, many will perceive a "nuclear-powered" hero as an environmental menace, if not an embodiment of the worst fears concerning nuclear weapons and the potential for nuclear war. Those with radiation powers can expect cautious—if not outright hostile—treatment from environmentalists, pacifists, and others opposed to the use of nuclear energy and technology.

RESPONSIBILITY

Having radiation powers can be a heavy responsibility. Characters may be driven to prove their powers can be used for the greater good without causing harm to others, trying to live up to the responsibility of such power. This can make the character seem driven and even humorless to others, always so focused on duty and doing the right thing.

SECRET

Any of the complications described here may be kept secret, with the character fearing what might happen if the truth were known. Certainly, a hero suffering from a fatal disease might not want pity or false sympathy, and someone potentially dangerous might weigh keeping the risk secret with the potential good that could be accomplished.

WEAKNESS

Radiation powers may come with different weaknesses or vulnerabilities. In particular, characters may suffer from effects which cut them off from background radiation or which otherwise dampen or shield radioactivity. For example, encapsulation in lead or other heavy shielding might cause fatigue or incapacitation, and total separation from radiation sources could lead to incapacitation or even death. Nullify Radiation effects (like the Scrub Radiation power) may inflict Damage or other conditions on the target, in addition to their normal effects.

SENSORY POWERS



I NEED TO PROTECT LADY VILA.

PRINCESS (MUTANT, SUPER-STRONG, 100 TONS, RESILIENT, 10.2 FEET TO THE NORTHEAST.) IS TOO POWERFUL FOR US. I'LL FIND SOMEONE NEW TO PROTECT THE LADY.

DOUBLETIME (MUTANT, SUPER-SPEED, 998 MILES PER HOUR, 8 FEET TO THE NORTHEAST.) WON'T BEAT ALL OF THEM.

VORTEX (DIMENSIONAL TELEPORT, 500 FEET TO THE SOUTH AND 50 FEET UP, APPEARING 30 FEET TO THE SOUTH, GROUND LEVEL, IN 3 SECONDS.)

XENO (ALIEN, SUPER-STRONG, 25 TONS, EYE BEAMS, FLYER, SHAPESHIFTER, INTANGIBILITY, INBOUND FROM THE EAST AT 250 MILES PER HOUR, 100 FEET UP.)

WE HAVE TO LEAVE. NOW.

If knowledge is power, then so is the ability to perceive with senses far beyond those of ordinary people, to know things they do not. **Sensory Powers** delves into enhanced and extraordinary senses, as well as powers to limit the senses of others, and how to handle such sensory capabilities in game play.

SENSORY DESCRIPTORS

"Sensory" is the key descriptor for the powers in this section, with a few different implications.

- **Sensory:** It is important to distinguish between sensory powers (one or more effects with a "sensory" descriptor) and sensory effects (those categorized as sensory per page 145 of the *Deluxe Hero's Handbook*). The sensory effects are: Communication, Comprehend, Concealment, Mind Reading, Remote Sensing, and Senses. Not all sensory powers are based on sensory effects, however, e.g. an Affliction affecting the senses (or any Sense-Dependent effect) may have "sensory" as a descriptor. As mentioned under **Sense Types** on page 145 of the *Deluxe Hero's Handbook*, the different senses—Visual, Auditory, Olfactory, Tactile, Radio, Mental, and Special—are themselves descriptors for sensory effects. There's an important distinction between a visual effect and an olfactory one, for example! Some sensory effects allow you to assign one or more descriptors, choosing how the effect manifests—a Detect can be visual (glowing auras or an overlaid heads-up display), auditory (an audible cue or voice-over), or olfactory (a particular smell or taste associated with detecting something), for example. These descriptors can have other implications based on the senses involved and the situations

where they arise, such as being able to use an olfactory Detect while blindfolded.

COUNTERING

Largely passive, sensory powers do not generally counter other effects except where specifically designed to overcome some sensory effect, such as the Counters Concealment and Counters Illusion effects of Senses. Similarly, effects that "counter" senses are generally designed to do so, rather than a by-product of other descriptors. Still, some descriptors do allow for countering opportunities; a radar ability could suffer jamming from electromagnetic powers, while the power to generate or control vibrations might counter the ability to sense minute vibrations in the ground or air by overwhelming the sense.

SENSORY MODIFIERS

Two effect modifiers are particularly important to sensory powers: the Perception Area extra and the Sense-Dependent flaw.

PERCEPTION AREA

A Perception Area effect radiates out from a central point (often the effect's user), affecting anyone able to perceive that point with a particular sense. For example, a Visual Area effect works on anyone able to visually perceive the point of origin, just as an Auditory Area affects anyone able to hear the point of origin. This modifier is best for areas defined by a sensory "carrier" of some sort, from a blinding light or visual pattern to a deafening sound or seductive scent.

SENSES AND THE PARROT EFFECT

With the rare exception of props (handouts, pictures, and such), the Gamemaster serves as the “senses” of the characters in an *M&M* game, providing descriptions of everything the characters see, hear, and otherwise experience. This can be problematic when it comes to characters with unique sensory capabilities; the GM tells the players what the characters perceive and then the players either say “I tell everyone that” or “parrot” back what the GM said in the first place. There’s little opportunity for the players to edit or withhold information or to choose their own way to deliver it, and the other player have to pretend they do not know what the GM just revealed.

One way of addressing this is to provide the players of characters with sensory powers “secret” information in the form of notes (physical or electronic). Many of these are easy to prepare ahead of time if you know the things their characters might sense during the adventure.

Another is to allow players the freedom to improvise what their characters sense, under the appropriate circumstances (and perhaps the spending of a hero point). This requires a good deal of trust and a willingness to “play along” on both sides to create a collaborative description, but can be a lot of fun, especially when it comes to investigating mysteries with sensory powers.

A Perception Area effect can be limited to special or unusual senses; this creates no change in the modifier’s cost, since the effect becomes both more selective and limited. Take for example a “Psi-Screamer” with a Mental Awareness Area, affecting only targets with Mental Awareness able to perceive the origin point, but having no effect on anyone else.

Deliberately blocking the targeted sense counters the Perception Area effect with regard to that target. Concealment over the point of origin likewise counters the effect.

SENSE-DEPENDENT

A Sense-Dependent effect requires the target be able to sense the origin point of the effect; the target gets a Dodge resistance check to block the affected sense—look away, cover the ears, pinch the nose shut, etc.—countering the effect. Similarly, total concealment of the origin point from the affected sense negates the effect.

The GM may be required to adjudicate instances where the effect counters the concealment or vice versa. For example, a blinding flare of light is Visual-Dependent and negates the concealment caused by darkness, but not that of an opaque obstacle. When dealing with opposing power effects, see the **Countering Effects** guidelines on pages 147–148 of the *Deluxe Hero’s Handbook*.

SENSORY FEATURES

Many Senses effects are low-cost enough to be comparable with Features, and the GM may consider them as such for games where the differentiation is important (like incorporating them into equipment). Other sensory Features may include:

- **Heads-Up Display:** You can overlay visual data relating to your status or incoming perceptions in your field of vision—an exact numeric readout of your Time Sense or Distance Sense, for example. You may also be able to output your HUD via Communication, such as a computer or radio link.
- **Precise:** You can mix-and-match your different sensory abilities, turning them on and off at will as a free action (even though they are permanent in duration). This is useful in instances where certain senses would be a liability.

OFFENSIVE POWERS

Offensive sensory powers typically deprive targets of the use of one or more senses or overwhelm the senses in different ways.

DAZZLE

You unleash a blast or beam able to overwhelm a particular sense, such as a blinding beam of light or a deafening blast of focused sound.

Dazzle affects a single target by default. Apply the Perception Area modifier for an attack affecting any target able to perceive it, such as a flash-bomb or sonic wave. If the Perception Area is always centered on you, remove the Ranged modifier as well.

For a general Sensory Impairment power, remove the Limited flaw so the Affliction affects all of the target’s senses.

Dazzle: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Senses Impaired, Senses Disabled, Unaware), Limited to One Sense • 2 points per rank

OBSCURE

You conceal an area from a sense (or senses) with an effect like a cloud of darkness or a literal “cone of silence”. By default, the Obscure power affects the senses of all targets equally; if you can choose who is or is not affected, apply the Selective modifier.

If the Obscure is always centered on you, remove the Ranged modifier. You can also substitute different Area modifiers for Burst Area, such as Cloud (for an Obscure that lingers after you stop sustaining it, such as a smoke bomb) or Cone Area (for the beam of a “blackout ray”). Additional ranks extend the power to cover additional senses, while additional ranks of the Area modifier extend the distance the power covers (increasing the area’s distance rank by one per modifier rank).

Gamemasters can assume an Area Concealment Attack does not offer a resistance check, since successful resistance means everyone else gains concealment!

Obscure: Ranged Burst Area Concealment Attack • 4 points per rank, +1 point per rank per +1 area distance rank

SENSORY OVERLOAD

You produce a sensory overload so forceful your target is stunned. The power is ranged and single target by default; apply the Perception Area modifier for a Sensory Overload able to affect any target able to perceive it. Remove Ranged if the effect is always centered on you.

Sensory Overload: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 2 points per rank

DEFENSIVE POWERS

Defensive sensory powers either protect the user, usually through early warnings of danger, or protect the senses themselves from hostile effects.

ANGER SENSE

You have a superhuman sense for when danger is about to strike, giving you the moment's warning you need to avoid the worst effects of an ambush, surprise, or trap. Although this power is often just the Danger Sense effect by itself, it may also include additional effects like Enhanced Advantage (Uncanny Dodge) or Precognition Limited to momentary visions of impending danger.

Danger Sense: Senses 1 (Danger Sense) • 1 point.

DEFENSIVE AWARENESS

Your enhanced senses allow you to avoid the worst effects of damaging attacks by dodging or rolling with the attack at the last second.

Defensive Awareness: Enhanced Advantage (Defensive Roll) • 1 point per rank

INVISIBILITY

You can conceal yourself from ordinary vision, giving you the benefits of full concealment: a –5 circumstance penalty to attack checks against you, assuming the attacker even knows the right general area to aim, and the ability to make Stealth checks while observed to conceal your position. You can make surprise attacks (*Deluxe Hero's Handbook*, page 251) against any target unaware of your position.

Additional visual senses like Infravision can still detect you while invisible. For an additional 2 ranks, your power conceals you from all visual senses, but other senses may still detect you.

Anything you are wearing or carrying becomes invisible along with you. If you can make others invisible by touch, apply the Affects Others modifier (plus the Ranged modifier, if you can do so at a distance).

Invisibility: Concealment 2 (normal sight) • 4 points

SENSORY SHIELD

Your senses are protected against outside effects which might disable or overwhelm them. Note that this power protects your *senses*, not necessarily you, although you may reap some benefits. So, for example, you are protected against blinding light, but not a Vision-Dependent hypnotic stare.

Sensory Shield: Immunity 2 (effects against one sense), Immunity 5 (effects against all senses), Limited to Half Effect • 1 or 3 points

SILENCE

You can become completely silent, making no noise when you move and emitting no sound from your heartbeat, breathing, and so forth. Similarly, nothing you wear or carry emits any sound. Things not on your person may do so, however—knocking something to the floor still makes noise. You're still detectable by ultrasonics and echolocation; with an additional rank, you're concealed from those as well.

You have full concealment from auditory senses and only need to make Stealth checks if others are able to sense you in some way other than hearing. If you can extend your Silence effect to others by touch, add the Affects Others modifier. If you can also do so at a distance, add the Ranged modifier.

Silence: Concealment 1 (Auditory) • 2 points

MOVEMENT POWERS

Sensory powers are not associated with a great deal of movement, but can enhance movement capabilities.

PATHFINDER

You have the ability to find the right path to wherever you want to go, allowing you to navigate unfamiliar places, even mazes, with ease. The GM may require a Perception check (DC based on the complexity of your chosen path) in order to stay “on the trail”, and if your target or path is

OPTION: OBSCURE EFFECT

Although the ability to block out one or more senses in an area is normally handled as a Concealment Attack in *MUTANTS & MASTERMINDS*, Third Edition, earlier editions of the game dealt with it as a separate effect. For Game-masters who prefer this option, consider the following:

Obscure is a sensory effect requiring a standard action, ranged, and sustained. Cost is based on the senses affected, similar to Illusion: A single sense for 1 point per rank, two senses for 2 points per rank, and so forth, with visual senses costing double (2 points per rank) and 5 points per rank affecting all sense types.

Obscure affects a default area with a 30 foot radius (distance rank 0). Each additional rank increases the distance rank of the area by 1. So Obscure 10 has a radius of 2 miles, while Obscure 20 has a radius of 2,000 miles!

concealed from your sense, you lose the ability to follow it. Choose a particular sense type for this power when you acquire it. Your ability to follow a path is limited by your movement type; if you come to a point where you are no longer capable of following it—such as the trail going off into empty air or deep space—then you know it.

Pathfinder: Senses 8 (Detect Path, Accurate, Acute, Direction Sense, Distance Sense, Ranged, Tracking 2) • 9 points

TRACKING TELEPORT

You can “follow” another teleporter, provided your Teleport range is at least equal to theirs (if it is not, you automatically fail to track them). Make a Perception check, DC 10 +1 per round since the target teleported, +1 per 10 feet between you and the departure point (no modifier if you are standing on the same spot). If you succeed, you can teleport to the same place the target did (or the nearest open space, if something presently occupies that space). If the Perception check fails, you do not go anywhere.

Additionally, you can make a Perception check (DC 10, +1 per 10 feet between you and the teleport point) to sense someone teleporting in or out nearby, even if you cannot otherwise sense them.

Tracking Teleport: Senses 2 (Teleport Awareness, Tracking) • 2 points

UTILITY POWERS

The bulk of sensory powers fall into this category: enhancements of a character's basic sensory capabilities or entirely new senses beyond those of normal humans.

ADDITIONAL SENSE

You possess an additional sense beyond the normal human sensory abilities.

Aura Reading: You can “read” the invisible psychic auras around all creatures, showing their mood, physical condition, and any outside psychic influences. Aura Reading is a mental sense, although the information (the aura) is perceived visually.

Aura Reading: Senses 5 (Detect Mood, Ranged; Detect Physical Condition, Ranged; Psychic Awareness) • 5 points

Cosmic Awareness: You can sense cosmic forces at work in the universe, detecting cosmic powers nearby and picking up on universe-affecting forces anywhere (at the GM's discretion). Additionally, once per adventure you can ask “the Universe” (the Gamemaster) a direct question and get an answer (essentially a specialized use of the inspiration aspect of spending hero points). Each additional Feature rank provides an additional question per adventure. This power is also a good justification for other powers where the character “just knows” things.

Cosmic Awareness: Feature 1 (directed inspiration), Senses 1 (Cosmic Awareness) • 2 points

Lie Detector: With enhanced awareness of nonverbal cues and things like heartbeat and perspiration, you can more easily sense when someone is lying.

Lie Detector: Enhanced Insight, Limited to Detecting Deception • 1 point per 2 ranks (+2 Insight per rank)

Radar: By sending out radio wave emissions that reflect off solid surfaces, you can build an accurate picture of your surroundings.

Radar: Senses 2 (Accurate Radio) • 2 points

Sonar: By sending out ultrasonic emissions that reflect off solid surfaces, you can build an accurate picture of your surroundings.

Sonar: Senses 3 (Accurate Hearing, Ultra-Hearing) • 3 points

Spatial Awareness: You are mentally aware of your surroundings, even when you cannot see them.

Spatial Awareness: Senses 4 (Accurate, Radius, Ranged Mental Sense) • 4 points

X-Ray Vision: You can see through solid objects as if they weren't there. A subject with no concealment relative to you cannot use Stealth to hide from you. X-Ray Vision may be Limited to particular substances (natural earth, for example) or have a Quirk of being unable to penetrate a particular substance (like lead) worth –1 point.

X-Ray Vision: Senses 4 (Vision Penetrates Concealment) • 4 points

ENHANCED SENSES

Your normal human sensory abilities are enhanced, sharpening your perceptions. If this power is limited to a single sense—such as vision or hearing—apply the Limited modifier, reducing the cost to 1 point per 2 ranks (or 1 point per +4 Perception ranks).

Enhanced Senses: Enhanced Perception • 1 point per rank (+2 Perception per rank)

SYNESTHESIA

You can switch the “input” of your senses, perceiving information from one with another, such as “seeing” sound as colorful patterns, “hearing” scents as different tones, or even “smelling” or “tasting” colors, to name a few. Switching sensory inputs is a free action and a sustained effect.

The primary benefit (apart from recreation) is the ability to interpret sensory input through a different sense. You can use bonuses associated with the new sense (such as the acute nature of vision while “seeing” scents) and shift effects targeting one sense to the new sense; an Affliction that would normally leave you blind (visually unaware) leaves you deafened (aurally unaware instead) instead when your vision is shifted to hearing.

Synesthesia: Variable Descriptor 2 (Senses) • 2 points

OPTION: LONG-RANGE SENSING

The guidelines for Perception in the *Deluxe Hero's Handbook* are linear (–1 per 10 feet of distance) rather than following the progression of the Measurements Table. If you prefer, you can change the guideline to a –2 to Perception checks for Ranged senses (+2 DC) per distance rank beyond 0 (30 feet). Each rank of the Extended option for Senses applies to all senses and decreases the effective distance rank by 1. Use Limited to reduce Extended to a single sense (making cost 1 point per 2 ranks).

The Remote Sensing effect (*Deluxe Hero's Handbook*, page 175) works well enough in a terrestrial environment, but runs into issues when dealing with vast distances like the gulf of interplanetary (much less interstellar) space.

One way of addressing this problem is to add the following modifier to the Communication effect (*Deluxe Hero's Handbook*, page 151) so it also transfers sensory information over a distance. This allows for Remote Sensing effects over vast distances unbalancing effects with equally extended (Perception range) distances.

Perception: You can receive sensory input other than just return messages. Additional cost per rank is the same as Remote Sensing: +1 point per rank per sense type, +2 points per rank for visual senses, and +5 points per rank for all senses. Unlike Remote Sensing, this modifier does not allow you to target perception ranged effects, although you may still be affected by sensory effects targeting the area you are perceiving. +1 point per rank per sense (+2 for visual senses).

OTHER SENSORY POWERS

Powers in other sections based on sensory effects (particularly Senses) or having the Perception Ranged or Sense-Dependent modifiers may be considered sensory powers as well. In particular, many powers in the **Illusion Powers** and **Mental Powers** sections are also sensory powers.

SENSORY COMPLICATIONS

Greater than normal awareness is not always a blessing, and sensory powers can come with complications, including the following.

ADDICTION

A character may be addicted to a source of sensory powers, be it a drug, radiation treatment, or mystic ritual, either due to the powers' effects or other side-effects of the source. Similarly, a character could be addicted to a means of damping down or controlling greatly enhanced senses and all that they take in.

DISABILITY

With the common trope that the loss of a sense causes the others to become sharper, some characters with sensory powers have a sensory disability as well. For example, the character might be blind, with enhancement of the remaining four senses. Similarly, a character might be able to see in absolute darkness, but suffer blindness in normal daylight.

POWER LOSS

The extreme sensitivity of superhuman senses may allow certain stimuli to overload them, shutting them down for a time. A character with an enhanced sense of smell might lose the use of it when doused in perfume, for example, until the overpowering scent clears.

QUIRK

Because sensory powers often come with complications based around sensory stimuli, many who have them develop particular quirks, including wearing gloves and sunglasses in inappropriate circumstances, obsessive-compulsive behaviors, or an aversion to crowds (or even human company in general).

SECRET

An effective way of using sensory powers is on the sly, since they are generally subtle by nature. Some may choose to keep their powers a secret in order to maximize their effectiveness and keep others from developing countermeasures against them.

WEAKNESS

Expanded perception can be a weakness as well as a strength. Enhanced senses may make characters vulnerable, increasing the degree of success of sensory effects against them.

Sensory powers can make otherwise ordinary experiences difficult or dangerous. For example, a character with enhanced hearing could be overwhelmed by the noise level of a densely populated urban area or a rock concert, leaving the character dazed or stunned. Similarly, characters with enhanced olfactory abilities could be overwhelmed by different tastes and scents, either nauseating or pleasurable; a character with a superhuman sense of taste might slip into a pleasant coma from a bite of chocolate or a sip of fine wine!

Such weaknesses might always be in force (whenever the right circumstances come along), or the character could have a means of controlling them, ranging from drug therapy to special headgear, bringing the complication into play when those measures fail.

SIZE POWERS



Contrary to what they say, size *does* matter, but not necessarily in the ways you might think! From powerful giants to mighty mites, **Size Powers** looks at the very big and the very small, along with changes in mass and density and all the things you can do when you see the world from the perspective of a different size.

SIZE DESCRIPTORS

"Size" is the key descriptor for the powers in this section, as they are based on a character's size relative to normal human size.

- **Size:** The effects of different size ranks are summarized in the **Size Rank Modifiers** table (page 312 of the *Deluxe Hero's Handbook*) and discussed under **Size Effects**, following. Like many effects in *MUTANTS & MASTERMINDS*, size ignores a number of scientific realities, from the square-cube law (which makes it physically impossible for giant-sized humanoids to exist) to the conservation of mass and the question of where a size-changer's additional mass comes from or goes to when changing size. Like all values on the **Measurements Table**, size rank actually represents a range of sizes; so size rank 1 ranges between 31 feet (just greater than rank 0) and 60 feet. Similarly, a size rank -5 creature is somewhere between 6 and 12 inches tall. Size rank -2 ("normal" size) ranges from just over 3 feet 1 inch to 6 feet.

COUNTERING

Since they primarily affect the user, most size powers are not especially useful in countering effects other than invol-

untary changes in size. Clever players may come up with relevant applications, such as using Growth to counter an Affliction by "out-growing" its effects, for example. Size powers that affect other targets may be more useful for countering. A power like Shrink-Ray (see **Offensive Powers**) could potentially "reduce" another power to ineffectiveness, while Mass Dispersal could "spread out" another effect along with the character in a sudden rush of expansion.

SIZE FEATURES

Feature effects associated with size powers include the following. The GM may declare some of these default features of size powers in the setting, requiring no Feature ranks.

- You retain the ability to speak and hear normally regardless of your size rank, in spite of the fact that subjects three or more size ranks smaller than you should be difficult (+10 or more DC) to hear.
- Up to 50 lbs. of carried items change size along with you. Each additional rank increases mass rank by +1. The default feature may be limited to a special costume and devices; this Feature extends it to anything on your person.

SIZE EFFECTS

The primary size powers are the Growth and Shrinking effects from the *Deluxe Hero's Handbook* (pages 162 and 180, respectively), which describe the effects of different sizes on characters. Each effect is a "package" of pre-determined trait modifications based on a change in size. For both

effects, modifications requiring a certain number of ranks only apply for every full increment of that number, dropping any fractions. Actual changes in size are incremental between size ranks: going from Growth 0 (normal size) to Growth 4 (+1 size rank) involves proportional increases in size at the ranks between, starting with 6 ft. (normal size), then 8 ft. (Growth 1), 10 ft. (Growth 2), 12 ft. (Growth 3), and finally 15 ft. (Growth 4). Size rank modifiers are summarized on page 312 of the *Deluxe Hero's Handbook*.

With the exception of the circumstance modifiers to Intimidation and Stealth checks, the modifiers granted by size effects are limited by power level; the GM may restrict certain ranks of Growth or Shrinking or rule that their benefits are limited to the maximums for the user's power level.

GROWTH

Growth applies the following modifiers:

- **Every rank** adds +1 Strength and Stamina rank (+1 Toughness for subjects lacking Stamina) and +1 mass rank but applies a -1 circumstance penalty to Stealth checks.
- **Every 2 ranks** adds a +1 circumstance bonus to Intimidation checks but subtracts 1 rank from Dodge and Parry defenses.
- **Every 4 ranks** adds 1 to your size rank (starting from rank -2 for normal human size) and adds 1 rank of Reach.
- **Every 8 ranks** adds 1 to your ground speed rank.

CONFINED SPACES

One of the limitations on Growth is the difficulty of using it to full effect indoors! If a growing character reaches the limit of the available space and keeps growing, make an automatic Damage Resistance Check for the material of the surrounding space against the character's modified Strength rank. If the material breaks, the character bursts out of it and continues growing. If the material successfully resists, the growing character is compressed and must resist the material's Toughness rank in damage. Check again each round the character grows until the material breaks or the growing stops (which typically happens if the character is stunned or incapacitated).

SHRINKING

Shrinking applies the following modifiers:

- **Every rank** adds a +1 circumstance bonus to your Stealth checks and applies a -1 mass rank.
- **Every 2 ranks** increases your Dodge and Parry defenses by 1 and impose a -1 circumstance penalty to your Intimidation checks.
- **Every 4 ranks** reduces your size rank by 1 (starting from -2 for a normal human) and reduces your Strength rank by 1.
- **Every 8 ranks** reduces your ground speed rank by 1.

SHRINKING AND STEALTH

Greatly reduced size provides much more cover and concealment for hiding. Shrinking characters can also benefit for the Hide in Plain Sight advantage, and Gamemasters may permit it as a Shrinking Feature extra as well as an advantage.

MICROSCOPIC SIZE

The Atomic modifier on page 180 of the *Deluxe Hero's Handbook* is essentially an Alternate Effect of Shrinking, taking the character out of the arena of the ordinary world altogether. A microscopic character has total concealment and is basically incorporeal (Insubstantial rank 4, *Deluxe Hero's Handbook*, page 166) where the material world is concerned. On the other hand, the character's ability to interact with the normal-sized world is quite limited, with the exception of specific power effects like Internal Attack (see **Offensive Powers**). Such powers may require the Affects Corporeal and Subtle modifiers to reflect the microscopic character's relative advantages.

MODIFIERS

The following effect modifiers are particularly relevant to size powers:

- **Activation:** This is the appropriate modifier for a Growth or Shrinking effect requiring additional time to use. A further application of Activation limits the number of ranks the character can activate at once, in which case, each additional increment applies a -1 point flat flaw. For example, if a hero has Growth, but can only grow at a rate of 4 ranks per round, every 4 ranks after the first 4 applies a -1 point flat modifier.
- **Fades:** This modifier can reflect a character who slowly returns to normal size after a size change, then must recover the size changing power.
- **Innate:** Permanent duration Growth or Shrinking reflecting a character's normal size due to race, species, etc., should generally also be Innate, meaning it cannot be countered (although Affects Others and Attack effects can still change the character's size).
- **Quirk:** A common 1-point Quirk for size-changing powers is "maximum rank only" where the character can only assume the size created by the effect's maximum rank and return to normal size, but not achieve any of the intermediate sizes. So a character with Shrinking 8 can be normal sized or size rank -4 (1 foot tall) but cannot stop at a size in between. A character's Growth power might have the Quirk: -1 Intellect rank per increase in size rank, good for -2 points per size rank the character can enlarge, but resulting in a fairly dim-witted (but powerful) giant.
- **Tiring:** Higher ranks of Growth or Shrinking with this modifier may represent the strain of achieving extreme sizes or a kind of "extended extra effort" as discussed in the flaw description.

DEFENSE AND RELATIVE SIZE

A more accurate, but also more complex, way of determining the active defense modifier is to compare the attacker and defender's size ranks and apply a -2 modifier for each rank the defender is larger than the attacker, and a +2 modifier for each rank smaller. So opponents of the same relative size have no modifiers against each other.

Example: *Junkpile (Growth 4, size rank -1) is fighting Redwood (Growth 17, size rank 2). Redwood is 3 size ranks larger than Junkpile, so his usual -8 modifier to active defenses is only -6 and Junkpile has no modifier against Redwood.*

A simpler approach drops the normal active defense modifiers and applies circumstance modifiers: +2 defense against an attacker one size rank larger, +5 for three or more size ranks larger, -2 defense against an attacker one size rank smaller, -5 for three or more ranks smaller.

SIZE AND AREA EFFECTS

Although changes in size apply modifiers to Dodge and Parry—making smaller targets harder to hit and larger ones easier—they do not take into account changes in scale; an energy beam as wide as a normal-sized person's palm is as wide as a size rank -5 character's entire body! Similarly, a giant's foot can be as big (or bigger) than a minivan when it comes crashing down.

M&M Gamemasters wanting to take these changes into account can apply the following guideline: An attacker three or more size categories larger than a target may treat attacks against that target as if they had the Area modifier (*Deluxe Hero's Handbook*, page 190), including limiting the attack's rank by power level.

The base size of the area is the attacker's size rank -3. So a size rank 1 attacker creates a size rank -2 area against normal sized (size rank -2) targets. A normal sized human attacking a size rank -5 opponent creates a size rank -5 area (a 6 inch radius).

OFFENSIVE POWERS

Offensive size powers take advantage of relative differences in size, or alter the size of attacks or unwilling targets!

GROWTH MOMENTUM

You use the momentum of your increase in size to inflict additional damage with a close attack, literally growing up underneath your target. Take as many ranks as you expect to change size ranks; if you have Shrinking 16, you can have up to 4 ranks of Growth Momentum damage (at which point you reach your normal size rank and cannot grow any further). The additional damage is still limited by power level.

Growth Momentum: Strength-based Damage, Limited to size rank difference between you and your target • 1 point per 2 ranks

INTERNAL ATTACK

By shrinking down to microscopic size, you can attack your target from within, bypassing external defenses. You may vary the conditions imposed by the Affliction to suit the type of attack, perhaps having an array of different Afflictions or applying the Variable Condition modifier from the **Illusion Powers** section.

Internal Attack: Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Affects Corporeal, Subtle, Quirk (Must use the Atomic modifier on Shrinking, -1 point) • 3 points per rank

A similar power is a Phase Attack: passing through the target in a near zero-density state and then partially solidifying for an instant, causing a painful disruption. This type of attack may be Tiring or have an unpleasant Side-Effect. It could also be a Damage effect rather than Affliction.

Phase Attack: Cumulative Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Affects Corporeal • 3 points per rank

MASSIVE MISSILE

You can take a small object able to fit into the palm of your hand and throw it, causing it to grow as it flies, until it lands on your target as a massive area attack!

Massive Missile: Burst Area Ranged Damage, Quirk (Requires objects to throw, -1 point) • 2 points for rank 1 + 3 points per rank

SHRINK-RAY

You project a beam that causes your target to shrink to a tiny—and largely helpless—size. Drop the Ranged modifier if you must touch a target to shrink it. Apply a suitable Area modifier like Cone for a “wide angle” beam or Cloud for a “shrinking gas bomb”.

Shrink-Ray: Ranged Progressive Affliction (Resisted by Dodge, Overcome by Fortitude; Transformed – reduced to tiny size), Limited (Third Degree Only) • 3 points per rank

DEFENSIVE POWERS

Size powers make characters more difficult to target or provide defensive changes in mass, making it harder for attacks to affect their target.

DENSITY DECREASE

You reduce your body's density to the point of becoming ghost-like, unaffected by most forms of physical attack.

Density Decrease: Insubstantial 4 (Incorporeal) • 20 points

MASSIVE ARMOR

At increased size, your skin and muscle become more dense and resistant to injury.

Massive Armor: Impervious modifier on Toughness • 1 point per rank

SHRINKING DODGE

Reflexively reducing your size, you become a smaller target to avoid attacks. Compare the attack check against your modified Dodge and Parry defenses to determine if it hits.

Shrinking Dodge: Reaction modifier on Shrinking (when attacked) • 1 point per Shrinking rank

MOVEMENT POWERS

In addition to the modifiers to normal speed provided by different sizes, shrinking characters may be able to use other forms of movement related to their size.

MICROFLIGHT

At reduced size, you can fly through the air. This may involve channeling the kinetic energy of your size-change or you may have the Gliding modifier to ride air currents at your reduced weight. Increase the value of the Quirk 1 point if the character must be particularly small to fly.

Microflight: Flight, Quirk (Must be using Shrinking, -1 point) • 1 point for rank 1 + 2 points per additional rank

MICROPORT

Shrinking to atomic size, you can “ride” a carrier wave like an electrical or radio transmission, disappearing into the transmission from one end and emerging from the other.

Microport: Teleport, Accurate, Extended, Medium (transmission networks) • 3 points per rank

MICROVERSE

You can shrink down past the atomic level to the point where you shift out of the physical universe altogether and into an alternate “micro-universe”. You reverse the process in order to return to the physical universe in the same spot you left. In addition to this power, you may also have an Alternate Effect, making your Shrinking into equal power points of Growth while you are in the microverse.

Microverse: Movement 1 (Dimensional Travel 1, microverse) • 2 points

UTILITY POWERS

Size powers are useful for a number of different things in addition to the basic effects of being a different size.

DENSITY INCREASE

Rather than increasing your size, you increase only your mass, becoming more dense, and therefore stronger and tougher, without changing size. This removes the following modifiers from Growth: active defenses (Dodge and

Parry), Intimidation checks, and size rank. Only Strength, Stamina, and mass ranks increase. Speed rank actually decreases: -1 to speed per 4 ranks.

Gamemasters should enforce the significant limitations of the character’s increased mass; a character with 10 ranks of Density Increase weighs 100 tons! Few, if any, conventional structures will support the character’s weight.

Density Increase: Growth, Does Not Change Size (+0 modifier) • 2 points per rank

MASS COMPACTION

The smaller you become, the more dense you become, compacting your body mass, making your smaller size effectively stronger and tougher. You must have Shrinking with the Normal Strength modifier to take this power. Typically, due to power level limits, the character should hit the limits at minimum size, being well below them while normal-sized.

Mass Compaction: Enhanced Strength and Toughness, Limited to active Shrinking rank • 2 points per rank

MASS DISPERSAL

The larger you get, the less dense you become, spreading your body mass out until you become a giant cloud. In your dispersed form you may have additional powers based on the forms found in the **Air Powers** and **Water Powers** sections.

Mass Dispersal: Insubstantial Linked to Growth, Limited to Increasing Size Only (-2) • 5 points per Insustantial rank + 1 point per 2 ranks of Growth.

MICROVISION

You can perceive extremely small things close up, perhaps down into the microscopic, molecular, or atomic levels. If you can peer into micro-universes as well (see the **Microverse** power) apply a rank of the Dimensional modifier.

Microvision: Senses (Microscopic Vision) • 1 point per rank (to a maximum of 4 ranks).

SHRINKING STORAGE

You can shrink various items in order to more easily keep them on your person (in pockets or pouches, for example). Your Feature rank is the total mass rank in material you can carry with no effort whatsoever. You can withdraw and restore an item to its normal (fully-functional) size as a free action. With sufficient ranks (7 or more), you could even store an entire vehicle in your pocket!

You pay normally for any equipment or devices that you carry, although this power is an excellent explanation for an “I just happen to have...” power stunt for a new item of equipment (see **On-Hand Equipment**, *Deluxe Hero’s Handbook*, page 213).

Shrinking Storage: Feature (reduce mass of carried items by rank) • 1 point per rank

OTHER SIZE POWERS

Given the direct relationship between Growth and increased Strength (and Toughness) many of the powers from the **Strength Powers** section can apply to size-changing characters as well. It is not unusual for some characters to have Enhanced Strength and Stamina (and/or Protection) as an Alternate Effect of Growth for a character who has greater-than-normal physical abilities at normal size but can increase them to even greater proportions at giant size.

Associations with mass and density also connect size and mass powers to **Gravity Powers**. The Gravity Field power can also serve as a Mass Field power, increasing the targets' mass rather than just their weight to pin them in place.

SIZE COMPLICATIONS

Size powers give characters a whole different perspective on the world. Sometimes this is a good thing, but it can also lead to various complications.

ACCIDENT

To a giant, the entire world is small and fragile. It is not difficult for giant-sized characters to cause accidents without meaning to: just brushing past a building may knock it down and just walking on a street can leave foot-shaped craters for cars to plow into. Causing—and more importantly, dealing with—these accidents can earn characters hero points for the complications they create.

ADDICTION

Catalysts for size-changing powers, from drugs and chemicals to strange radiation, may have addictive side effects, causing the character to over-use the catalyst, furthering the cycle of addiction and making it difficult to overcome. Size changers may also be addicted to drugs or other medical treatments used to deal with the complications of their size, such as a shrunken hero addicted to pain-killers to deal with the constant physical strain caused by his reduced size.

DISABILITY

It's worth noting that the various physical complications associated with being a permanent size other than normal is accounted for in the Permanent modifier and not considered a complication, although the psychological or social complications are another matter. So a permanently six-inch tall character does not earn hero points

for being unable to drive a car or reach a doorknob, for example, but may have Quirks or a Prejudice complication related to the issue.

POWER LOSS

Size-changers often depend on some outside source for their powers; take that source away, and they lose the ability to change size along with it. Sometimes this "Power Loss" complication does not remove the power so much as it removes the character's ability to turn the power *off*, rendering it effectively Permanent for a time. This is an instance where the being stuck at a different size is a complication worth a hero point award.

PREJUDICE

Size-changers certainly look odd, and there is a natural human tendency to assume giant creatures are threatening and tiny ones are harmless, or even helpless. This is reflected in the Intimidation check modifiers for size, and may influence other aspects of people's behavior towards the character.

QUIRK

Larger and smaller sizes are fairly literal metaphors for superiority and inferiority complexes, and size-changing characters may manifest them. Giants tend to be arrogant, overconfident, and callous towards "the little people" while shrunken characters feel vulnerable, small, and insignificant. Of course, it can also be interesting to play against type, such as a diminutive hero with boundless confidence, or even a tiny megalomaniacal villain!

TEMPER

Like other incredible strong characters (see **Strength Powers**), giants may have fierce tempers, particularly concerning their grace or intelligence (or lack thereof). Similarly, smaller-sized characters (villains especially) may be sensitive when it comes to remarks about their height, losing their temper when such things come up.

WEAKNESS

Some of the weaknesses of size-changing are built-in to the effects, particularly presenting a bigger target at larger size and losing a proportion of strength and speed while smaller. Size-changers may suffer from other weaknesses, such as metabolic vulnerabilities due to the strain of their different sizes.



BY DESIGN - PLOT-STOPPING POWERS

Powers in general complicate plots. They provide capabilities that aren't easily taken away, and give players many additional options. Some powers are particularly problematic, however, and have the potential to completely derail plots if they're not taken into account. Give some thought to these powers when creating your *M&M* adventures. Keep in mind: even if the heroes don't have them on their character sheets, they may be able to acquire some or all of them as one-use power stunts!

HEALING

With the ability to allow characters to instantly recover from injury, Healing can reduce otherwise serious hazards to minor inconveniences. This may encourage heroes to take risks because the players know they can get patched up immediately.

Of course, while the players are aware of this, it may still be difficult for the *heroes* to knowingly hurl themselves in harm's way. Just because you know your group's healer can fix up your injuries doesn't make getting hurt any less painful or traumatic. In realistic campaigns, the GM may want to require Will checks for heroes to put themselves into deliberate danger of serious injury (such as "I'll just let the trap crush my arm, then the healer can fix it!"). A failed check means the character loses his nerve at the last moment and can't go through with the plan.

A useful limitation for Healing is the Empathic flaw: the healer takes on the patient's damage, and must recover from them. This can make healers wary about healing massive injuries, since they take a risk when doing so. The GM may want to keep the exact nature of a subject's injuries secret; healers are less likely to take on a victim's wounds when they don't know their severity. A successful Treatment check (DC 10) can give a healer a general idea of the seriousness of a patient's injuries.

Another problem with Healing is it can save characters who are supposed to die: the mysterious stranger who gasps out a dying message, the target of an assassination intended to set the plot in motion, and so forth. If a healer is on-hand, the victim may recover, throwing the plot off completely.

This is only a problem if the healer has time to react, however. An attack that instantly kills its target leaves no opportunity for a rescue attempt. On the other hand, if

the target has to gasp out those last few words, that's also enough time for a healer to intervene. In those cases, you may need to stack things against the healer. Some options include having the attack that fatally wounds the target also stun (or even knock out) the healer, arranging for the healer to be elsewhere when the dying stranger shows up, or having the subject die from something the healer can't treat.

Lastly, it's usually best if the ability to raise the dead (via the Resurrection extra) is kept out of the hands of the heroes. It should be more of a plot device, under the Gamemaster's direct control and used only when appropriate.

INCORPOREAL

The Incorporeal level of the Insubstantial power allows heroes to go almost anywhere, bypassing most barriers, and becoming virtually invulnerable at will. The price is that incorporeal characters can't affect the physical world, for the most part.

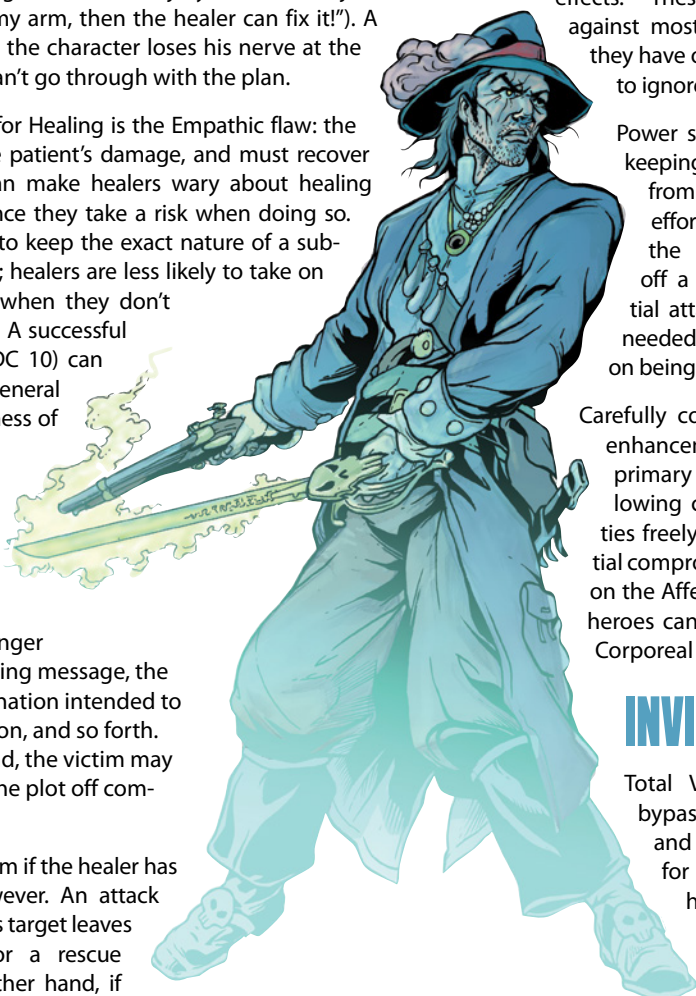
A general countermeasure against incorporeal beings is some form of harm other than a physical or energy attack, such as poison gas or vacuum. The same is true of mental effects. These countermeasures work against most incorporeal targets (unless they have other powers that allow them to ignore such effects, like Immunity).

Power stunts are a useful means of keeping characters with incorporeal from getting overconfident. Extra effort can permit characters with the appropriate powers to fire off a one-time Affects Insubstantial attack, which may be all that's needed, if the character relies heavily on being incorporeal for defense.

Carefully control the Affects Corporeal enhancement, since it overcomes the primary drawback of the power, allowing characters to use their abilities freely while incorporeal. A potential compromise is to require limitations on the Affects Corporeal extra. Perhaps heroes can only acquire or use Affects Corporeal powers as power stunts.

INVISIBILITY

Total Visual Concealment effects bypass many common problems and may eliminate the need for skills like Stealth. Invisible heroes can simply walk past sentries, listen in on conversations, strike from surprise, and so forth. In



many cases it's right to allow them to do so, but the power can short-circuit some challenges in an adventure.

The first thing to keep in mind is there are other means of detecting an invisible character. The basic version of Invisibility is *visual* concealment, meaning it doesn't affect things like sonar (or normal hearing, for that matter), scent, or exotic methods of detection, including high-tech scanners and mental senses.

Common tricks for foiling invisibility include coating the target with flour, soot, paint, or the like. The target is visible only for a few seconds, then the foreign material becomes invisible as well. Things like spreading water or flour on the floor (so the invisible character leaves visible footprints) may be more effective.

As a last-ditch effort when confronted by an invisible opponent, turn out the lights! Plunging an area into darkness (or filling it with fog, smoke, etc.) doesn't overcome the invisibility, but applying Visual Concealment to *everybody* does even the odds; you can't see them, but they can't see you, either.

MIND CONTROL

Any Affliction with the compelled or controlled conditions can not only neutralize an enemy in combat, but also turn him into an (unwilling) ally! This is especially problematic with major antagonists; the heroes have their final confrontation with the villain and one hero wraps it up by dominating the dastard's will so he surrenders. Rather anticlimactic, isn't it?

One means of dealing with mind control powers is to ensure your major villains have sufficient Will defense to ward them off most of the time. This is perfectly in character for world-conquering megalomaniacs and other master villains, especially if the antagonist has some mental powers of his own.

If you want to challenge a mind controlling hero, either use a group of adversaries too large to control at once, or opponents with essentially no living minds to control and Immunity to Mental Effects: undead, robots, or the like.

On the other hand, feel free to allow the heroes to control minor antagonists. Indeed, many of a villain's lackeys are likely to have a fairly low Will defense, making them vulnerable to this tactic. You may even want to allow the flaw "Limited to Unimportant Characters" or "Limited to Minions" for mind control powers, giving players a cost-break while limiting the power so it doesn't mess with your major characters.

MIND READING

If a mystery or secret hinges on something the NPCs know and the PCs don't, Mind Reading can end the adventure in a single power check. Heroes may have personal codes keeping them from using mind reading powers casually, but even that may not restrain a hero when the need is great.

As with mind control, you can give important characters sufficient Will ranks to resist mind reading attempts, but

this can be something of a cheat. It's fair for some opponents, but if it happens all the time, the player is likely to become understandably frustrated. The same is true of using opponents immune to mind reading by virtue of being machines, undead, or other non-human creatures.

A middle ground in settings where mind reading is a known ability is to allow antagonists to take precautions, but present them as challenges rather than insurmountable obstacles. For example, opponents might use their own mental abilities to condition their agents to forget certain sensitive information, requiring an opposed power check against the conditioner's check total to retrieve the information. The same is true of villains who condition their minions to die or otherwise self-destruct rather than yield to a mental probe. Can the hero recover some useful fragment of knowledge in time?

Antagonists with mind-reading enemies are likely to share information sparingly; a lackey can't reveal what he doesn't know. Instead of immediately getting the answer to a question, a mind reader might instead pick up further clues to lead the heroes deeper into the adventure. Reading the mind of the would-be assassin provides clues about his employer, who in turn is connected to the mastermind's lieutenant, who can lead the heroes to the main antagonist, who all the while is plotting to eliminate them before they get too close.

POSTCOGNITION

The ability to "read" the past of a place or object can provide heroes with considerable information. Want to know who the murderer is? Trying to figure out what happened in a locked room? Just use Postcognition and its secrets are revealed!

The Gamemaster can keep some psychometric readings vague, providing enough clues to move the plot along without giving everything away. Postcognition may provide unclear images or visions, perhaps colored by the points of view of the people involved in the events.

Savvy criminals may use certain countermeasures to cover their tracks, erasing or "blurring" psychic traces, perhaps even leaving magical or psychic "traps" for any would-be postcognitive investigators, triggered by an attempt to view the events in the future. For example, a mastermind who killed a would-be informant of a coming plot might assassinate a random person in the same spot 24 hours later, creating psychic disturbances that obscure the earlier crime and leading any postcogs on a wild goose chase.

PRECOGNITION

Precognition is a particularly problematic ability, since the players have to have free will to make decisions about their heroes' future actions, or the game isn't much fun! Therefore Precognition is rarely reliable.

Gamemasters should often couch precognitive visions in symbolism and dream-like imagery, leaving them open to interpretation. This gives you the most possible latitude to make the vision fit the events of the game as they unfold.

You should consider whether or not a precognitive vision is something that *must* happen or something that *may* happen, but might not if the heroes take a different path. The latter choice is far easier to deal with, but encourages the use of precognition as a means of detecting and avoiding problems.

As a balancing factor for Precognition, consider using it to expand the Edit Scene and Inspiration aspects of spending hero points (*Deluxe Hero's Handbook*, pages 20–21), allowing the precognitive to spend points to modify or learn things other characters with less insight cannot. So a precog's player might spend a hero point to have an important item with the explanation "I had a premonition I would need this," for example, or even have the rest of the team show up as back-up when the precog gets into trouble, with the explanation that they received a message from the precog to be at a particular place and time, knowing they would be needed!

SENSES

If a mystery or secret is behind a barrier of some sort, sensory effects can short-circuit the entire plot.

Keep in mind the guidelines for searches and perception given in the *Deluxe Hero's Handbook* (see the Perception skill). Just because a character can see through walls doesn't mean he automatically knows *where* to look for something! Searching a large area can be like looking for a needle in a haystack even with the advantage of sensory powers.

Of course, simply being able to sense something doesn't mean heroes can understand it, either. Things like codes, ciphers, and even obscure or secret languages can foil super-powered voyeurs.

If there are means of detecting the use of sensory powers to prevent being spied upon, then characters are likely to be more cautious about using them. Such detection might come from others with similar powers, technology, or devices (such as crystals that glow in the presence of magical or psychic energies, for example).

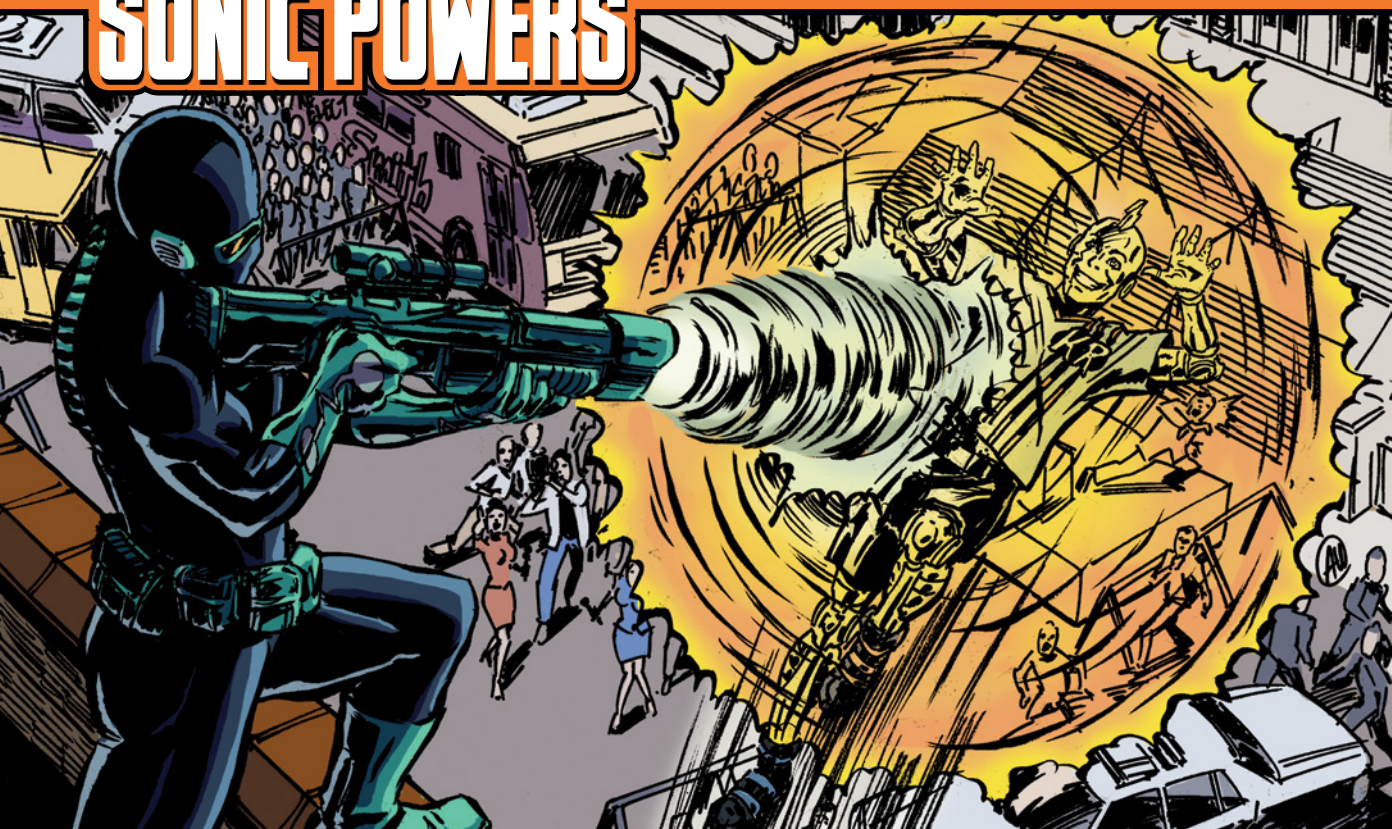
TELEPORT

This power allows heroes to bypass the normal limitations of distance as well as overcoming many barriers. It renders many challenges—locked doors, cages, and chasms, for example—largely moot.

This isn't a problem so long as adventures don't rely on those sorts of challenges. If they do, you need to find a way of limiting the hero's mobility. This can be as simple as using an appropriate countermeasure for the power, perhaps even requiring some type of barrier the character cannot teleport through, or as involved as creating other challenges for the hero to overcome. As a simple but effective obstacle, remember that Teleport normally requires being able to accurately sense the destination; placing the teleporter's cage hanging over a pit in a dark room will stop him from teleporting blindly outside. Or even having the villain *tell* the teleporter that's the case might do it...



SONIC POWERS



From music with charms to soothe (or command) to a shattering hypersonic shriek, **Sonic Powers** looks at abilities which generate and control sound. Flatten foes with sonic blasts or sneak up on them cloaked in silence, shape sound into solid constructs or even transform yourself into “living sound” with all the powers of this section.

SONIC DESCRIPTORS

The following descriptor is key to sonic powers.

- **Sound:** Sonic powers are based on sound, a pressure wave transmitted through a medium like air, water, or solid matter. The structures of the ear translate that pressure wave into what we perceive as sound

Sound waves travel more easily through water than air, but need a medium to propagate, and so do not travel at all through a vacuum (and poorly through a thin atmosphere). The GM may take the environment into account when considering the effects of sonic powers, and encountering conditions where they do not work at all may be considered a complication (see **Sonic Complications**).

Because of their reliance on sound, some sonic powers may be Sense-Dependent (*Deluxe Hero's Handbook*, page 202). However, sensory effects and powers targeting the sense of hearing (Afflictions like **Deafening Shriek**, for example) are already Hearing-Dependent and do not qualify for the flaw.

Sonic powers tend to be noticeable—clearly heard, if not seen—and sonic effects may also cause visible

distortions in the air or haloes of dust or water vapor (like a sonic boom) when used. Ultrasonic and infrasonic effects, beyond the range of human hearing, have a rank of Subtle; only observers with the appropriate Senses effect (typically Ultra-Hearing) can notice them.

- **Vibration:** Vibration creates sound, and some powers distinguish between creating and controlling vibrations and creating and controlling sound. Vibratory powers tend to focus on the damage vibrations can cause, particularly at a high enough frequency. See the **Buzzsaw** and **Shatter** powers for examples.
- **Instruments:** While many can wield sonic powers with nothing more than their voice or a simple act of will, some rely upon different instruments to produce their sonic effects. These tend to fall into two categories.

The first are musical instruments of all sorts, particularly wind-instruments like flutes, trumpets, pan-pipes, and the like, although stringed instruments (from violins to guitars) and percussion instruments (particularly drums) are also common. The instruments themselves may be enchanted or (less often) high-tech gadgets.

The second category includes technological devices: sonic projectors or resonators, high-tech tuning forks, or other gadgets that produce or control sound. There may even be crossover with musical instruments, like high-tech synthesizers or amplifiers, turning otherwise ordinary instruments into sonic devices.

In both cases, instruments are generally some form of the Removable flaw (*Deluxe Hero's Handbook*, page 201), where the sonic powers depend on the instruments and don't work without them. If the character can use any instrument, then a Power Loss complication might be more suitable, but Removable handles most kind of sonic instruments.

COUNTERING

Properly pitched sonic waves can cancel each other out (the principle behind many noise-canceling devices), allowing sonic powers to counter each other. Sonic powers may also counter effects vulnerable to sound or vibration, such as the overpressure of the sound wave blowing out a fire or smashing a wall of ice or water, for example.

Effects which dampen or cancel vibration can counter sonic powers, as can effects limiting or removing the medium through which sound travels. Thus air and water powers may be able to counter sonic powers (see the **Air Powers** and **Water Powers** sections). Similarly, since sound is a mechanical pressure wave, kinetic energy powers may interfere with it (see the **Kinetic Powers** section).

Technically speaking, any effect which blankets an area with silence should counter all sonic effects but, without a Simultaneous Nullify effect (see **White Sound** under **Utility Powers**), does not have enough breadth to do so. Any new sonic effect used in the area can shatter the silence momentarily. The GM may wish to roll an opposed check of the silence effect's rank against the sonic power's rank, but keep in mind this should not be used as merely a cheap form of Nullify.

SONIC FEATURES

Some potential Feature effects associated with Sonic Powers include the following:

- You can amplify your voice (speaking or singing) like a living microphone or bullhorn, making yourself clearly audible over a greater distance, negating up to a -20 modifier to hear you due to distance.
- You can produce minute sonic vibrations over a distance able to shift small moving parts (screws, latches, etc.) functioning like a Move Object effect with a -5 mass rank.
- You have perfect pitch, able to know the exact musical note of any tone you hear and able to reproduce that same note by singing (or using a power like **Sonic Projection**).
- Although not protected against attack, you are largely immune to loud noises and could, for example, stand next to the amplifiers at a rock concert with no ill effects.
- You have a limited ability to generate a particular sound or sounds, such as the power to create your own "theme music" at will or to produce entertaining "sound effects" useful for a circumstance modifier on some interaction checks (particularly taunts).

OFFENSIVE POWERS

Offensive sonic powers use sound and vibration to inflict damage or to deafen, stun, or otherwise inconvenience their targets.

BUZZSAW

You vibrate your hands at a high frequency, or surround them with a high-frequency sonic field, turning them into powerful cutting implements.

Buzzsaw: Penetrating Damage (cutting, vibrational) • 2 points per rank

DEAFENING SHRIEK

You hit targets with a blast of sound intense enough to temporarily deafen them. A common variant of this power substitutes the Burst Area or Perception (Hearing) Area modifier for Ranged, or applies both a Ranged and Area modifier for a power affecting an area at a distance.

Deafening Shriek: Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Hearing Impaired, Hearing Disabled, Hearing Unaware), Limited to One Sense • 2 points per rank

HYPNOTIC SONG

You emit sound able to influence the minds of all able to hear it, ranging from an enchanting song to mind-altering hyper-sonics. Once the sound stops, however, the targets quickly recover. Apply the Insidious modifier for a subliminal mind-altering sound and the Subtle modifier for an ultrasonic signal beyond the normal hearing range. If the effect lasts beyond the initial sound, remove the Instant Recovery flaw.

Hypnotic Song: Cumulative Hearing Area Affliction (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Concentration Duration, Instant Recovery • 3 points per rank

SHATTER

An intense beam of ultrasound can shatter crystalline objects and even liquefy solid matter. If Limited to only crystalline objects, apply a -1 flaw to the power.

Shatter: Ranged Weaken Toughness, Affects Only Objects • 2 points per rank

SONIC BLAST

A focused blast of sound can smash solid objects and do considerable damage to foes. A common modifier on this power is a Burst Area or Auditory Area extra in place of the Ranged extra (for a blast originating from you) or along with it, for a sonic blast that spreads from a target point. The Cone Area modifier in place of Ranged can represent a sonic blast that spreads out from its point of origin.

Sonic Blast: Ranged Damage (sonic) • 2 points per rank

VERTIGO

Your emit sound waves that upset the inner ear, causing dizziness and disorientation. A Burst or Cloud Area version (replacing the Ranged modifier) is good for a close radius effect, while an Auditory Area version (replacing both Ranged and Hearing-Dependent) increases cost to 4 points per rank, but affects a wider area.

Vertigo: Ranged Progressive Affliction (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Hearing-Dependent • 3 points per rank

DEFENSIVE POWERS

Defensive sonic powers provide protection against sound attacks and use sound's vibrational properties to shield against physical attacks as well.

PROTECTED HEARING

Your hearing is shielded against harmful effects, making it easier to resist and recover from them.

Protected Hearing: Immunity 5 (harmful Hearing-Dependent effects), Limited to Half Effect • 3 points

SONIC ABSORPTION

You absorb the energy of incoming sound waves, converting it to enhance one of your existing traits. This power is often coupled with a degree of **Sonic Immunity** (following).

Sonic Absorption: Enhanced Trait, Fades, Limited to rank of absorbed sonic effect • 1 point per 3 ranks

SONIC IMMUNITY

Your powers make you immune to either damage from sonic attacks or completely immune to all sonic effects.

Immunity to Sonic Damage: Immunity 5 (sonic damage) • 5 points

Sonic Immunity: Immunity 10 (sonic effects) • 10 points

SONIC SHIELD

A thin field of intense vibratory energy or "solid sound" surrounds your body, protecting you from harm.

Sonic Shield: Protection, Sustained • 1 point per rank

MOVEMENT POWERS

Sonic powers primarily provide ways of removing obstacles to movement, but can also provide a kind of propulsion.

SONIC DRILLING

You can use sound to bore through solid material like a vibratory drill.

Sonic Drilling: Burrowing • 1 point per rank

SONIC FLIGHT

You are borne aloft on sound waves. This form of flight produces a *lot* of noise, making it more noticeable than usual. If you need some type of parasail or glider to catch and reflect the vibrations to fly, apply the Platform or Wings flaw to the power.

Sonic Flight: Flight, Noticeable • 1 point for rank 1, + 2 points per additional rank

SOUND WAVE

You can transform momentarily into sound, pass through a medium, and reform at a distant point, moving almost instantly across up to distance rank 7 (about half a mile). Further than that should take longer than a move action, given the speed of sound, so the GM may wish to limit this power to a maximum rank of 7.

Sound Wave: Teleport, Medium (sound) • 1 point per rank

UTILITY POWERS

Sonic utility powers involve various means of enhancing, manipulating, dampening, or canceling sound waves for various effects.

ENHANCED HEARING

You can pick up on distant sounds more easily. A common enhancement to this power is the Penetrates Concealment effect for hearing (4 ranks), allowing you to ignore muffling physical barriers (like walls and doors) when making hearing Perception checks.

Enhanced Hearing: Senses (Extended Hearing) • 1 point per rank

PHASE CANCELLATION

A counter-wave or suppression field nullifies sonic effects in the targeted area. As a default, this power only nullifies sonic powers manipulating sounds or creating sound over a certain threshold; it does not, for example, silence all sound in the area. For that, Link the Silence power (previously) to this one. Apply the Sustained modifier to maintain this power as a free action. If you can only create a white sound field around yourself, apply the Close flaw.

Phase Cancellation: Burst Area Nullify Sonic Effects, Concentration, Simultaneous • 4 points per rank

SILENCE

A counter-wave or suppression field blocks out sound in an area, leaving it completely silent. This does not necessarily nullify sonic powers in the area—see **Countering**

under **Sonic Descriptors** and **White Sound**, later in this section, for details.

Silence: Burst Area Auditory Concealment Attack • 6 points + 2 points per +1 distance rank to area.

SOLID SOUND

You can project sound as solid force fields, which you can shape into different forms. The default version of the power assumes the solidified sound is visible, perhaps as a glowing or shimmering colored field. If it is invisible, apply the Subtle modifier.

Solid Sound: Create Solid Sound Objects • 2 points per rank

SONAR

Using hypersonic emissions and echolocation, you can sense your surroundings without needing to see them.

If you can produce an “ultrasound scan” able to “see” through or inside solid objects, add the Penetrates Concealment effect of Senses to the power, increasing cost by 4 points.

Sonar: Senses (Accurate Hearing) • 2 points

SONIC FORM

You can transform into a being of pure sound, giving you the ability to move through different mediums like sound does and to strike with a powerful vibrational force. The default version of this power assumes your sound “body” is still visible. If it is not, add Concealment 4 (Visual) as well.

Sonic Form: Damage 1 (sonic), Flight 8, Immunity 10 (life support), Insubstantial 3 • 42 points + 1 point per +1 rank of Damage + 8 points for Visual Concealment.

SONIC MASKING

You can suppress or mask your own sound emissions, making yourself completely silent, although the effects of your actions can still be heard; so your footfalls and breathing, for example, are masked, but knocking over a garbage can in an alley still creates noise when it hits the pavement.

Sonic Masking: Concealment 2 (auditory) • 4 points

SONIC PROJECTION

You can re-create different sounds, with the difficulty of determining they are not the original based on your rank (Perception check, DC 10 + rank).

Additionally, you can manipulate existing sounds. In the same way a visual illusion might change the appearance of a real object, you can change the perception of a real sound, causing sirens to sound like music (or vice versa) or spoken words to say something completely different. The difficulty for a Perception check to detect your manipulation is the same: DC 10 + rank.

Sonic Projection: Illusion (Aural) • 1 point per rank

SOUND ANALYSIS

Like a sophisticated analysis program, you can break down any sound you hear, analyzing its component elements. Amongst other things, you can determine a sound’s likely origin, match voice-prints and other sound waves, and possibly pull clues from background noises on recordings or auditory broadcasts. If you have additional hearing capabilities (like Ultra-Hearing), you can take an additional rank to apply this power to them as well.

Sound Analysis: Senses 1 (Analytical Hearing) • 1 point

SOUND CREATURES

You create or summon creatures made of “living sound” that obey your commands. These creatures can take on virtually any form or appearance, from featureless humanoids to strange monsters. For close combat creatures, substitute sonic Damage or Affects Corporeal Strength for the Sonic Blast power and the appropriate Close Combat skill for the Ranged Combat skill.

Sound Creatures: Summon Sound Creature 5, Controlled • 15 points + 10 points per doubling of number of creatures + 5 points for Horde to summon all of them at once.

SOUND CREATURES

PL8 • MRS

STR 0 STA — AGL 2 DEX 0 FGT 0 INT — AWE — PRE —

Powers: **Sonic Blast** (Ranged Damage 8); **Sonic Form** (Flight 8, Insustantial 3 (sound), Permanent, Innate); **Unliving** (Immunity 30: Fortitude Effects)

Skills: Ranged Combat: Sonic Blast 8 (+8)

Offense: Initiative +2, Sonic Blast +8 (Ranged, Damage 8)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 0, Will Immune

Totals Abilities –36 + Powers 78 + Advantages 0 + Skills 4 + Defenses 18 = 64

ULTRASONIC HEARING

Your hearing is sensitive to frequencies much higher than the normal human range, allowing you to hear ultrasonic tones like dog whistles and certain ultrasonic remote signals.

Ultrasonic Hearing: Senses 1 (Ultra-Hearing) • 1 point.

WHITE NOISE

You create countervailing noise or dampen existing sound in the area, making it difficult to hear and imposing either a –2 or –5 circumstance penalty on all hearing-related checks.

White Noise: Environment (Visibility), Affects Hearing Instead of Vision (+0) • 1 point per rank for –2 penalty, 2 points per rank for –5 penalty.

OTHER SONIC POWERS

Vibrational powers and speed powers are often linked. Any vibrational power in this section may be a speed power and any power in the **Speed Powers** section with the word “vibrational” in it may be a sonic power. The same for the Earthquake and Tremor powers from **Earth Powers**.

With the potential for sonics to influence the mind and nervous system (see Hypnotic Song and Vertigo), various **Mental Powers** may also be sonic powers, perhaps with the Hearing-Dependent modifier, relying on a subsonic “carrier wave” to produce their effects. A common example of this is a sonic version of Emotion Control.

Affecting the senses, some **Illusion Powers** may also be sonic, depending on whether they manipulate actual sound waves or simply create the impression of sound. In particular the Vocal Mimicry power may suit some sonic powers and the Sense Memory power may be useful to a sound-controller recreating sounds.

SONIC COMPLICATIONS

Sonic powers can be destructive, disruptive, and distracting, and they depend on certain conditions, creating their share of complications for users.

ACCIDENT

The unleashed power of things like sonic blasts and shattering waves of ultrasound can do considerable collateral damage, shattering crystalline structures from glass to many metals to inflicting damage on innocent bystanders. This damage can lead to further accidents due to broken glass, shattered containers, smashed pipes, and the like. Sonic-powered heroes may need to demonstrate restraint in crowded conditions or places with a lot of vulnerable materials, such as a museum or a scientific lab.

DISABILITY

Given their connection to the power of speech and the sense of hearing, sonic powers sometimes cause (or compensate for) disabilities in those areas. For example, a character endowed with powerful mutated vocal cords able to produce sonic blasts might lose the ability to speak without emitting dangerous sound waves! Similarly, exposure to ultrasonics might cause damage to a character’s hearing, resulting in a sonic controller who is actually deaf or reliant upon artificial hearing aids. Perhaps the character’s sonic powers compensate for hearing loss, but without those powers, the character is deaf, making the Disability an occasional complication coupled with Power Loss.

FAME

Sonic powers often tie-in with performance skills like singing, so a sonic-powered character might also be quite famous, with or without using any powers for added “special effects”! Famous characters deal with overeager fans, stalkers, and hangers-on looking to exploit their fame, and may encounter complications keeping their super and “civilian” lives separate.

OBSESSION

For those who discover or invent their sonic powers rather than gaining them by accident or birthright, a particular obsession with the science of acoustics or the art of music (and perhaps the mystical aspects of it) are common complications. This is particularly true for musically themed characters with sonic powers.

POWER LOSS

Lacking a medium sound can travel through can effectively negate most sonic powers and count as a Power Loss complication (see **Descriptors** for details). Another common form of Power Loss is sonic powers which depend on the user’s voice (speaking, screaming, singing, etc.). Circumstances where the character cannot breathe or speak properly also cause the loss of any related sonic powers. So conditions like smoke or tear gas, or a blow to the throat, for example, can create a complication sonic controllers able to project sound simply by willing it do not encounter.

RIVALRY

With the association between sonic powers and performance (see **Fame**) a degree of rivalry between characters with sonic powers is not unusual, particularly if they are also artistic or professional rivals. Sonic-powered criminals tend to take this a step further, such as the musically themed villain with an obsessive rivalry towards all other musicians and composers or the operatic diva who believes it’s not over until *she* sings!

WEAKNESS

Sonic powers may lead to particular weaknesses beyond just the Power Loss associated with being unable to emit sound without a medium. For example, for a being made of sound (see **Sound Form**), the lack of a medium might actually be fatal rather than forcing the character out of sound form, particularly for those with Permanent or Innate modifiers on the power. The precise right frequency of sound might strike a weak spot for some sound-users, especially if their powers use some kind of resonant or vibrational component, causing them pain, injury, or other conditions.

SPEED POWERS



“Super-speed” is one of the more common powers, whether a character’s main theme or just one amongst a collection of abilities. Speed powers are all about moving, acting, and reacting *fast*: at the upper-end, speedsters can circle the globe in seconds or perform a week’s work in the blink of an eye.

SPEED DESCRIPTORS

- **Speed** is the key descriptor for the powers in this section. The *Deluxe Hero’s Handbook* covers the concept of speed in relation to ranks and measures on pages 10–12: to determine speed in miles per hour (MPH) simply add 9 (the time value of one hour) to the speed rank. So speed rank 0 is 2 MPH, rank 1 is 4 MPH, and so on. The “speed of sound” is 770 MPH at sea level (speed rank 9 is enough to break the sound barrier).
- **Lightspeed**: The speed of light is 186,000 miles per second, putting it at nearly 670 million miles per hour, or speed rank 29. Most characters are not likely to have such a high rank (although, at 58 power points, it’s not outside the realm of possibility). On an Earth-sized planet, with a circumference of approximately 25,000 miles, speed rank 24 is sufficient to circle the globe and be back at your starting point in a single move action. If you’re okay making that a double move, speed rank 23 will do the trick. Anything faster is largely wasted unless you’re racing against another super-fast opponent, which the GM may prefer to handle as a challenge (*Deluxe Hero’s Handbook*, page 237. See also **Chapter 5** of the *Gamemaster’s Guide*).

COUNTERING

Speed powers by themselves are not used to counter many effects: possibly slowing, paralyzing, or even biochemical effects (which could be countered or overcome by a super-fast metabolism). Some of the potential applications of speed powers—like kicking up a powerful wind—might be used to counter (see the **Air Powers** section for some examples).

Effects countering speed powers either slow the character down or create some environmental condition that does so. Most speedsters cannot move fast if they cannot stand, much less run!

SPEED HAZARDS

Comic book speed powers tend to be truly extraordinary, allowing otherwise ordinary people to run many times the speed of sound, perhaps even nearing the speed of light! They tend to ignore the various physics problems involved in a human-sized figure moving at that speed; realistically, there’s no way for a human body to withstand such stress and, even if that were possible, someone moving a Mach 20 (to say nothing of any significant fraction of lightspeed) through a crowded city would cause tremendous damage from air turbulence and vibration.

The comics hand-wave away such concerns with talk of “frictionless auras” or “molecular vibration control” and other unconscious safety mechanisms built-in to keep super-speed from wrecking either the user or the environment. Likewise, they tend to ignore issues like per-

ceiving and reacting to obstacles at such high speeds or the dynamics of collisions: a speedster who tripped or slammed into something moving even at the speed of sound would be instantly pulped by the kinetic energy, to say nothing of the effect of truly high speeds.

Like the comics, *M&M* tends to be quite forgiving when it comes to speedsters interacting with the environment; collision damage based on speed rank may not be realistic, but it's sufficient and reflects how things tend to work in the comics, where a speedster can get tripped up but not splattered all over the pavement. Brief and occasional failures of the safety mechanisms of super-speed can make for good complications (see **Speed Complications**).

SPEED FEATURES

Some potential Feature effects associated with Speed Powers include the following:

- You can subtly vibrate to blur your features enough to make it difficult to recognize you even if you do not wear a mask to conceal your identity (or if your mask is lost for some reason).
- You (and anything you are wearing or carrying) are immune to the various effects of moving at high speeds. This Feature may be an assumed benefit of having speed powers in many settings, having no cost associated with it.
- You have an innate sense of speed and can tell how fast something is moving (including yourself) just by looking or by feeling its movement (such as from within a vehicle).
- In a blur of motion, you can instantly change your clothes, allowing you to switch into your costume (for example) or back into civilian garb. If you have 5 or more ranks of Fast Action (following), then you don't need this feature, as it can do the same thing.

OFFENSIVE POWERS

Offensive speed powers involve the ability to make otherwise ordinary attacks very fast or take advantage of the side-effects of moving at high speeds. Many of these powers benefit from advantages like Move-by Action and Takedown (particularly the second rank), allowing speedsters to combine their considerable movement with their attacks.

SPEED ARRAYS

A common arrangement for speed powers is to assemble the power effects requiring move and free actions as stand-alone powers—such as a Super-Speed power consisting of Improved Initiative, Quickness, and a movement effect like Speed—and the effects requiring standard actions as an array of “Super-Speed Stunts” or similar effects, allowing the character to switch between different offensive and utility speed powers from round to round. This array is also typically where less frequently used movement powers (like Dimensional Vibration) are found and it is the natural resource for performing speed-related power stunts, essentially adding temporary Alternate Effects to the existing effects of the array. You can also construct a Dynamic array of Quickness and Speed effects for a speedster who must balance precision and fast action and flat-out linear movement speed.

FLATTENING WAKE

By zooming through an area at high speed, you can knock people over like tenpins, making it that much easier for you or your allies to mop them up.

Flattening Wake: Reaction (while moving at high speed) Line Area Affliction (Resisted by Dodge; Dazed, Prone), Instant Recovery, Limited Degree, Limited to Directly Behind You • 2 points per rank

LIGHTNING DISARM

One moment you're surrounded by people with guns, the next, you're surrounded by startled opponents, wondering how all their guns ended up in a pile at your feet!

Lightning Disarm: Burst Area on Strength for Disarming, Selective • 2 points per rank (maximum rank equal to Strength).

RAPID STRIKE

You can land multiple hits in the time it takes most people to make one.

Rapid Strike: Multiattack on Strength Damage • 1 point per rank up to Strength rank, 2 points per additional rank

SONIC BOOM

A deceptively simple attack: you snap your fingers at super-sonic speed, creating a micro sonic boom able to momentarily stun or even incapacitate a target at close range.

A speedster with this power and the Move-by Action advantage might also create a sonic boom by zipping past a target at high speed, perhaps even adding the Burst Area modifier to the power.

Sonic Boom: Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 1 point per rank

SUPER-SONIC PUNCH

You put a *lot* of momentum behind your punch, allowing you to hit an opponent like a freight train!

Super-Sonic Punch: Strength-based Damage (momentum) • 1 point per rank

VACUUM

Moving at super-speed, you whip up a whirlwind that draws all the air from an area, causing the targets to suffocate.

Vacuum: Burst Area Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Concentration, Cumulative • 4 points per rank

WHIRLWIND ATTACK

You are everywhere on the battlefield at once, striking at will against multiple opponents, taking on whole groups by yourself.

Whirlwind Attack: Burst Area on Strength Damage, Selective • 2 points per rank up to Strength rank, 3 points per additional rank

DEFENSIVE POWERS

The primary defensive power of speed is not being there when the attack comes. Other defensive powers are suited to dealing with the hazards of high speeds or reacting quicker than an attacker can follow.

FAST DEFENSE

Your power enhances your reaction time, allowing you to more easily dodge and evade attacks.

Fast Defense: Enhanced Dodge, Enhanced Parry • 1 point per rank of Enhanced Defense, 2 points per rank for both.

FRICTIONLESS

Even more than just basic immunity to the friction effects of moving at high speeds (see **Features**) you are immune to *all* effects relying upon friction, including grabs and various types of bindings; you slip out of them easily, so long as there is any means for you to do so.

Frictionless: Immunity 5 (grab and entrapment effects) • 5 points

THROWBACK

When you defend, you can react fast enough to catch an incoming projectile—even a bullet—and hurl it back at the attacker at the same speed. The power's range allows you to intercept attacks on others within your range. If you can throw the attack at any target, rather than just back at the attacker, apply the Redirect modifier, increasing cost by 1 point per rank.

Throwback: Deflect, Reflect, Limited to Projectiles • 1 point per rank

UNTOUCHABLE

You react so fast that when you go on the defensive (taking your standard action each round to “concentrate”), you are practically untouchable: when you perceive an

attack, you can instantly move somewhere else. Only attacks which catch you by surprise, or which cannot be avoided by Dodge or Parry, have a chance of affecting you. A sufficiently large area effect might do so as well, if your Speed is insufficient to move you entirely out of the targeted area (unlikely except for large area effects).

Untouchable: Immunity 80 (Dodge and Parry based attacks), Concentration, Limited (not against surprise attacks or sufficiently large area effects); Reaction (when targeted by an attack) on Speed 1 • 30 points + 3 points per additional rank of Reaction on Speed.

VIBRATIONAL PHASING

By vibrating your molecules you can shift out of phase with ordinary matter, passing through it like a phantom. This is especially useful for speedsters able to run at speeds where a collision with a solid object would be devastating, and it allows you to take straight paths *through* obstacles rather than having to go around them.

Vibrational Phasing: Insubstantial 4 (Incorporeal) • 20 points

If you are only able to vibrate to pass through obstacles while moving at high speeds, rather than becoming incorporeal at will to avoid attacks and such, use the following (less expensive) version:

Vibrational Phasing: Movement 3 (Permeate 3) • 6 points

MOVEMENT POWERS

Movement powers are central speed abilities, given the focus on the ability to move quickly in various ways.

AIR BRAKES

Stirring the air with your hands at super-speed whips up a powerful enough downdraft to provide an air “cushion” to slow your fall and allow you to land safely.

Air Brakes: Movement 1 (Safe Fall) • 2 points

Many speedsters also develop the ability to whip up Air Cushions for other people, catching them in a powerful updraft like a “net” of compressed air.

Air Cushion: Movement 1 (Safe Fall), Affects Others, Burst Area • 3 points

DIMENSIONAL VIBRATION

Combining high speeds and changes in your molecular vibratory frequency, you can phase shift out of this dimension altogether and into others. Many speedsters encounter this effect as a complication of their powers rather than an ability they control although they may develop it as a regular power stunt in order to get back home.

Dimensional Vibration: Movement 2 (Dimensional Travel, parallel universes) • 4 points

RUN ON WATER

You move fast enough that your feet are like stones skipping across the surface of a pond, allowing you to run across the surface of water without breaking the surface tension enough to sink.

Run On Water: Movement 1 (Water-Walking), Limited to while moving • 1 point.

RUN UP WALLS

You can run fast enough to defy gravity over short distances, allowing you to run up the sides of sheer surfaces, barely slowing down.

Run Up Walls: Movement 1 (Wall-crawling), Limited to while moving • 1 point.

RUNNING JUMP

You take advantage of the considerable momentum of your movement to fling yourself through the air like a catapult.

Running Jump: Leaping, Quirk (Requires a running start, -1 point) • 1 point for 2 ranks, then +1 point per rank

RUNNING SPEED

One of the primary speed powers, you have considerable running speed. At low ranks, you're as fast as a swift land animal (like a horse or cheetah), while at high ranks, you are faster than even the fastest aircraft!

Note that this power is strictly linear movement speed, in order to accomplish tasks (other than moving from place to place) faster, see the **Fast Action** power. The combination of the two lets you do things like search an entire building: moving at great speed and also opening, closing, and looking through hiding places quickly.

Running Speed: Speed • 1 point per rank

Some speedsters have high flight speed rather than ground speed, substituting Flight for Speed.

Flight Speed: Flight • 2 points per rank

SHARE SPEED

You enable others to move as fast as you. Some speedsters may have this modifier for powers like Fast Action and Lightning Reflexes as well as Running Speed. If you can Share Speed at a distance, add the Ranged modifier.

Share Speed: Affects Others on Running Speed • 1 point per rank

SPINNING DRILL

By spinning rapidly in place, you become like a human drill-bit, able to bore down into the earth or even through harder

materials (using your speed and vibratory rate like an actual drill). You can even shift direction as you bore downwards, moving through the earth like a drilling machine.

Spinning Drill: Burrowing • 1 point per rank

SUPER-TEMPORAL SPEED

A combination of tremendous speed (although it may not need to be more than 88 miles per hour...) and vibrational control allows you to break the "time barrier" and travel through time. Like Dimensional Vibration (previously) speedsters often discover this power by accident after being pushed to their limits in other circumstances, having to duplicate it as a power stunt in order to return to their own time (after having an adventure or two in other time periods).

Super-Temporal Speed: Movement 3 (Time Travel) • 6 points

UTILITY POWERS

Speed utility powers harness the various beneficial side-effects of moving and reacting at high speeds.

CYCLONE

Stirring the air at super-speed, you kick up a powerful cyclone capable of picking up and moving objects where you direct them. The effect is relatively crude, capable of moving things, but no good for delicate work or much more than moving something someplace and then setting it down with a final gust. The winds kicked up by the cyclone may also stir up dust and small loose objects.

Cyclone: Burst Area Move Object, Concentration, Side-Effect (limited fine movement and powerful winds) • 1 point per rank

FAST ACTION

Rather than sheer linear ground speed, you *act* fast, able to do things quicker than ordinary people, perhaps so quick that you can accomplish tasks in the blink of an eye. This is the second common component of super-speed, and it allows you to accomplish a variety of tricks, from disassembling a getaway car out from under a group of crooks to rebuilding a destroyed house in seconds.

Note that Quickness does not increase movement speed over distance, so this power is limited without accompanying Speed. For example, you cannot search an entire city with just enough ranks of Quickness to cover the time, unless you also have the Speed to cover the distance. The same with searching through every volume in a vast library. On the other hand, you can read a book amazingly fast, or attempt all the possible code combinations in a lock, or assemble (or disassemble) a machine, and so forth.

Fast Action: Quickness • 1 point per rank

FAST HEALING

Your metabolism is so fast you can heal in a mere fraction of the usual time.

Fast Healing: Regeneration • 1 point per rank

LIGHTNING REFLEXES

Along with moving and acting fast, the third major component of super-speed is *reacting* quickly. This power improves your initiative modifier, often so much that only other speedsters have any chance at all of beating you when it comes to acting first in the initiative order.

Lightning Reflexes: Enhanced Advantage (Improved Initiative) • 1 point per rank

QUICKER THAN THE EYE

You move in a blur of motion, almost impossible to see (although others with Quickness or Rapid Vision might be able to counter this power).

Quicker Than the Eye: Concealment 4 (Visual), Limited to while moving • 4 points

SPEED-LEARNING

You can “cram” at super-speed, instantly learning how to do something. The knowledge doesn’t “stick” however, so you don’t retain the information for more than one use of the skill.

Speed-Learning: Enhanced Advantage 1 (Beginner’s Luck) • 1 point.

SPEED COMPLICATIONS

Complications of speed powers often involve the disconnect between a super-fast character and a world moving at a normal pace.

ACCIDENT

Moving and reacting at tremendous speed can lead to accidents due to the side-effects of a speedster’s powers (see **Speed Descriptors** for more on this). Fortunately, speedsters can clean up their messes almost as quickly as they can cause them, although some things cannot be repaired or replaced.

ADDICTION

While it is not a common complication for heroes, some speedsters may literally be “on speed” for their powers, dependent on some type of drug or chemical. Without it, they may suffer from Power Loss or the drug may be psychologically or physically addictive. Similarly, a speedster may depend on medications in order to *slow down* and interact with the world at close to normal speeds.

DISABILITY

Speedsters generally need to be pretty physically capable in order to use their powers, but the demands of moving at super-speed may lead to some complications. The most common is for speedsters to have tremendous metabolic needs; some of their energy may come from “elsewhere” but they might need to consume a massive number of calories to fuel their powers. A speedster who doesn’t get the necessary fuel might suffer from Power Loss or other physical side-effects like fatigue or even incapacitation.

The other common disability for speedsters is that their accelerated metabolism causes them to age at a faster rate, essentially “burning out”. A speedster a thousand times faster than a normal person might also have a lifespan one hundred times shorter, aging to death in just a year! This complication mainly comes into play as a motivation for the character to seek a cure for the condition.

POWER LOSS

Speed powers are not easily countered or removed, other than by Nullify effects which specifically target them. Individual speedsters may have their own peculiarities to their powers, such as a blessing from the Gods of Speed, which can be revoked at their whim for a failure to live up to their expectations, or dependence on a mysterious extradimensional power source, which could be cut off by certain conditions.

A more common sort of Power Loss for speedsters is temporary loss of their protection from the side-effects of moving at super-speeds (see **Speed Descriptors**). These types of losses may be due to the nature of the character’s powers, natural interference (due to anything from sun-spots to exposure to experimental energies or chemicals), or the nefarious schemes of a foe.

REPUTATION

A speedster unable to slow down, who always looks like a jittery blur, or gives off sparks of electricity or the like, is going to have to deal with some strange reactions.

TEMPER

To a speedster, the whole world can appear painfully slow, and dealing with ordinary people is a constant exercise in patience. This leads to speedsters who are hotheads with short tempers, likely to go off at a moment’s provocation or otherwise act without thinking in comparison to others.

WEAKNESS

A super-fast metabolism can make a speedster vulnerable to certain Fortitude effects, particular toxins and diseases, which have a more pronounced effect: an increase in the resistance DC or one or more additional degrees of effect imposed by the GM (including having successful resistance still inflict at least one degree of effect).

STRENGTH POWERS



Some heroes fly through the air, throw energy blasts from their hands, or play with thoughts like a puppet's strings—then there are those who are *strong*. **Strength Powers** looks at the things you can do with sheer muscle power and physical strength far beyond that of any mere mortal. Who needs other powers when you can be the strongest there is?

STRENGTH DESCRIPTORS

The following are important descriptors for strength powers. The descriptors from the **Kinetic Powers** section (particularly force) may also be useful in dealing with strength powers.

- **Strength:** *M&M* quantifies “strength” with the ability of the same name, which includes certain “built in” effects. In particular, the Strength ability allows characters to exert force to lift objects (with mass rank equal to Strength rank), make Str-based skill checks, and inflict Damage in close combat equal to Strength rank. Other powers—like those in this section—may be thematically linked to Strength by descriptor, meaning anything affecting the character’s Strength may affect them as well. If a character has other offensive powers based on Strength (particularly as part of an array), then a Weaken Strength effect can weaken them as well, and other effects that keep the character from exerting Strength can likewise prevent those attacks.
- **Toughness:** Similar to Strength, *M&M* quantifies a character’s “toughness” with a numerical defense rating. Other power effects may be tied to the character’s Toughness defense by descriptor, meaning effects

which alter, lower, or bypass Toughness may do the same for those powers. Note that while great Toughness often accompanies great Strength, there is no requirement that it do so. An *M&M* character can have superhuman Strength while being no tougher than an ordinary person or have incredible Toughness without any great degree of Strength. In more realistic settings, Gamemasters may require some parity between the two traits to reflect the greater toughness needed to exert tremendous strength without harm to the character (punching through stone without damaging the character’s hands or arms, for example).

COUNTERING

The degree to which Strength (and strength powers) can counter other effects depends greatly on the style of the series. In some settings, it is not unusual to see super-strong types fending off things like energy blasts or similar ranged attacks by literally *punching* them! More realistic applications of strength allow it to counter effects easily pushed or blown away by force, such as a super-strong clap dispersing a cloud of gas or mist. There is also the direct use of Strength Damage to disrupt or destroy the manifestations of some powers, like Create or Afflictions resisted or overcome by Damage.

STRENGTH FEATURES

Some potential Feature effects associated with Strength Powers include the following. If the GM approves, any character with sufficient ranks in Strength and/or Toughness may have some of these Features automatically at no cost.

- **Hands Like Tools:** You have sufficient strength and toughness to use your bare hands to do things like pound nails, loosen or tighten lug-nuts and heavy bolts, and even carve metal and stone with nothing more than your fingertips. You can do a great deal of work without the circumstance penalty for lacking proper tools.
- **Strongest There Is:** In any contest or comparison of Strength, you win against anyone else with the same Strength rank, rather than tie. This Feature is often coupled with advantages like Ultimate Strength.
- **Mental Strength:** Your strength is more a manifestation of mind-over-matter than physical muscle power, even if it appears to be the latter. You can exert your full Strength even when you do not have any sort of leverage or freedom of movement.

STRENGTH ARRAYS

Strength is a trait virtually all *M&M* characters have to one degree or another, so many of the powers in this section can be Alternate Effects of the Strength ability's built-in Damage effect.

OFFENSIVE POWERS

Strength's default offensive power is its built-in Damage effect—namely hitting things, and hitting them hard. Great strength opens up a number of other offensive powers, many of which may be Alternate Effects (see **Strength Arrays**, previously).

BULLET TOSS

You can fling small, hard objects like pebbles or coins with enough velocity that they hit like bullets. The listed power is for flinging one or two projectiles at a single target, if you can use a handful of them, and spread them out over multiple targets, add the Multiattack modifier, increasing cost by +1 per rank.

Bullet Toss: Ranged Damage (ballistic), Quirk (requires objects to throw, -1 point) • 1 point for rank 1, +2 points per additional rank

CRACKING THE WHIP

You can tear up flooring, pavement, or even sod and snap it like a carpet, creating a wave that bowls over anyone in its path. The default version is a standard line area: 5 feet wide and 30 feet long.

Cracking the Whip: Line Area Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Prone and Stunned), Extra Condition, Limited Degree, Limited to targets on an appropriate surface • 1 point per rank, +1 point per rank per +1 increase in area distance rank

CUTTING LOOSE

When you cut loose, there's almost nothing your strength can't tear or smash through.

KNOCKBACK OPTIONS

Great strength is often associated with sending opponents flying with a punch. The *M&M Gamemaster's Guide* discusses a by-the-numbers approach to handling the knockback caused by damaging attacks on pages 192–193. Gamemasters can also handle knockback with a more narrative approach, simply describing it for some attacks (with no game system implications) or applying a temporary complication when the knockback causes problems for the hero, awarding the player a hero point in the process.

For attacks that just fling targets away, you can use the Move Object effect, modified by the target's weight rank, with effect rank minus weight rank equalling the distance rank the target is thrown. The target gets a Strength check against the Move Object rank +10 to avoid being thrown. Optionally, you can base the distance on the difference between a failed Strength check and the Difficulty Class (effect rank + 10), with a maximum distance of (effect rank – weight rank), for a system similar to the knockback caused by damage described in the *Gamemaster's Guide*.

Cutting Loose: Penetrating on Strength Damage • 1 point per rank

FINGER FLICK

So great is your strength that the merest flick of your finger is enough to do damage. Even a foe engaged in fighting you is hard-pressed to notice this casual gesture as a threat. The casualness of it can make an effective surprise attack, as well as a potential circumstance bonus to Intimidation checks against those who see it in action!

Finger Flick: Subtle 1 on Strength Damage • 1 point.

MASSIVE KNOCKBACK

You not only hit hard, but deliver considerable momentum with your punches, enough to send targets flying. If you successfully hit, and the target fails a Strength check against your effect rank, they are flung back a distance equal to your effect rank minus their mass rank.

Massive Knockback: Move Object, Close Range, Limited to Flinging Targets Away, Linked to Strength Damage • 1 point per 2 ranks

SHOCKWAVE

With a stomp or strike to the ground, you create powerful shock waves that ripple out, knocking everyone within a 30 foot radius of you off their feet.

Shockwave: Burst Area Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited Degree, Limited to targets on the ground • 1 point per rank, +1 point per rank per +1 increase in area distance rank

THROWING THINGS

Another “built-in” offensive capability of Strength is the ability to throw things as makeshift ranged weapons (or to throw properly designed ranged weapons, for that matter).

As described on page 12 of the *Deluxe Hero's Handbook*, a character can throw an object a distance rank of (Strength rank – object's mass rank). Of course, throwing something and throwing something *accurately* are two different things. A Strength 12 hero can hurl a fist-sized rock over 100 (!) miles but is not going to have any control over what that rock hits when it lands.

When throwing things as weapons, determine the character's range using Strength rank like a ranged effect (*Deluxe Hero's Handbook*, page 147): short range of (STR × 25 feet), medium range of (STR × 50 feet) and long range of (STR × 100 feet) with a –2 circumstance penalty at medium range and a –5 penalty at long range. Beyond (STR × 250 feet) range, the character can only hit a target if the player rolls a natural 20 on the attack check.

If you want additional detail for throwing distances, apply a –1 to the distance rank for objects that are unbalanced (a top-heavy lamppost, for example) and an additional –1 for objects that are especially non-aerodynamic (such as a large tree). These modifiers only apply to throwing distance, not to the attack check to use those items as weapons.

AREA ATTACKS

Throwing an especially large object (anything bigger than five feet on a side) may count as an area attack (*Deluxe Hero's Handbook*, page 190), in which case targets in the area make the usual Dodge check (DC 10 + thrower's Strength rank) to halve the Damage rank of the impact by dodging out of the way. Note that area attacks should be limited to a damage rank no greater than the attacker's power level.

THROWING OTHER CHARACTERS

Lastly, a strong enough character can throw *another character* as a makeshift weapon! If the other character is a willing partner, this is a standard action for the thrower, who makes a ranged attack check to put the thrown character on-target. The thrown character gets to make either a charge or a slam attack using the throwing distance rank as speed rank (*Deluxe Hero's Handbook*, page 246 and 250, respectively), and the thrown character's initiative moves to directly after the thrower's.

If the thrown character is not willing (another opponent, for example), then the thrower must first grab the character. If the grab is successful, the attacker can pick up and throw the victim. This occurs as a free action following the grab if indiscriminately hurling the grabbed character away, on the following round as a standard action (using a free action to maintain the hold until then) if throwing the character at another target. Treat a thrown character as an unbalanced, non-aerodynamic throwing weapon, with the throw doing Strength rank damage to the target *and* the thrown “weapon”!

SLEEPER HOLD

You can apply your strength to pressure points, quickly rendering a grabbed opponent unconscious. This is a more effective form of the Chokehold advantage, since it has its own resistance rank rather than starting at DC 10 and escalating like normal suffocation. If the target escapes from your grab, the effect ends.

Sleeper Hold: Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Progressive, Grab-Based • 2 points per rank

THUNDERCLAP

Just clapping your hands together can create a loud shock wave capable of stunning everyone in a 30 foot radius around you.

If the Thunderclap is loud enough to potentially deafen targets in the area, apply an additional Extra Condition for Impaired and Disabled hearing.

Thunderclap: Burst Area Affliction (Resisted by Fortitude, Overcome by Fortitude; Dazed and Vulnerable, Defenseless and Stunned), Extra Condition, Limited Degree • 2 points per rank

DEFENSIVE POWERS

Most defensive strength powers stem from the sheer toughness that tends to accompany super-human strength, although some defensive powers rely on more active uses of strength.

BRACING

When you plant your feet and focus, you are strong enough that *nothing* can move you against your will.

Bracing: Immunity 10 (being moved), Sustained • 10 points

STONEWALL

Foes striking you bare-handed are in for a surprise, since punching you is literally like “hitting a stone wall”—attackers are more likely to hurt themselves than they are you!

Stonewall: Reaction Damage (to being hit), Limited to effect rank or attack's Damage rank, whichever is less • 3 points per rank

SUPER-ENDURANCE

You may not be completely immune to harsh environmental conditions, but you can ignore them far longer than ordinary people, even enduring hazards like the vacuum of space or the depths of the ocean for a time.

Super-Endurance: Immunity 10 (Life Support), Quirk (limited to approximately 30 minutes at a time, –1 point) • 9 points

CRAZY STRENGTH STUNTS

Some comics go *much* further with the kinds of crazy stunts characters can do with their superhuman strength. In a light-hearted or Silver Age series, the GM might permit Strength-based power stunts like squeezing lumps of coal into diamonds (Transform), lifting truly *massive* amounts (putting all Strength Damage ranks into Power-Lifting, effectively doubling the character's Strength rank), reshaping materials with a combination of friction heat and pressure (Transform), or really out there effects like "punching" through time or the barriers into other dimensions (Time- or Dimensional Travel), or altering reality through sheer muscle power!

SUPER-TOUGHNESS

You are incredibly tough. Whether it is thick slabs of dense muscle and bone like rock, armor plating, a leathery hide, or some mysterious force permeating your entire being, you shrug off damage that would seriously hurt most people. Super-Toughness is often Impervious, allowing you to completely ignore lesser attacks. If its effects are obvious (having a rocky hide or armored scaled, for example), apply the Noticeable modifier. Otherwise, you look just like anyone else—until somebody hits you.

Super-Toughness: Protection • 1 point per rank

TUG OF WAR

You are strong enough to simply flex an opponent grabbing you right into a punch, head-butt, or other strike, making wrestling you a much more difficult proposition. This includes yanking ranged grabbers using an effect with a descriptor that allows you to exert force on them, such as a tether or similar connection.

Tug of War: Reaction on Strength Damage (when grabbed)
• 3 points per rank

MOVEMENT POWERS

Strength-based movement powers tend to rely on the character's muscles: a few ranks of Speed or Swimming may represent enhanced running or athletic abilities, for example. Note that high-Strength characters can easily achieve the Athletics check results needed for speed boosts to climbing, running, and swimming described on pages 116 of the *Deluxe Hero's Handbook*.

MAKESHIFT HANDHOLDS

You can dig your hands and feet into hard surfaces in order to climb them more easily. When climbing any surface with a material Toughness (*Deluxe Hero's Handbook*, page 157) less than your Strength modifier, you do not need to make Athletics skill checks to climb. One rank lets you climb at your ground speed minus 1 rank; two ranks lets you climb at your full ground speed, plus you are not vulnerable while climbing.

Makeshift Handholds: Movement 1 (Wall-crawling), Limited to surfaces with material Toughness less than Strength modifier • 1 point per rank

SUPER-LEAPING

Super-strong leg muscles can send you hurtling through the air with powerful leaps, perhaps even carrying you for miles!

Super-Leaping: Leaping • 1 point per rank

UNSTOPPABLE

Once you get moving, *nothing* stands in your way for long. You simply smash through anything in front of you and continue moving at a steady pace, leaving a trail of destruction in your wake.

Unstoppable: Penetrating Burrowing • 2 points per rank

UTILITY POWERS

These powers enhance strength in different ways.

POWER-LIFTING

You have sheer lifting ability out of proportion with your size and apparent strength.

Power-Lifting: Enhanced Strength, Limited to Lifting • 1 point per rank

STRENGTH BOOST

You can temporarily increase your Strength rank, going from normal to superhuman strength or from superhuman to truly godlike.

The default Strength Boost simply requires a moment's concentration to activate, and then fades away at a rate of 1 rank per round. Your boosted Strength must remain within the limits of the series power level, so some characters have normal Strength below the limit or apply the Inaccurate modifier to compensate.

Strength Boost: Enhanced Strength, Fades • 1 point per rank

Other types of Strength Boost are circumstantial, such as the following examples:

ABSORPTION BOOST

You boost your strength by absorbing external energy and converting it into sheer muscle power. The energy

may be electricity, heat, kinetic, or any other suitable source. Note that the power does not grant any resistance to the energy source; apply the appropriate Immunity effect for that. See energy-based sections like **Electrical Powers** and **Kinetic Powers** for examples.

Absorption Boost: Enhanced Strength, Fades, Limited to the lesser of effect rank or absorbed energy rank • 1 point per 2 ranks

RAGING STRENGTH

The madder you get, the stronger you get. Your higher Strength rank is Limited to when you are angry (see the **Temper** complication, following); at your emotional “baseline” you cannot access your Enhanced Strength.

Raging Strength may also be accompanied by Side Effects like becoming vulnerable (heedless of your own defense) while raging.

Raging Strength: Enhanced Strength, Limited to while angry • 1 point per rank

OTHER STRENGTH POWERS

Kinetic Powers are strongly linked to strength and strength-based effects. Growth-based powers from the **Size Powers** section also involve increases in Strength, and giant characters may make use of some strength powers as well.

STRENGTH COMPLICATIONS

The potential complications of tremendous strength depend on the ability and willingness to control it, and the side-effects of having it.

ACCIDENT

Accidents happen, especially when your slightest move can smash through a wall or accidentally throw something into orbit! A super-strong character can become a bull in a china shop with regard to the fragile objects (and people) of the world, and may need to observe great restraint to avoid doing unwanted damage. Certainly, super-fights involving especially strong combatants are likely to result in a lot of collateral damage!

ADDICTION

Muscle-bound types might not get that way naturally, resulting in addictions to exotic steroids or other strength-enhancing drugs. In addition to the potential for Power Loss (see the following), the character may be physically or psychologically addicted to the drugs' effects. Use or abuse of such chemicals may also lead to complications like an out of control Temper.

DISABILITY

While not common, a super-strong type limited by a physical disability can be an interesting combination. Imagine a blind powerhouse with the strength to level a bunker, but needing to rely upon sensory enhancements to avoid doing unintentional damage, for example. Super-strong aliens or other non-humans may have disabilities as well, at least in relation to normal humans.

A particular Disability complication for strength powers is lacking some degree of the assumed advantages for other super-strong characters. For example, if most super-human strength gets to largely ignore the laws of physics (lifting massive objects like buildings completely intact), but the character is subject to some or all of them (having massive objects collapse under their own weight), that is a complication worth a hero point when it crops up.

POWER LOSS

If strength powers come from a source other than sheer enhanced musculature, then it is possible for characters to lose the use of those powers under the right circumstances.

Strength-enhancing drugs, chemicals, or devices might be taken away or removed from the character's system. Mystical or miraculous blessings could be dispelled, suspended, or removed by whoever grants them or by outside forces. Strength based on the character's own self-confidence could be lost if doubt fills the character's heart.

PREJUDICE

Strength powers sometimes come with radical changes in a character's appearance, from simply being more muscular than any ordinary human to looking like a real monster. Combine that with the tendency to assume anything that looks huge and strong is probably also dumb, and these characters can face considerable prejudice.

RIVALRY

Who is “the strongest one there is”? Characters with this complication intend to find out, no matter what it takes. Strong types often have a rivalry ranging from what could be called “friendly” (if fierce) competition to almost mindless anger directed at other powerhouses.

TEMPER

A classic complication of tremendous strength is a temper to match, with the character flying into a rage or a “berserker fury” when pushed too far. The exact circumstances vary, from the blood lust of battle to the taunts and cruel jibes of “normal” people to absorbing too much energy at once, but the character is a time-bomb just waiting to go off, and capable of doing considerable damage.

SUMMONING POWERS



Some heroes work alone, others in teams, and others still have the ability to call-in as much help as they want, by summoning other beings to assist them! From commanding animals like birds or sea-creatures to creating animated constructs of solidified energy or summoning quantum duplicates, *M&M* characters can go from lone individuals to an entire army!

All the powers in this section summon—call, conjure, or create—different independent beings in one fashion or another. These beings are generally referred to as *agents* of the summoner. *Minions* are agents with the minion trait (*Deluxe Hero's Handbook*, page 245) and all the limitations that come with it.

THE SUMMON EFFECT

Naturally, summoning powers rely heavily on the Summon effect (*Deluxe Hero's Handbook*, pages 180–183) which brings other creatures to serve the user.

The default Summon effect calls upon a singular agent with the minion descriptor and the dazed condition, friendly towards the summoner (and thus generally disposed to do as ordered). Modifiers can change these default conditions. The Minion advantage (*Deluxe Hero's Handbook*, page 139) is much like a Permanent Limited Summon effect, while the Sidekick advantage (*Deluxe Hero's Handbook*, page 140) is like a Permanent Limited Summon effect that calls upon an Heroic agent, both of them involving Self-Powered agents who do not simply appear out of thin air when called (see the **Self-Powered** modifier, following).

Since Summon is a close range effect, the agent normally appears in the nearest open space adjacent to the summoner. In the case of hordes of agents, they may fill the nearest available spaces, extending outwards from the summoner. Ranged Summon effects are thus useful for their ability to place an agent somewhere within range—on the far side of a gap, for example, or another part of a battlefield. Precise placement may require a ranged attack check for Ranged Summon, it is automatic for Perception Ranged Summon, so long as the summoner can accurately sense the location.

The GM may wish to bend or waive the requirement for an agent to have a PL equal to or less than the Summon rank; this makes the effect more flexible and does not penalize concepts based on relatively low-cost agents with power levels closer to the series limit. So long as the agents fall within the series power level limit, there should be little concern.

SUMMON MODIFIERS

In addition to the modifiers from the *Deluxe Hero's Handbook*, Gamemasters may find the following modifiers for the Summon effect useful in creating summoning powers.

Responsive: You can command your summoned agent(s) as a free action rather than a move action, although you may only issue commands once per agent per turn. +1 point per rank.

Self-Powered: The summoned agent(s) do not appear near the summoner but must instead travel to the summoner from wherever they are using their own movement capabilities. –1 point per rank.

...THREE'S A CROWD

As noted in the *Deluxe Hero's Handbook*, Gamemasters may wish to have groups of homogeneous agents use team checks to minimize the number of individual die rolls needed so they do not clutter up encounters and take time and attention away from the main characters. This works well with the limitations on issuing orders to agents: it's easier to tell all of your agents to attack a particular target (coordinating as a team check) than it is to issue them each different orders, unless they are Responsive (see the previous modifier) and you can issue orders as a free action.

For truly large numbers of agents, Gamemasters may find the mass combat rules from the Gamemaster's Guide useful, treating dozens or even hundreds of characters as a single entity. Also see the **Swarm** power for treating large numbers of agents as singular entities.

SUMMONING DESCRIPTORS

Exactly how the Summon effect brings agents into play, and the type of agents it brings, are subject to the power's descriptors.

- **Dimensional:** The power summons agents from other dimensions, from parallel universe soldiers to demons from hellish netherworlds. Note that the Summon effect need not have the Dimensional modifier unless the agents can appear in a dimension other than the one the summoner is presently in; having agents come to the summoner is a built-in part of the effect, regardless of where they come from.
- **Duplicate:** The agents are duplicates of an existing character, often the summoner, but a power might also summon up duplicates of other characters. Duplicates are as close to identical to their source as possible. See the **Duplication** power description for more.
- **Magical:** The agents are summoned by magic and are often magical creatures like elementals, spirits, demons, or constructs. They may be vulnerable to harm or banishment by other magic.
- **Necromantic:** These Summon effects call upon the dead, typically undead creatures like zombies or ghosts. Certain magical, holy, or life-affirming descriptors (particularly light) may counter or harm necromantic agents.
- **Technological:** Technology summons the agents, who may or may not be technological themselves. This could be machine animation or a teleportal device, for example. Other types of technology could counteract the summons.

COUNTERING

Countering a Summon effect typically sends the agents back where they came from (banishment) or renders them incapacitated (deactivation). For example countering a Demon Summoning spell may send the hellspawn back

to their netherworld whereas countering an Animate Machines effect deactivates the machine agents, rendering them inert and countering an Energy Constructs power simply dissolves the construct.

SUMMONING FEATURES

Some potential Feature effects associated with Summoning Powers include the following:

- **Monitor:** You always know the condition of any of your agents. So if one goes from normal to incapacitated or immobilized, for example, you know it. If you are able to exchange other information with your agents, apply the Mental Link modifier of Summon.
- **Servants:** You can summon "servant" agents to handle various routine, mundane tasks but not useful in conflicts or challenges, kind of like a portable Personnel feature for a headquarters (*Deluxe Hero's Handbook*, page 229).

OFFENSIVE POWERS

"Offensive" summoning powers generally call or create beings to fight on the summoner's behalf. Some fight alongside their summoner, while others allow the summoner to stay safely back from the conflict.

ANIMATION

You can imbue objects in your line of sight with animation and a semblance of life, making them constructs under your control (see **Constructs**, *Deluxe Hero's Handbook*, page 231). Create the object as a construct with (Summon rank × 15) total power points. Constructs—like other agents—are subject to the series power level limits. The object gains movement according to its form: statues can get up and walk, for example, rugs can crawl, balls roll, cars drive, etc. Some animators are additionally Limited to a particular type of objects, such as pictures, statues, machines, stonework, and so forth.

Animation: Perception Range Summon Animated Object, Limited to Available Objects • 3 points per rank

CONSTRUCTS

You create mobile constructs out of a particular medium, typically some type of energy: light, sound, shadows, and so forth. Constructs under your control act as you direct (with the standard Summon parameters of a move action to issue orders and agents taking only a single action per turn, unless modified).

Constructs: Ranged Summon Construct, Broad Type, Controlled • 5 points per rank

DUPPLICATION

You can create a duplicate of yourself. Your duplicate is an agent with the same capabilities as you, except for this

power and any hero points. You can spend your own hero points for your duplicate's actions, essentially, you share the same "pool" of hero points.

You must have this power at a rank equal to your own power point total (less the cost of Duplication) divided by 15 and rounded up for your duplicate to possess your full abilities. If you have it at a lower rank, create your duplicate as a scaled-down version of yourself, with a power level equal to your Summon rank and starting power points determined accordingly (rank $\times$ 15). So a power level 11 hero with Duplication 8 creates a power level 8 duplicate with (8 $\times$ 15) 120 power points and proportionately lower-ranked traits.

Your duplicate thinks and acts just like you, so it is automatically helpful toward you. Gamemasters should generally allow the hero's player to determine the duplicate's actions. Your duplicate disappears if your power is countered. You can also make your duplicate disappear at will by turning off your power.

Apply the Multiple Minions extra if you can summon more than one duplicate, and the Horde extra if you can summon them all at once. Given the power's cost, duplicators tend to be less superhuman—built on fewer power points—the more duplicates they can summon.

Duplication: Summon Duplicate, Heroic • 4 points per rank

NECROMANCY

You can imbue corpses, even skeletal remains, with a semblance of life, turning them into undead creatures that rise up at your command. Use the zombie archetypes from the *Gamemaster's Guide* (page 144) or apply the zombie template (page 145) to a different archetype for things like creating zombie or skeletal dinosaurs or other creatures.

Although the power as listed has a substantial cost per rank, only 1 or 2 ranks are needed to cover the undead's power level and costs; Summon Zombies costs 14 points while Summon Skeletons costs 28 points.

Necromancy: Summon Undead, Controlled, Horde, Multiple Minions (32 total) • 14 points per rank

SWARM

You summon a swarm of essentially identical agents, such as insects, vermin, or even small machines. Rather than racking up the tremendous (and expensive!) ranks of Multiple Minions needed for, say, a swarm of a thousand bees, it's far easier to treat such swarms as single "agents" which act as one and may also be fought (and potentially defeated) as one entity.

A swarm is Insubstantial (*Deluxe Hero's Handbook*, page 166) at the second rank of effect: the individual members of the swarm can slip through small openings and flow out of grabs and restraints, and the swarm as a whole is immune to direct physical attacks like punches and slashes, but still affected by area or energy attacks. Larger

swarms may have ranks of Growth and the Area modifier on their Swarm Attack to represent their greater overall size. Applying the Multiple Minions modifier allows you to summon multiple swarms able to split up and act independently of each other.

Swarm: Summon Swarm (Active, Controlled) • 4 points per rank

SWARM

PL8 • MR3

STR — STA 2 AGL 0 DEX 0 FGT 0 INT — AWE 0 PRE 0

Powers: **Swarm** (Insubstantial 2, Permanent, Innate, Quirk: Limited by size of individual components, -2 points), **Swarm Attack** (Affliction 6, Resisted and Overcome by Fortitude, Dazed, Stunned, Incapacitated, Concentration, Cumulative) plus **choose one** of Flight 2 or Movement 2 (Slithering and Wall-Crawling)

Skills: Close Combat: Swarm Attack 10 (+10)

Offense: Initiative +0, Swarm Attack +10 (Close, Affliction 6)

Defense: Dodge 8, Parry 4, Fortitude 5, Toughness 2, Will Immune

Totals Abilities -6 + Powers 31 + Advantages 0 + Skills 5 + Defenses 15 = 45

DEFENSIVE POWERS

Defensive summoning powers typically use summoned beings as shields, even sacrificing them to protect the summoner. This is of little concern when the "beings" are mindless constructs but morally gray (to say the least) when they are intelligent, living beings of some sort.

DECOYS

You summon up a mass of seemingly identical duplicates, but they are not real and cannot physically interact, but do provide useful cover, allowing you to lose yourself amongst them. You gain the defensive benefits of total concealment (a -5 circumstance penalty to attacks against you, and opponents must guess your location) although none of the other benefits.

Decoys: Concealment 4 (All Visual Senses), Limited to Decoy Images • 4 points

SACRIFICE

You can shift a successful attack on you to one of your minions instead by spending a hero point. If a Gamemaster character uses this power, award the affected player a hero point instead. Gamemasters may wish to prohibit minions from having the Interpose advantage, requiring this power instead.

Sacrifice: Add Sacrifice modifier to Summon • 1 point.

MOVEMENT POWERS

Summoning powers typically bring agents instantly into the summoner's presence. They may provide other types of movement as well.

CASTLING

You can “swap” places with one of your duplicates (see **Duplication**, previously) instantly. You appear in the duplicate’s place and it appears in yours, so long as you are within the Teleport effect’s range of each other. If you apply the Subtle modifier, those around you may not even be able to tell you have switched places!

Castling: Teleport, Accurate (wherever duplicate is), Easy, Extended, Limited to Switching Places With Duplicate (–2), Medium (Duplicate) • 2 points per rank

DUPPLICATE LADDER

You summon a “chain” of duplicates to cover a distance, then re-absorb them at the destination point, essentially allowing you to “leap” across a span like an instant, living bridge. The number of duplicates is largely irrelevant, a descriptor of the effect, although this power is most often connected with Duplication (previously). A version of it might work with other Summon effects as well. This is also an effective power stunt for duplicators who occasionally find a need for it and can expend the extra effort (and/or the hero point).

Duplicate Ladder: Leaping • 1 point per rank

SUMMON STEED

You summon a steed with traits equal to the horse archetype (*Gamemaster’s Guide*, page 134) with 6 additional power points of traits—most likely effects such as Flight or Movement. More unusual steeds should be created as full characters to determine the Summon rank needed for them.

Summon Steed: Summon Steed 1, Continuous • 3 points

SUMMON VEHICLE

You conjure up a vehicle to transport you (and possibly others). Create it according to the usual vehicle rules (*Deluxe Hero’s Handbook*, page 221) based on (rank × 15 points). Cost-wise, this is similar to the Equipment advantage (which costs 1 point per 5 points of the vehicle’s cost) but sustained rather than continuous and with different descriptors.

You may pilot the vehicle yourself or have someone else do so. If the vehicle is capable of driving itself, apply the Responsive modifier of Summon; it essentially removes the move action required to pilot. If the vehicle is remote-controlled and must come to you, rather than simply appearing, apply the Self-Powered modifier.

Power: Summon Vehicle, Controlled • 3 points per rank

UTILITY POWERS

The utility uses of summoning are manifold, depending on the abilities, skills, and powers of the beings they summon.

ANATOMIC SPLIT

You can split off different parts of your body without harm, allowing them to act semi-independently. Their movement abilities tend to be limited to crawling or shuffling, but a separated eye can still see and a separated ear can still hear, and so forth.

The power format assumes the ability to make up to eight splits, with each part as a relatively low-cost “agent” (having only a portion of your capabilities) requiring only 1 or perhaps 2 ranks. If your separated parts have more significant capabilities, increase the Summon rank to account for the added cost.

Anatomic Split: Summon Body Part, Controlled, Mental Link, Multiple Minions 3, Side-Effect (Lose use of the separated part) • 1 point + 8 points per rank

COMBINE

You and one or more other characters can combine to summon a singular being. The components of the combined being disappear and cannot act while it exists but the combined form has a full set of actions each turn. The components also suffer whatever conditions the combined form does (Feedback) and countering or ending the Summon effect causes the combined form to split back into its components.

At the Gamemaster’s option, the components of the combined form can evenly divide the ranks (and cost) of the power amongst themselves. The combined form must still obey any series power level limits, although the GM is free to set different limits for the component characters and the combined form, as appropriate for the series.

This power best suits when a group of characters summons an even more powerful combined agent; for instances where a character has two or more “normal” components, consider an Identity complication and Activation modifier instead.

Combine: Summon Combined Form, Heroic, Feedback, Limited (requires all components be present), Limited (components vanish while combined form is present) • 1 point per rank

EMPOWER

You grant an otherwise ordinary being power to become your agent. Examples of this power include transforming ordinary animals or insects into giant, super-powered monsters, or granting normal human thugs temporary super-human strength and toughness. You might use a mad-science “growth ray” or invest subjects with magical power or divine archetypes. Once the effect lapses, the subjects revert back to their normal form. If you can empower multiple subjects at the same time, apply the Multiple Minions and Horde modifiers, as appropriate.

This ability is primarily intended to work on “background” characters, not to further empower other player characters. It is best reserved for concepts such as “summoning” powerful agents from ordinary creatures in the environ-

ment. For villains, Empowerment is more of a plot device and may be treated as such without worrying about the construction or point allocations of this power.

Empower: Summon Empowered Version, General Type, Limited to Available Subjects • 2 points per rank

SUMMONING COMPLICATIONS

Calling upon and commanding other beings can create complications; so can relying on summoning to handle certain problems. In addition, summoners also deal with their agents' complications as well as their own: a demon summoner might have minions unable to enter sacred ground, for example, while a necromancer's agents only go out at night. This is no more than a plot device for Gamemaster-controlled characters, but player characters dealing with their agents' complications—essentially limiting their summoner in various ways—should receive a hero point award.

ENEMY

Calling up other beings to do your dirty work for you does not necessarily make you any friends. While a lot of summoning powers involve mindless and utterly loyal agents, some of which aren't even real beings at all, it is possible for the power to literally create enemies over time. Imagine an agent which develops free will and a sense of resentment towards the summoner, perhaps managing to escape in order to plot revenge or to find a way to free its summoned "brethren".

This type of enemy can range from a disgruntled demon to a duplicate with independence convinced it is the "real" person, who must kill the summoner in order to ensure it is the one "true" individual.

POWER LOSS

In addition to countering a Summon effect to banish or remove its agents, summoners may face power loss in different ways.

The most common is for the character's summoning power to require some particular components or ritual: a magic word, a grand gesture, a mystic diagram or circuit, or the like. If the summoner is not able to fulfill this requirement, the power won't work.

Likewise, there may be circumstances in which the summoning power is ineffective, or where the agents themselves suffer from power loss, reducing their usefulness, and awarding the summoner for the complication.

RELATIONSHIP

Summoning powers mean having an "entourage" of some sort, even if it is just a summoned sidekick or ally. Summoners may have various connections with their agents,

especially if the agents are beings in their own right, and this can lead to complications. On the one hand, the summoner is responsible for the agents, and may have to deal with them getting into trouble or even going off on their own. A summoner may also have a relationship with a particular agent beyond just "business". Consider a summoner able to invest the power of a legendary hero into various mortal vessels (via Empower) falling in love with that hero, but unable to be with him because he just an incorporeal spirit, except for the rare occasions when he is "borrowing" someone else's body.

Another unique type of Relationship is for the *summoner* to be a supporting character while the agent is the actual player character! An example is a genie-type with various powers, who has a mortal "master" who summons and commands the genie but otherwise has no powers and is an ordinary person; in terms of game-play, the player controls both characters, but the summoner functions more as a relationship complication for the genie than anything else, similar in some ways to a normal identity but existing simultaneously (see **Identity**, *Deluxe Hero's Handbook*, page 28).

REPUTATION

Depending on who or what a character summoners, how they are summoned, and how the agents are treated, it's not difficult for summoners to get a problematic reputation. Nobody is likely to enjoy the idea of having a necromancer who animates the dead around, for example, even if his intentions are noble and heroic. Modern people are likely to question summoners about the nature and well-being of their agents: are they calling up mindless automations or enslaving intelligent beings?

WEAKNESS

One of the primary "weaknesses" of many summoners is their reliance on their agents. With a great number of points invested in Summon, they often have less left over for their own traits. This fits the genre, as superhero summoners tend to rely most heavily on their agents (super-villain masterminds are another case). This design is not a complication in and of itself, although it often leads to other complications, particularly the summoner being incapacitated or captured.

Summoners may also have weaknesses based on the source of their power and their agents: a summoner connected with hellish netherworlds may be vulnerable to holy or divine powers while a necromancer could be weakened or harmed by symbols and powers of life and light.

Lastly, there are weaknesses associated with the summoned agents rather than the summoner: these can also constitute complications for the summoner, if a weakness prevents agents from accomplishing a task or banishes them prematurely. So, for example, if a cunningly placed wrought-iron fence keeps a faerie summoner's agents at bay, award the player a hero point for the complication.

TALENT POWERS



There is often a fine line between “powers” and the kinds of amazing talents displayed by comic book characters. With the right training, drive, and discipline, some characters with no true powers can stand with (or against) those with superhuman abilities. This section looks at super-powers that aren’t: Talent Powers.

TALENT DESCRIPTORS

The following descriptors are important for talent powers.

- **Talent:** The key descriptor for the powers in this section is “talent.” Talent usually refers to an inborn knack or capability, but in this case it also refers to the development of abilities that might be better called “skills” except *MUTANTS & MASTERMINDS* already has a system of skills. If necessary, Gamemasters can differentiate between the talent and skill descriptors to reflect inborn or natural capabilities versus learned ones. The important thing to note is that talents are “natural” abilities, that is, not acquired from a power source other than extraordinary human capability. Characters with talent powers are still “normal” humans, in so much as the term applies to a superheroic setting.
- **Advantages:** Closely related to talents are advantages (*Deluxe Hero’s Handbook*, page 131). Indeed, talents and advantages could be considered essentially the same descriptor, since they do much the same thing: provide otherwise normal characters with particular edges and capabilities others do not possess. The primary difference is advantages fit into the cost structure of 1 power point per rank, whereas talents have a variable cost based on their effects.

- **Innate:** The Innate extra (*Deluxe Hero’s Handbook*, page 194) has a particular relationship with talent powers. Innate effects cannot be nullified. Essentially, the extra is a 1-point Immunity to Nullify applied to a specific power. While it may seem like talent powers should all be innate—given they are inborn or natural traits—this is not necessarily the case. One can certainly imagine disorienting, memory-affecting, or other descriptors for a Nullify Talents effect. Thus, Innate has not been applied to the powers in this section unless they are truly things no one should be able to Nullify. If you want to apply the Innate modifier to any of the other powers, feel free to do so on a case-by-case basis.

COUNTERING

Talent powers tend to be so diverse that it is easier to handle the effects they can counter—and those that can counter them—on an individual basis. For example, the Pressure Points power (see **Offensive Powers**) might contain techniques able to counter certain other afflictions (especially those based on pain or control of the nervous system), and Fearsome Presence could potentially counter powers reliant on concentration or self-confidence. Similarly, effects targeting body, mind, or spirit could potentially counter some talent powers by disrupting the user temporarily. In some cases, the GM may wish to consider that if a talent power is unable to counter, then it is fair to assume it generally cannot be countered either, a combination which balances out and matches the advantage descriptor (since they similarly do not counter and cannot be countered).

TALENT FEATURES

Given the close similarity between talent powers and advantages, talent Feature effects can easily be thought of as advantages and vice versa. For example, the Number Cruncher and Speed Reading talents (see **Utility Powers**) could just as easily be advantages. Any talent power with a 1 power point per rank cost structure (such as Striking Power, Tough, or Acquired Immunity) could easily be made into an advantage.

SKILL KNACKS

A particular Feature that works well with talent powers in conjunction with skills is the Skill Knack, allowing the character to ignore one type of circumstance penalty for skill-use. Existing examples include Improvised Tools (which removes the circumstance penalty for not having tools) or Animal Empathy (which removes the circumstance penalty on using interaction skills with animals). Other possibilities include removing circumstance penalties for Acrobatics or Athletics (moving at normal speeds, not vulnerable while in use, etc.), penalties for difficult disguises with Deception, using an interaction skill more quickly (as a move action rather than a standard action), and so forth.

OFFENSIVE POWERS

Offensive talents range from enhancing existing attack effects (including Strength Damage) to providing new offensive capabilities, such as the sheer intimidation of Fearsome Presence or the secrets of Pressure Points.

FEARSOME PRESENCE

Your very presence can strike terror into the hearts of your foes, allowing you to win some battles without having to do anything more than show up!

Fearsome Presence is also an effective model for other interaction talents with extraordinary influence over people, such as a Befuddling Lie based on a Deception check and inflicting the Entranced, Stunned, and Unaware conditions, for example.

Fearsome Presence: Perception (Visual) Area Affliction (Resisted and Overcome by Will; Impaired, Disabled, Paralyzed), Selective, Subtle, Intimidation Check Required (DC 11) • 3 points per rank

FLURRY

You can launch a virtual whirlwind of attacks against your foes, applying the Multiattack modifier to your attack, up to the rank of the modifier or the attack, whichever is lower. Therefore with 3 ranks in Flurry, you can Multiattack with a light pistol (Damage 3) even though it is normally not capable of Multiattack fire. If you only flurry with a subset of attacks—such as guns or melee weapons—reduce the Variable Descriptor modifier to 1 rank.

Flurry: Multiattack, Variable Descriptor 2 (any attack effect you wield, only up to the attack's rank) • 2 points + 1 point per rank

HURT ANYTHING

Everything has a weak point, at least so far as you are concerned. Any Damage you wield is Penetrating, up to the rank you choose, allowing you to potentially affect targets others with the same attack could not.

Hurt Anything: Penetrating, Variable Descriptor (any Damage Effect you wield) • 1 point + 1 point per rank

PRESSURE POINTS

You're trained in how to precisely apply pressure to certain points of the body to cause disorientation, pain, and even unconsciousness. Generally, this ability is acquired as an Alternate Effect of your Strength Damage at a rank equal to your Strength rank (also making it a useful power stunt). You can even acquire multiple versions of this attack, representing different types of strikes or nerve manipulation, with different conditions imposed by the Affliction. True mastery of Pressure Points might apply the Variable Condition modifier to the Affliction (see the **Illusion Powers** section).

Pressure Points: Affliction (Dazed, Stunned, Incapacitated), Resisted and Overcome by Fortitude • 1 point per rank

STRIKING POWER

You have trained to harden and strengthen your hands and to focus the power of your blows, increasing your sheer striking power. The GM may limit this power to just a few ranks (say 2–3) or to a maximum you can increase your total Strength damage, such as rank 6.

Striking Power: Strength-based Damage • 1 point per rank

DEFENSIVE POWERS

The Defensive Roll advantage (*Deluxe Hero's Handbook*, page 135) can be thought of as a defensive talent power: a version of Sustained Protection dependent on the character's ability to actively defend to avoid the brunt of attacks.

ACQUIRED IMMUNITY

Through natural talent or careful buildup, you have an acquired immunity to toxins and pathogens that allows you to more easily resist their effects.

Acquired Immunity: Immunity 2 (diseases and poisons), Limited to Half Effect • 1 point

PERFECT DEFENSE

Your mastery of combat technique is so great that when you choose to go on the defensive, you are virtually untouchable. You either parry and slip around close attacks, or nimbly dodge and evade ranged attacks. Doing so takes virtually all your concentration, however; you're limited to move and free actions while using your Perfect Defense, and it does not protect you from attacks that

do not target you in the ways you are trained to avoid, so things like area and perception ranged attacks still affect you normally. You must also be able to defend yourself: If you are vulnerable or defenseless, your Perfect Defense does not work, either.

Perfect Defense: Immunity 40 (attacks targeting Dodge or Parry), Concentration Duration • 20 points (40 for both)

TOUGH

You are tougher than you look, perhaps a good deal tougher. You have ranks of Protection (increasing your Toughness defense) attributed to natural ability or training. Like other talent powers, the GM may limit you to no more than 2–3 ranks.

Tough: Protection • 1 point per rank

UNFAZEABLE

Nothing seems to shake your perfect composure, whether due to an icy calm, a devil-may-care attitude, or just a stoic stubbornness. Someone may as well be trying to sway a force of nature.

Unfazeable: Immunity 5 (Interaction Skills) • 5 points

MOVEMENT POWERS

It only takes a rank or two of a movement effect to outclass all but the world's record holders in most forms of movement (Speed 3 is slightly better than a 4-minute mile). These abilities reflect talent and training beyond even considerable ranks in Acrobatics or Athletics.

PARKOUR

You're a master of *parkour*, or "free-running," a style of moving quickly through crowded urban environments. Essentially, you suffer no movement penalties of any kind in an urban environment, you can vault and climb quickly, and you suffer no effect from slips or falls, so long as you are near a hand hold or other means of catching yourself. Circumstance penalties for your environment may still apply, but movement penalties do not.

Parkour: Movement 5 (Environmental Adaptation (Urban), Safe Fall, Sure-Footed 2, Wall-Crawling 1), Limited to Moving in Urban Environments (4 ranks) • 6 points

PERFECT BALANCE

You have such exceptional balance that you can move along the narrowest of paths without slowing or falling. You move at your normal speed, even along a tightrope or high-wire, and never have to make a check to avoid falling under such circumstances.

Perfect Balance: Movement 2 (Wall-crawling 2), Limited to upright movement • 2 points

SPEED-CLIMBING

You can climb quickly and easily, like a trained "human fly". With the Check Required modifier, you still suffer the normal results of failing an Athletics check while climbing (*Deluxe Hero's Handbook*, page 116) but you move twice as fast (speed –1 rather than speed –2). With 2 ranks of Movement, you climb very quickly (at your normal ground speed). Without the flaw, you also climb unerringly: you never fall or fail to make a climb.

Speed-Climbing: Movement 1 (Wall-crawling 1), Athletics Check Required (DC 11) • 1 point.

SPEED-SWIMMING

You're a powerful swimmer, swimming at your speed rank –1 (rather than –2 like most swimmers). Note this talent does not exempt you from Athletics checks to swim, or allow you to breathe underwater.

Speed-Swimming: Swimming 1 • 1 point.

VAULTING

You're capable of remarkable leaps, spanning up to 30 feet (slightly more than the world's record for a running long jump). Without the Check Required modifier, you can do it effortlessly.

Vaulting: Leaping 2, Acrobatics Check Required (DC 11) • 1 point.

TRIPLE-JOINTED

You can bend and contort to fit into surprisingly small spaces and areas (half human normal size).

Triple-Jointed: Shrinking 4, Innate, Concentration, Acrobatics or Sleight of Hand Check Required (DC 12) • 3 points

UTILITY POWERS

A wide range of effects can represent talents, particularly different Senses and effects like Quickness.

ACUTE SENSE

You have a degree of sensory refinement most people do not. While vision and hearing are normally acute, those with this talent have additional acute senses. You can, for example, easily distinguish between different wine vintages by taste with Refined Palate, pick out specific notes with Perfect Pitch, or recognize a specific brand of perfume with Sensitive Smell.

Perfect Pitch: Senses 1 (Analytical Auditory) • 1 point.

Refined Palate: Senses 1 (Acute Taste) • 1 point.

Sensitive Smell: Senses 1 (Acute Olfactory) • 1 point.

AMBIDEXTEROUS

You are truly ambidextrous, able to use either hand (or all of your hands, if you have more than two) equally well. You suffer no circumstance penalties due to which hand you use to perform a task.

Ambidextrous: Feature 1 (no circumstance penalties for off-hand use) • 1 point.

AT A GLANCE

You take things in quickly, instantly assessing a scene with a single glance.

At a Glance: Senses 1 (Rapid Vision) • 1 point.

BRILLIANT DEDUCTION

Whether it is a few scuffs in the dirt or some stray hairs on someone's collar, you can reconstruct entire past events with amazing accuracy just by examining the available evidence. You can substitute an Investigation check for the Perception check normally required for Postcognition if your examination of the evidence is successful.

Brilliant Deduction: Senses 4 (Postcognition), Investigation Check Required (DC 12) • 2 points

DAREDEVIL

They say "fortune favors the bold," and that has certainly always been your experience. You've lost count of the times when the chips have been down and fate has handed you and your friends a lucky break.

Daredevil: Luck Control • 3 points per rank

EAGLE-EYED

You are sharp-eyed over much greater distances than most people.

Eagle-Eyed: Senses 1 (Extended Vision) • 1 point.

LIGHT SLEEPER

You are unaffected by circumstance penalties to your Perception checks to hear things due to being asleep (normally a +10 DC, *Deluxe Hero's Handbook*, page 124). Thus, you're more likely to hear (and be awakened by) any sound.

Light Sleeper: Feature 1 (ignore hearing penalties for sleeping) • 1 point.

MASTER OF DISGUISE

You can quickly change your appearance in startling ways, becoming virtually indistinguishable from your subject.

Master of Disguise: Morph 2 (Other People), Continuous, Deception Check Required (DC 12), Removable (–1 point), Standard Action • 5 points

MASTER ESCAPE ARTIST

You can escape from virtually any bonds or containment, so long as you are capable of taking action. While this talent allows you to easily slip free of ropes, handcuffs, straitjackets and other bindings, and to escape most cages and the like, it may be ineffective against some traps (at the GM's discretion), and is often coupled with ranks in the Sleight of Hand skill and possibly the Ultimate Effort (Sleight of Hand) advantage.

Master Escape Artist: Insubstantial 1, Limited to Escaping • 4 points

MASTER LINGUIST

You have such a talent for languages that you speak virtually *all* of them, and can quickly figure out a new language if you are exposed to it for a while.

Master Linguist: Comprehend 2 (Languages, Understand and Be Understood), Quirk (takes at least a scene to pick up a new language) • 3 points

NUMBER CRUNCHER

You can perform mathematical calculations rapidly in your head. The basic talent subtracts 3 ranks from the time value to perform a calculation; each additional power point adds 3 more ranks. A realistic limit is probably 3 to 4 points (for a total of 9 to 12 ranks).

Number Cruncher: Quickness, Limited to Mathematical Calculations • 1 point per 3 ranks

SITUATIONAL AWARENESS

You are hyper-aware of your surroundings, making you particularly sensitive to potential threats. You have a fair chance of avoiding surprises and ambushes others might walk into.

Situational Awareness: Senses 1 (Danger Sense, visual) • 1 point.

SPEED READER

This talent is like Number Cruncher (previously) except it applies to reading text rather than performing calculations. Each power point invested subtracts 3 from the time value required to read a document.

Speed Reader: Quickness, Limited to Reading • 1 point per 3 ranks

OTHER TALENT POWERS

As mentioned under **Features**, advantages and talent powers may be considered essentially the same type of trait, with the same descriptor, in which case advantages may be an expansion of talent powers, or the basis for additional, “upgraded” versions. For example, you can create an Affliction-based talent power similar to the Chokehold advantage, imposing different conditions, or an Analytical Sense talent power for an improved version of the Assessment advantage.

TALENT COMPLICATIONS

Just like talent powers tend to be fairly low-key, complications associated with them also tend towards the more realistic, rather than weird vulnerabilities.

ADDICTION

Two types of addictions are common for highly talented characters: the first is a chemical addiction of some sort, be it performance enhancers, alcohol, medication, or recreational drugs. Sometimes the addiction is meant to help maintain the user’s “edge,” while other times it’s intended to help take the edge off always being “on” for those with hyped-up physical or mental capabilities.

A related addiction is the need for something to constantly challenge the character’s talents. Having such amazing talents, the character feels the need to *use* them as much and as often as possible. This often motivates talented characters like thrill-seekers, but what they really want is something to test their mettle, again and again.

FAME

It might be harder for a “normal” person to become famous in a world where brightly-clad men and women can fly and chuck cars over their shoulders; still an extraordinary talent is worthy of note, especially if it is applied well. Characters with talent powers often manage to find fame, at least for a while. Some try their best to avoid the limelight, while others bask in its glow and do whatever they can to hold on to it. Both present complications in a character’s life, as fame—and fans—can be fickle.

IDENTITY

Depending on how characters’ talents manifest, they may or may not be able to maintain a secret identity. If they do, then that identity is quite often as mundane and unremarkable as possible. After all, it would be quite noteworthy if a famous hero *and* a local civilian both had the same amazing talents, wouldn’t it? Having a mundane existence can be a boon or a bane, depending on the kind of attention the character prefers, but both can be complicated.

POWER LOSS

While talent powers are not really “powers” in some senses, they still might be subject to this complication. The most common form of power loss for talent powers is a loss of confidence: not truly believing in those talents can cause them to fail, leading to a reinforcement of that failure of confidence, until the character pulls out of the downward spiral (perhaps with some help from friends).

QUIRK

Incredibly talented types can often be... eccentric. Heroes and villains who rely on their talents may also add the occasional flourish or focus on a particular theme. For some, this can grow into an Obsession complication, blocking out virtually everything else. Heroes tend to be better at moderating their personality quirks, but still have and follow them.

RELATIONSHIP

A talented character may have a relationship with a mentor (who may also be a family member) who helped to bring out the character’s potential. This relationship could be a good one, still seeking out the mentor for advice and further training, or a stormy one, with resentment towards a harsh and possibly stingy mentor. Either way, foes and circumstances may threaten the relationship, forcing the character to act.

REPUTATION

A reputation for arrogance is an occupational hazard of the incredibly talented. It doesn’t take much for someone with amazing capabilities to rub people the wrong way, especially if the character ignores social niceties. A brilliant, but eccentric, investigator or a maverick sports-hero-turned-vigilante can easily have a difficult reputation when it comes to dealing with both the authorities and the media.

A reputation for failure may also haunt a talented character, fallout from that one time when sheer talent and determination wasn’t enough. Such characters may have a hard time finding those who still believe; indeed, they have a hard time believing in themselves (see **Power Loss**, previously).

RIVALRY

“Anything you can do, I can do better” may as well be the motto of many with talent powers. In a world of superhumans, sheer human capability and achievement matter more than ever, at least to some, and that can lead to all sorts of rivalries: between talented characters, between “normals” and superhumans, between heroes and criminals, and so forth. It’s not unusual for a hero with talent powers to have a criminal opposite who enjoys engaging in a little “friendly rivalry” (whether the hero considers it friendly or not).

BY DESIGN = POWER COMPLICATIONS

All of the various *Power Profiles* present different complications associated with having powers of a particular type, but how do you differentiate between the complications of a power (or powers) and appropriate power modifiers, particularly flaws?

Generally speaking, if a particular flaw serves to describe how a power operates *on a regular basis*, then it should apply. For example, if the user has to grab and hold onto the target, that is the Grab-based flaw. If a ranged effect only operates at close range, that is the Reduced Range flaw, and so forth. Note these are conditions that *always* apply to how the power works, even if the flaw is not always “triggered” with every use. A Removable power might not always get removed, and an Unreliable power might not fail *this time*, but the potential is always there. These sorts of permanent flaws should be handled with power modifiers.

In some instances, either a flaw or a complication will handle an aspect of a power. For example, is the potential of losing a power-granting item an instance of the Removable flaw or a Power Loss complication? The answer is that it could be either, depending on whether or not the player wants the cost-break (and associated effects) of applying the Removable flaw or prefers an occasional hero point award when an instance of Power Loss comes up. Another example is the Unreliable flaw for a power that can run out or stop working: Does it happen often enough to qualify for the flaw, or is occasionally running out of ammo (charges, fuel, etc.) more of a story-based complication, awarding the player a hero point when it occurs?

Changing a triggered or occasional flaw to a complication means its reward is equal to its “risk” in that if the complication does not come into play, there is no associated hero point award. Players who do not care for the frequency of certain occasional power modifiers, or looking for more control over their occurrences may wish to ask to apply them as power complications instead.

See the sidebar **Complications and Up-Front Rewards** on page 29 of the *Deluxe Hero's Handbook* for discussion of the relationship between flaws (applied to power effects when those effects are acquired and permanent thereafter) and complications (often situational and applying only when they occur in the story). In particular, keep in mind the guideline that a –1 per rank flaw should remove about half of the effect's usefulness. If it comes up less often, or is less limiting, it is probably better handled as either a Quirk (possibly with multiple ranks) or a complication.

Traits particular to the character, as opposed to a power or powers, are better handled as complications. For example, an aquatic character who breathes only water and suffocates when exposed to air has a significant Weakness complication. On the other hand, a cold-using character vulnerable to heat might have a Weakness complication (suffering additional effects from heat-based attacks), a power flaw (such as Protection with the Quirk “Not Against

Heat Attacks”), or both, depending on how the player sees the character's trait. In the case of both, the ultimate effect should be the character suffers additional effect from the heat attack *after* a resistance check using the character's already reduced Toughness (due to the power flaw).

FLAWS AS TEMPORARY COMPLICATIONS

Some of the flaws listed in **Chapter 6** of the *Deluxe Hero's Handbook* also make fine temporary complications if the GM wants to introduce them in the course of a game, awarding the affected player a hero point for each scene where the complication occurs. Examples include:

- **Concentration:** Trouble with the hero's power makes it require greater than normal effort to maintain.
- **Distracting:** Similar to concentration, but the effort impairs the hero's defense instead, causing the vulnerable condition.
- **Limited:** Circumstances might cause the hero's powers to temporarily acquire a limit, perhaps a psychological “block”, temporary inhibition, or due to outside interference with regards to how the hero's powers work.
- **Removable:** As previously mentioned, the Power Loss complication can be an instance of Removable for powers that normally are not.
- **Side-Effect:** The power manifests an unexpected (but temporary) side effect flaw.
- **Uncontrolled:** The hero temporarily loses control over the power, causing it to act in unpredictable ways.
- **Unreliable:** The power becomes fickle and sometimes ceases to work.
- All of these (and many others) can be summed up in a general complication:
- **Temporary Flaw:** One or more of the hero's powers develops a temporary flaw with a value of at least –1 cost per rank (or the equivalent in a flat cost flaw). The player is awarded a hero point for each scene where the power with the temporary flaw comes into play.

COMPLICATIONS FOR EXTRA EFFORT

Another way complications can interact with powers is through the hero points players gain. Players in need of a hero point, particularly for a stunt or other use of extra effort, might offer a temporary complication to the GM as a means of “paying” for the point. This gives players a mechanism for “earning” extra hero points when they need them as well as additional narrative control, and rewards them for story-based thinking.



Super-science and high-tech gadgets have been a part of comic book superheroics since the beginning, but there are also those with power over technology itself. This section looks at powers involving control over technology, or stemming from *being* a machine, rather than powers *provided* by technological devices as such. For the latter, see other Power Profiles, such as **Armor Powers**.

TECH DESCRIPTORS

The following descriptors are commonly associated with tech powers.

- **Computer:** Computers—calculating machines capable of running programs—are increasingly ubiquitous in the modern world. Few pieces of technology do not feature an on-board computer of some sort (even just “firmware” chips). Electronic computers are sensitive to electromagnetic forces, which may scramble their circuitry. In comics book settings, sophisticated computers are essentially “electronic brains” often with intelligence of their own.
- **Machine:** Machines are mechanisms with moving parts capable of accomplishing work when supplied with a source of energy. This might be as simple as sheer muscle power (like turning a crank) or, more commonly, electricity. “Steampunk” technology uses captured steam pressure to drive machines. Some tech powers may supply machines with the energy they need while others only work on machines that have a power-source; the ability to interface with computers is ineffective if the computer in question is turned off or has no power.
- **Technology:** Technology is the broad descriptor for tools as simple as levers and the wheel or as sophisticated as nuclear reactors and super-computers, or even beyond. It includes all of the other descriptors in this section: computers, machines, even super-science devices, are all examples of technology.
- **Super-Science:** Comic books often feature technology far in advance of that in the real world, from the inventions of human geniuses to artifacts from alien civilizations or future time-periods, to name a few. Technology in advance of what is known in the real world falls under the super-science descriptor. It’s essentially science-fiction. Sometimes it’s useful to distinguish between super-science and ordinary technology, as the *M&M* rules for equipment and devices do (*Deluxe Hero’s Handbook*, **Chapter 7**).

COUNTERING

Tech powers can often counter each other and, depending on the technology they affect, can potentially counter other powers or effects. For example, control over the sprinkler system of a building can provide a water effect to counter a fire or chemical effect, while control over powerful fans or atmospheric controls can potentially counter air or gas effects. Powers capable of damaging or overloading technology can similarly counter tech-based powers, this is particularly true of electrical or water powers, which might overload or short-out electrical machines. See the **Electrical Powers** and **Water Powers** sections for details.

TECH FEATURES

Some potential Feature effects associated with Tech Powers include the following:

- **Remote:** You can function like a “universal remote control” in relationship to machines that include such capabilities, turning them on or off or controlling them like a regular remote would.
- **Machines Like Me:** Routine break-downs, crashes, and similar problems do not affect you or the technology you operate. The GM should emphasize this.
- **Built-in Functionality:** You have a “built-in” capability similar to a 1-point piece of equipment, such as a timepiece, cell-phone, calculator, or similar technology. Your body or mind may simply mimic the technology’s capabilities or you may literally have one installed as part of your body (a cybernetic implant or a feature of an artificial body).

OFFENSIVE POWERS

Most offensive tech powers involve creating or controlling weapons, or attacks affecting machines themselves and deactivating or disabling them.

ANIMATE MACHINES

You imbue machines—or machine parts—with animation and a semblance of life, turning them into agents able to act under your command. Essentially, you turn the affected machines into constructs under your control (see **Constructs**, *Deluxe Hero’s Handbook*, page 231). Create the machine as a construct with (effect rank × 15) total power points. Constructs—like other agents—are subject to the series power level limits.

This power assumes the ability to modify the animated machines, reconfiguring them to provide any traits or effects reasonable for the descriptor (see **Tech Descriptors**). So you can transform a car or even a pile of mechanical junk into a robot, for example. If lacking this capability, the GM may allow an additional Limit on the power.

Animate Machines: Summon Animated Object, Controlled, General Type (Machines), Self-Powered (see **Summoning Powers** section) • 3 points per rank

CONTROL TECHNOLOGY

You can exert control over the technological devices and equipment of other characters. Your power does not control the character’s actions, but affects the technology instead. This allows you to cause a weapon to fire, or suit of power armor to act on its own, contrary to its wearer’s wishes. The device cannot do anything it is not normally capable of doing, such as aim itself, without the use of a power like Animate Machines (previously). At the GM’s discretion, the Technology skill may be used to over-

come this power’s Affliction rather than a Will resistance check, representing someone jury-rigging or resetting the device to prevent you from controlling it.

Control Technology: Perception Ranged Cumulative Affliction (Controlled; Resisted by Fortitude, Overcome by skill or Fortitude), Limited to third degree only, Affects Objects Only, Limited to Technology • 2 point per rank

DEACTIVATE TECHNOLOGY

You deactivate technology in an area. Shutting down a specific machine may simply be a matter of using a tech power as a countering effect (see **Countering**, previously). This power is wider-reaching, affecting all technology in a particular area. If you can choose which targets in the area are affected and which are not, apply the Selective modifier. Otherwise, you deactivate all technology effects in the targeted area. If you can deactivate technology around a point at a distance, rather than in a radius around you, apply the Ranged modifier.

Deactivate Technology: Nullify Technology, Burst Area (30-foot radius), Broad (Technological), Simultaneous • 4 points per rank

Rather than shutting-down, you may cause affected technology to go haywire instead, activating and functioning at random. This applies the Randomize modifier of Nullify with no change in cost.

DISASSEMBLE

You can reduce a target machine to its component parts, literally causing it to fall to pieces. This power leaves the machine in pieces until it can be reassembled. The Assemble power (see **Utility Powers**) can counter this one.

Disassemble: Ranged Continuous Transform (assembled to disassembled) • 4 points per rank

DEFENSIVE POWERS

Defensive tech powers tend to be associated with the greater durability of machines in comparison to fragile human biology. Powers involving technology providing more direct defense (armor plating, life support, and so forth) are described in the **Armor Powers** section.

MACHINE BODY

You *are* a machine, or at least you have the body of one, rendering you immune to many of the mundane concerns of living creatures. This power assumes you are self-repairing to some degree (allowing you to recover from damage normally).

Machine Body: Immunity 30 (Fortitude effects) • 30 points

A machine character might be a true construct (*Deluxe Hero’s Handbook*, page 231) having no Stamina rank and no ability to recover from damage other than being re-

paired in addition to the immunity provided by a machine body. A mobile construct must also buy Intellect and Presence ranks up from nonexistence (starting at rank -5) rather than having them at rank 0.

Construct Body: Construct • 0 points

In either case, your *mind* is still essentially the same as an ordinary person's, although it may or may not be an actual, biological, brain. Characters with digital (computerized) minds may wish to have the Computer Mind and Machine Mind powers as well.

MACHINE MIND

Rather than a biological brain, you have a digital "mind," most likely a computer of some sort. Your lack of a mind gives you full immunity to powers that affect minds, or apply the Limited to Half Effect modifier if you are partially susceptible. You may be affected, on the other hand, by powers which work specifically on computers. The GM may consider this a form of Power Loss for your Immunity and award you hero points for the complication when it occurs.

Machine Mind: Immunity 10 (mental powers) • 10 points

Some Machine Minds may have additional Immunities, such interaction skills or even all Will effects.

MOVEMENT POWERS

Tech movement powers interact with the computer "reality" of networks and cyberspace as well as the *ad hoc* use of technology to get around. Most technology-based movement powers are devices or equipment, as detailed in the *M&M Deluxe Hero's Handbook*.

CYBERSPACE

You can transfer your consciousness (and perhaps even your body) into a virtual "world" that exists "inside" a computer or computer network, allowing you to interact with that world as if it were real and physical: data and software manifests as objects and other beings and interactions with them affects the computer systems. The GM decides if some form of cyberspace even exists in the setting and, if so, how you interact with it, but generally your mental abilities and skills like Technology have the greatest impact. Apply the Limited modifier if only your mind travels into cyberspace, leaving your body behind.

Cyberspace: Movement 1 (Dimensional Travel, Cyberspace) • 2 points

NETWORK JUMP

You transform into digital data or electricity to travel instantly through a computer or communications network, reappearing from a connected device at your destination. If you are able to stay "inside" the network, see the Cyberspace power (previously).

Network Jump: Teleport, Accurate, Extended, Medium (Networks) • 3 points per rank

TRANSPORT PLATFORM

You can turn nearby technology or parts into a platform able to carry you aloft. It may be self-propelled (with anything from rockets to anti-gravity) or levitated by your own animating power, a kind of "technokinesis". If the platform is a regular device rather than something you create as needed, replace the Quirk with the Removable modifier. Otherwise, you can assemble your Transport Platform out of any available tech. This power often complements the broader Assemble power (following).

Power: Flight, Platform, Quirk: Requires available technology or machine parts (-1 point) • 1 point for 2 ranks + 1 point per additional rank

UTILITY POWERS

Tech utility powers involve creating, manipulating, fooling, or even being like machines in various ways.

ASSEMBLE

You can assemble technology instantly out of collections of parts, causing the disparate parts to fly together of their own accord, even modifying them to suit the needs of the particular machine, as if working them with tools. If the GM allows, Assemble can reduce the time required for the construction check of an invention (*Deluxe Hero's Handbook*, page 211) possibly one created by a Tech Savant (see the **Tech Savant** power). If allowed, the GM may wish to treat multiple inventions in the same scene as extra effort, requiring fatigue or hero points, in order to balance the speed with which the character can create them.

Assemble: Ranged Continuous Transform (parts into finished machine) • 4 points per rank

COMPUTER MIND

Your mind functions like a computer, with perfect recall and able to think faster than an ordinary human, and may even be a computer! Note this differs from the Machine Mind power (previously) in that it does not provide any particular resistance to mental powers, although the two powers are often found together.

Computer Mind: Enhanced Advantages (Eidetic Memory) plus Quickness, Limited to Mental Tasks • 1 point + 1 point per 2 ranks

INTERFACE

You can mentally interface with computers and computer networks, operating them as if you were a connected computer yourself. You still use the Technology skill to make checks to program or otherwise interact with the computers, although characters often have Tech Savant

(following) to go along with this power; and instinctive knowledge of how machines work.

By default, Interface operates by touch: either an input/output port, network hub, or similar device. You might have a socket or interface plug yourself, or simply be able to touch the target. If you can also use Interface at a distance, add the Communication (Radio) effect, essentially turning you into a wireless network able to communicate with computers within your range.

Interface: Comprehend Machines 2 • 4 points

MANIPULATE TECHNOLOGY

You can operate technology at a distance without touching or directly interacting with it. This is a limited sort of Animate Machines (previously) in that the device's controls move of their own accord, as if operated by an invisible person, but the object itself is no more animate than it normally is while operating. This power cannot accomplish gross mechanical tasks not directly controlled by a machine or mechanism; for example, you can operate a mechanism to raise or lower a gate, but you cannot move a gate which has no mechanism. This power also cannot supply power other than the kinetic or "muscle" power needed to move a mechanism, so it cannot, for example, manipulate technology that has no power source. If the power has no obvious effect apart from the target technology operating on its own, apply the Subtle modifier as well.

Manipulate Technology: Perception Ranged Move Object 1, Precise, Limited to Operating Machines • 3 points

SENSOR MASKING

You can "blind" electronic sensors and computer-connected devices to your presence, giving you total concealment from them. This has no effect on minds, just technology, so while a security monitor will not pick up your presence, a human guard can still perceive you (provided he is present to do so and not monitoring the area remotely via technology). Some characters may even have Permanent Concealment; machines cannot detect them even if they want them to!

Sensor Masking: Concealment 10 (All Senses), Limited to Technology • 10 points

SENSOR NETWORK

You can perceive through various nearby sensor devices and technology: closed-circuit cameras, security monitors, microphones, even cell-phones and Web-cams, exactly as if you were receiving the output of those devices. Your effect rank determines if a particular device is in range for you to pick up its output. Although the default effect is picking up audio-visual signals, the GM may allow your Sensor Network to pick up on other types of input, if there's a suitable sensor available, particularly if you also have the Interface power (previously). The availability

of things like chemical sensors or brain scanners or the like within range of your power is generally rare enough to not increase its cost per rank to account for them. If a player wants to have an unusual sensor "happen" to be present, this is a good application of the Edit Scene use of hero points (*Deluxe Hero's Handbook*, page 20).

Sensor Network: Remote Sensing (Visual and Auditory), Limited to Technological Sensors • 2 points per rank

TECHNOMORPH

You are able to transform yourself—or parts of yourself—into different machines, giving you various capabilities, from turning your hands or arms into weapons, your feet or legs into rockets (or wheels, or treads) or your skin into armor. Each rank gives you 5 power points to apply to different tech powers. You can reallocate these points as a move action once each round and allocated points remain fixed until you change them. Technomorphs with the Slow modifier may need modification in a lab.

You might be made up of nanotechnology, microscopic machines able to reorganize themselves into different forms, or simply able to alter your molecular structure in different ways to mimic machines and technology. Your potential powers could include any of those given in this section, as well as other powers with the technology descriptor found in other sections.

Technomorph: Variable (Tech Powers), Continuous Duration, Move Action • 9 points per rank

TECH SAVANT

You have considerable intuitive ability where technology is concerned, you "just know" how to work with, operate, and even build or repair technology without any formal training or experience.

Tech Savant: Enhanced Skill (Technology) • 1 point per rank (+2 skill ranks per power rank).

Some tech savants couple extraordinary inventive abilities with their insights, making them **Tech Geniuses** able to take otherwise ordinary technological components and cobble them together into amazing—albeit temporary—devices. Especially brilliant Tech Geniuses might have the Computer Mind power (speeding up the time of the design check for inventing) or ranks of Quickness added to Tech Genius, Limited to Design Checks (and therefore costing 1 power point per 3 Quickness ranks).

Tech Genius: Enhanced Advantage (Inventor) • 1 point.

OTHER TECH POWERS

The technology descriptor is one of the most common for M&M powers, especially with the super-science descriptor added to it, leaving almost no limit to its range of possible effects. This section distinguishes between power *over* technology and powers *provided by* technology. Tech char-

acters often have a measure of both: supplementing their tech powers with various devices, equipment, and inventions, often of their own making. Gamemasters should be on the lookout for attempts to circumvent the built-in limitations of tech powers by having certain technology always available to the character. In those cases, flaws like Limited might become little more than Quirks or the occasional Power Loss complication.

TECH COMPLICATIONS

The primary complications of tech powers are their reliance upon technology and the gulf between tech and the often more complex and variable nature of living, intelligent beings, whether they are organic or not.

ACCIDENT

Accidents happen, especially when dealing with experimental prototypes and cutting-edge technology tested for the first time in the field. This complication is the Gamemaster's ace-in-the-hole, to invoke whenever super-science or tech powers need a setback. It deals primarily with unexpected side-effects of technology, or accidents involving it: a hypersonic commlink that accidentally shatters all glass in a two-mile radius, for example, or the dimensional viewing-scope that also unleashes an interdimensional invasion. Gamemasters can use tech accidents as story hooks that immediately involve the heroes, especially if *their* tech caused the problem!

DISABILITY

Tech powers are sometimes associated with characters with various disabilities, such as the networked tech savant who is a force to be reckoned with in cyberspace and able to operate through remote control of machines, but trapped in a crippled body, or the technopath who understands machines far better than people, and prefers them, in fact. A robot or android character might be lacking certain human capabilities, from emotion to a sense or taste or touch, which can cause problems from time to time.

IDENTITY

An artificial character might seek to maintain a secret identity as an ordinary human being, to experience human life firsthand or to conceal the truth (in which case an additional Secret complication may come into play).

Tech characters are effective at keeping their secrets even in the modern interconnected age, using Technology skills and influence with computer database and networks to create false identities and even whole histories. At the GM's discretion, an especially comprehensive fake identity might constitute a Benefit advantage for the character, while several would require multiple ranks of the advantage.

POWER LOSS

Tech powers all depend on various machines, and machines break down, suffer from power losses, or simply get smashed up in super-battles. Some of this is accounted for in Limited and other flaws applied to different tech powers, in which case a power loss complication does not apply; if a hero's Network Jump power is limited to only working across electronic networks, and none are available in the area, then it is the flaw coming into play rather than a complication. On the other hand, if the GM "happens" to have a power blackout during the adventure, taking down the local network and *making* it unavailable, that should constitute a complication for the tech hero. As with other complications, exact application is situational and guided by the Gamemaster.

PREJUDICE

Artificial heroes like androids, robots, artificial intelligences, or cyborgs (particularly those that are a brain in a fully robotic body) may face societal prejudices. Some do not consider them "real" individuals with the same rights or feelings as people. Corporations or governments may consider them valuable property, leading to legal battles over their status, and fears of "inhuman machines" mingling with ordinary humanity might cause some people to shy away from these characters or even outright attack them.

RESPONSIBILITY

In addition to the various responsibilities to friends, family, and employers maintained by other characters, artificial characters might deal with a responsibility to their creators or even owners, if they are treated as property rather than people (see **Prejudice**, previously). Similarly, the creators of artificial life may feel a sense or responsibility to their "children".

RIVALRY

Rivalry amongst tech-types is fairly common, with inventors trying to out-do each other with their latest contraption, or pitting their technical skills against one another in various contests, both online and IRL (in real life).

WEAKNESS

While immune to many mortal concerns, tech does have weaknesses and vulnerabilities, and so, too, may tech users and controllers. Artificial characters may be vulnerable to electricity, magnetic fields, immersion in water, or other interference with their systems. Tech powers reliant upon transmissions could be jammed or even suffer from painful or debilitating feedback. While a machine mind might be immune to telepathy, it is vulnerable to being hacked, perhaps even hijacked by someone who knows the right passcodes!

TELEPORT POWERS



"Now you see me..." With **Teleport Powers**, you can disappear or arrive in the blink of an eye, crossing a room—or a world—as quickly as stepping through a door. This section looks at teleportation, gateways, and other powers for bending space to your will.

THE TELEPORT EFFECT

The Teleport effect (*Deluxe Hero's Handbook*, page 183) is central to many teleport powers.

Unlike other movement effects, Teleport requires a move action because activating it and using it to move occur in the same action. This means changes to the effect's required action also change the time needed to use it; making Teleport a standard action allows you to activate it and teleport in a standard action. You would not be able to attack on the turn you teleported, but could take another move action.

TELEPORTING "BLIND"

The default Teleport effect only allows you to teleport to a place you can accurately see or know especially well. But what happens if conditions are not as you think they are, or you do not know your target as well as you believe? The normal answer is "nothing"—if conditions are not right for a teleport, then it simply does not work. This is normally because an unconscious safety mechanism kicks in, making the attempt fail (though the character does not necessarily know why).

If Gamemasters want to allow "blind" teleports with additional risk, apply the following guideline: whenever

a teleporter would end up inside of a solid object, the character is automatically displaced to the nearest open space, but must make a Fortitude resistance check against DC 15 + the object's Toughness (adjusted for thickness, *Deluxe Hero's Handbook*, page 244), reading the result like a Damage Resistance Check (See **Damage**, *Deluxe Hero's Handbook*, page 156). This makes teleporting blind possible, but risky.

TELEPORT EXTRAS

- **Affects Others:** Teleport already has a degree of this in that teleporters can carry an amount of additional mass along with them. If the intention is simply to carry "passengers", apply ranks of Increased Mass (which is less expensive for all but the lowest ranked effects). Note that Affects Others normally allows the subject to use the power on their own, so this modifier lets the subject you touch teleport *without* you needing to go with them.
- **Area:** As with Affects Others, Teleport has a measure of this built-in with the ability to carry extra mass, so long as the teleporter is touching it. To apply the Area extra, the effect must have Affects Others as well.
- **Increased Mass:** This extra is a flat increase in the mass rank you can carry with you when you teleport. You must be touching the additional mass (or it must be touching something you are touching—a "circuit" of people holding hands, for example). You're generally limited to discrete masses within your rank limit; it is up to the GM, based on descriptors, if you can teleport part of a large mass like a chunk of the

ground, a building, or a body of water. Teleporting only part of a creature is a separate power (see **Apportive Attack** under **Offensive Powers**).

- **Precise:** You normally teleport yourself and whatever you are wearing or carrying (within your mass limits). This extra allows you to precisely choose what does and does not come with you when you teleport. Among other things, it allows you to teleport out of your clothing (or just your outer layer of clothing, leaving a skintight costume on, for example), or out of a grab, bindings like ropes or handcuffs, and so forth. Your teleportation displacement is also precise enough for you to do something like teleport into a set of clothing that is laid out for you, or underneath a blanket or other covering, displacing it enough for your body to materialize there.
- **Reaction:** Teleport with this modifier occurs in response to a particular circumstance—you might teleport when you feel threatened, attacked, or become surprised, for example. Note that you can *only* teleport under the chosen circumstance; if you can also activate your Teleport effect at will, apply the Selective modifier.
- **Subtle:** A Teleport effect is normally noticeable in some way: a flash of light, an audible bang or pop of compressing air, and so forth. The Subtle modifier suppresses and then eliminates these signs, allowing a teleporter to appear and vanish with no noticeable display.

TELEPORT FLAWS

- **Check Required:** Checks required for Teleport effects may involve complex hyperspatial calculations or arcane alignments using an appropriate Expertise skill, or the use of an interaction skill to convince helpful extradimensional beings to convey you to your destination. As with other uses of Teleport, a failed check simply means the effect does not work and nothing happens, unless the power also has the Side-Effect flaw (*Deluxe Hero's Handbook*, page 202).
- **Distracting:** This flaw leaves you vulnerable until the start of your next turn *any* time you teleport, not just when you make extended teleports. It has no effect on extended teleports and cannot be taken for Extended Only Teleport.
- **Limited Location:** You can only teleport to particular locations, such as only sites with dedicated teleport platforms, particular shrines or temples associated with your patron god, or other limitations in line with the Medium flaw (*Deluxe Hero's Handbook*, page 183). For a -2 flaw, you can only teleport to one specific location, a kind of "homing" teleport taking you back to a safe haven, for example. -1 cost per rank for a limited set of locations, -2 cost per rank for one location.
- **Transit Time:** You do not teleport instantly. Each rank in this flaw increases the time it takes you to reach your destination by 1 rank, starting from time rank -1 (3 seconds). *Flat -1 point per rank.*

TELEPORT DESCRIPTORS

The following descriptor is important with regards to how teleport is handled in game play.

- **Space:** Teleport powers cross or influence space without having to pass through it. Generally, "space" is equivalent to "distance," measured by a distance rank in *M&M*. Exactly how a teleport power bridges two distant points is an additional descriptor, ranging from passing through an intervening dimension, to bending space, to using quantum weirdness to reveal what we perceive as distance is actually nothing more than an illusion. A few teleport powers may be limited to crossing through the intervening space or by barriers existing in that space. For example, certain warding diagrams or substances might block mystic teleports (effectively a Power Loss complication).

COUNTERING

The Teleport effect's ability to counter is largely limited by the conditions described under the **Precise** modifier. With it, characters can teleport out of some effects or conditions, leaving them behind. Teleport powers able to affect targets other than their user may be able to counter other effects depending on descriptors. **Apport**, for example (see **Offensive Powers**), may be able to teleport an opposing effect away. Opening a **Teleportal** (see **Movement Powers**) in the effect's path may do the same. Apart from specific countering effects like **Nullify Teleport** (see **Utility Powers**), teleport powers may be countered by other powers affecting the space-time continuum based on appropriate descriptors. Gravity powers, for example, may be able to "harden" space against some types of teleporting, while dimensional powers could do the same for other types. Other forms of countering typically rely on effects which leave the target stunned and unable to concentrate enough to teleport.

TELEPORT FEATURES

Feature effects associated with Teleport Powers include the following:

- When you fail to teleport, you can make an Awareness check to know why. The GM sets the Difficulty Class for the check.
- **Teleport Memory:** You can "attune" to one location per rank in this Feature by spending a minute of time there and concentrating, allowing you to treat it as "very well known" with regard to Teleport effects.
- **Summon Item:** You have a "bond" with a Device or item of equipment, allowing you to summon it to you by taking a standard action and willing it. The item disappears from wherever it is and appears in your hand (or nearby).
- You are immune to the disruption damage caused by almost teleporting into a solid object (see **Teleporting "Blind"**, previously). You're safely displaced, but suffer no damage.

- You can visualize an area and sense if you are capable of teleporting there *before* you make the attempt. If there is something preventing you from successfully teleporting, you sense it as a free action and can choose not to make the attempt, applying your action to do something else.

TELEPORT TRICKS

There are a few “maneuvers” you can perform with Teleport using just the basic effect and its modifiers, as long as your descriptors allow for it.

DROPPING THINGS

A common teleport trick is to grab a target, teleport up into the air, and drop the target, either letting an opponent take damage in the fall or dropping a heavy object onto a target.

On your turn, you must first touch the target. This requires a successful unarmed attack check against an unwilling opponent (standard action), although it does not require a grab check unless your Teleport effect is Grab-based. If the attack check fails, so does the maneuver, although you can still choose to teleport (and may wish to get away from your now angry opponent!).

If you successfully touch your target, you may then teleport (move action). Unwilling targets get a Dodge resistance check, DC 10 + your Teleport rank, to avoid being taken along; if they succeed, they manage to pull away at the last second and you teleport without them.

If the target’s resistance check fails, and you have sufficient Increased Mass to carry them, you teleport to your intended destination. Assuming you have an unobstructed view above you, this is as far as your Teleport rank. Rank 15 or more takes you out of Earth’s atmosphere altogether!

You release the target (free action). You then have to wait until your next turn to teleport back, unless you have the Turnabout extra (in which case you can do so immediately). Your target may attempt to grab you before your next action. If you have Precise Teleport, this doesn’t matter, since you can teleport out of the grab. Otherwise, you may be forced to bring them back with you or else fall with them!

Dropped targets suffer falling damage when they hit the ground. Objects dropped as weapons inflict damage based on their weight rank or the distance rank they’re dropped, whichever is greater. Handle the falling object using the guidelines given under Dropping Objects for the Create effect (*Deluxe Hero’s Handbook*, page 154).

TELEPORTING DODGE

A teleporter who readies an action to teleport (*Deluxe Hero’s Handbook*, page 248) can interrupt an attack to move instantly, causing the attack to miss. Thus, a teleporter on the defensive, fighting a single opponent, can “dodge” any attack by teleporting away from it. Since readying is a standard action, the teleporter is limited to a move action and free actions while doing this.

A teleporter with the Turnabout extra (*Deluxe Hero’s Handbook*, page 183) can teleport up to half normal distance, take a standard action (like making an attack), and teleport back the same distance all in the same round. This takes the character out of the target’s close combat range in an instant; a foe cannot counterattack the character without either readying an action to do so or having a reaction effect able to react to the teleporter’s action.

OFFENSIVE POWERS

Offensive teleport powers involve moving targets—or parts of targets—against their will or taking tactical advantage of teleportation or its side effects.

APPORT

Also known as Projecting Teleport, you can teleport targets other than yourself. You must touch the target with a successful close attack check. Unwilling targets get a Dodge resistance check to avoid being teleported, DC 10 + your effect rank. Objects do not get a resistance check, so long as they are within your weight limit. See **Dropping Things** under **Teleport Tricks** if you teleport a target up into the air or teleport an object to drop onto a target.

If you can apport at a distance (making a ranged attack check), apply the Ranged modifier. If you can apport a target simply by seeing it, apply the Perception Ranged modifier.

Apport: Teleport Attack • 2 points per rank

APPORTIVE ATTACK

You teleport projectiles *into* your target, causing damage and injury and bypassing your target’s external defenses. A similar power involves teleporting parts of the target *away*, tearing them apart with your power, rather than teleporting weapons into them. The effect is the same, but the descriptors differ.

Apportive Attack: Perception Ranged Damage, Resisted by Fortitude • 4 points per rank

PORTAL BLAST

You open a small portal to project a stream of matter or energy from another location, aiming it at your target. The Variable Descriptor modifier allows you to project any Damage effect with an environmental descriptor: cold, fire, lighting, water, and so forth. If you can place the portal (the origin point of the attack) somewhere other than directly in front of you, apply the Indirect modifier as well.

Portal Blast: Ranged Damage, Variable Descriptor 1 (Environmental Effects) • 1 point + 2 points per rank

PORTAL PUNCH

You open a small portal in front of your fist, allowing you to “telegraph” a punch across a distance and hit a target out of your normal reach. The normal rank limit for the power

is equal to your Strength rank. Indirect is a common modifier for this power.

Portal Punch: Ranged Damage • 2 points per rank

TELEPORT SICKNESS

You can cause a disorienting effect by teleporting a target. It takes your standard action to impose the effect, your move action to teleport. If you suffer from teleport sickness, apply a Side Effect modifier to your Teleport power.

Teleport Sickness: Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Limited to Teleport Passengers • 1 point per 2 ranks

TELEPORTING FLURRY

You rapidly teleport around an area, making attacks against the available targets there before teleporting back to your starting point.

Teleporting Flurry: Ranged Shapeable Area on Strength Damage, Selective • 3 points per rank

DEFENSIVE POWERS

Defensive teleport powers involve not being there when the attack arrives, or protection against other teleport powers.

BLINK TELEPORT

You teleport reflexively in response to imminent danger, allowing you to avoid any attack you can detect so long as your teleport distance takes you out of the affected area. Surprise attacks can still catch you off-guard, including those so Subtle you cannot detect them. This power tends to be low ranked, just enough to clear most areas.

Blink Teleport: Reaction Teleport (Imminent Attack) • 5 points per rank

IMMUNITY TO TELEPORT

You are immune to powers which attempt to teleport you against your will, either because you can instantly “counter-port” or because you are somehow “anchored” in space-time except when you choose to move.

Immunity to Teleport: Immunity 2 (Teleport Effects) • 2 points

REDIRECTING WARP

You warp away incoming attacks, allowing you to redirect them at new targets.

Redirecting Warp: Deflect, Reflect, Redirect • 3 points per rank

TELEPORTING DODGE

Rapidly and randomly teleporting in and out grants you a bonus to your active defenses, making it more difficult

to target you with attacks. You gain the benefits of total concealment against attack (a +5 circumstance bonus to active defenses).

Teleporting Dodge: Visual Concealment 4, Quirk (visible until attacked, –1 point) • 7 points

MOVEMENT POWERS

In addition to the eponymous Teleport power, teleportation allows for other modes of movement and variations on the basic Teleport theme.

In addition to moving through space, some teleporters can also “jump” to different dimensions or time periods. These characters have the Dimensional Travel and Time Travel effects of Movement in addition to their Teleport effect, and may be able to combine them to shift their proximate location in space while also moving forward or backward through time or “sideways” across dimensions.

ASTROPORT

You can teleport over very long distances, from one planet or star system to another! As mentioned on page 173 of the *Deluxe Hero's Handbook*, this type of movement is largely plot-based and should be limited to covering interplanetary distances, not going from place to place on a single planet.

Astroport: Movement (Space Travel) • 2 points per rank

PORTAL PLATFORM

You create a partial teleportal (see **Teleportal**, following) beneath you and use it to negate the effects of gravity. By moving the portal, you can fly through the air.

Portal Platform: Flight, Platform • 1 point per rank

TELEPORT

The basic teleport power: you can move instantly from one place to another, without crossing the distance in between, as a move action. You can “double teleport” as two move actions on your turn (materializing briefly in between), or make an extended teleport if you have the Extended modifier. See the **Teleport** effect description (*Deluxe Hero's Handbook*, page 183) for details.

The descriptors associated with your Teleport are up to you, but unless it is Subtle, it must have some noticeable effect: flash of light, bang or popping noise, puff of smoke, or the like.

Teleport: Teleport • 2 points per rank

TELEPORTAL

You open a portal, essentially a hole or gateway connecting two distant points in space. Anyone can move through the portal, exiting to wherever it goes. The portal is about

6 feet across (distance rank -2) and remains in existence so long as you take a standard action each round to maintain it. Apply the Increased Duration extra to maintain a Teleportal as a free action.

If you can move your Teleportal, using it to “engulf” someone or something so they are transported through it, take an Alternate Effect version of it with the Attack extra and make a successful ranged attack check to use it.

Teleportal: Teleport, Portal • 4 points per rank +1 point per rank per +1 distance rank to portal size.

UTILITY POWERS

Teleport utility powers often involve making the process easier or more difficult or sensing the use of teleportation.

NULLIFY TELEPORT

You can nullify a target’s ability to use Teleport powers. If you can do so over an area, apply the Area modifier to create a nullifying field. Some technological devices may create null teleport fields to guard against intrusion via teleportation.

Nullify Teleport: Nullify Teleport, Concentration • 2 points per rank

PEEPHOLE

You open a small portal that allows you to peer into a distant spot. Increase cost per rank if you can perceive with additional senses beyond just your vision.

Peephole: Remote Sensing, Simultaneous, Feedback, Noticeable • 1 point for rank 1, +2 points per additional rank

SPATIAL BEACON

The opposite of a null teleport field (previously), you create a “weak point” in the fabric of space, allowing teleporters to “home in” on it from a greater distance. You subtract your effect rank from the distance rank between you and any teleporter. For example, Spatial Beacon 5 reduces the teleporting distance rank between you and any teleporter by 5, allowing someone with Teleport 5 who is 4 miles (distance rank 10) away from you to teleport to your side. Spatial Beacon can counter a Nullify Teleport power and vice versa.

Spatial Beacon: Enhanced Teleport, Affects Others Only, Limited to Teleporters • 1 point per rank

TELEPORT AWARENESS

You can sense disruptions in the fabric of space caused by teleportation, even normally Subtle forms of the power (but not those with 2 ranks of the Subtle modifier).

Teleport Awareness: Senses 1 (Teleport Awareness, mental) • 1 point.

TELEPORT COMPLICATIONS

Common complications faced by teleporters include the following.

ACCIDENT

Teleportation accidents may be unusual indeed! A misjump or other problem involving a failed teleport could result in anything from death and injury to two or more characters merging into the same being! Molecules or minds could get swapped, DNA mutated, body parts left behind, or any number of other things. The GM can use this complication as a story hook, giving the affected player a hero point for providing the opportunity.

The over-use or misuse of teleport powers may also place a strain on the fabric of space-time itself, leading to further complications such as “tears” in that fabric loosing various threats on an unsuspecting populace, from natural disasters to alien invaders.

DISABILITY

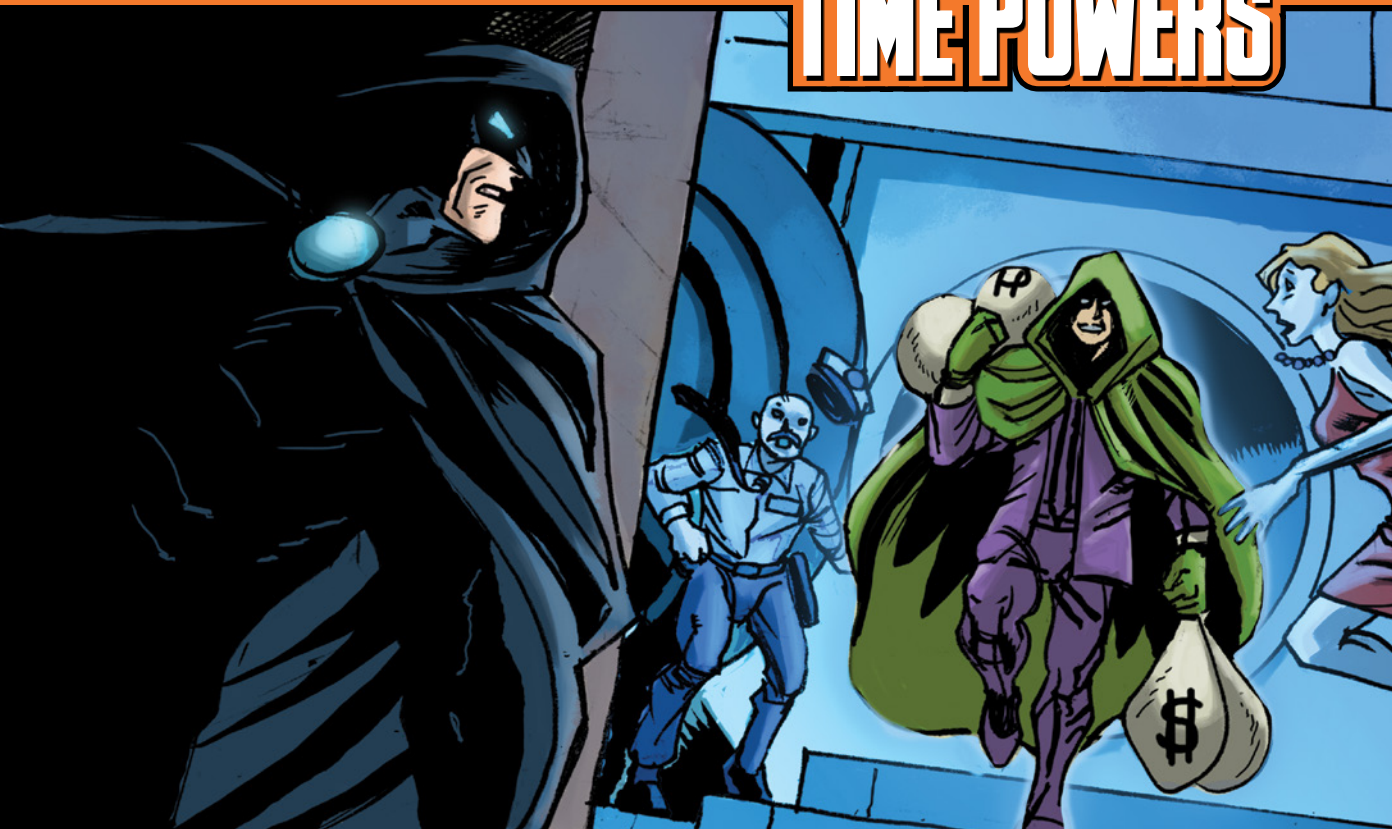
One of the unforeseen complications of teleport powers may be the strain they place on their user. Teleporting might cause physical strain, ranging from exhaustion to serious cellular or genetic breakdown. Likewise, it can cause mental strain, especially if the character teleports via a sanity-threatening dimension. If there’s an immediate and significant effect every time the character teleports, consider the Side-Effect modifier for the power; if the problems build up slowly over time, and can be mitigated through careful management, a plot-based complication is more appropriate.

PHOBIA

Various phobias can significantly impact teleport powers if they are connected to how the powers function. For example, a teleporter with fear of heights (acrophobia) is going to have difficulties performing the **Dropping Things** maneuver under **Teleport Tricks**. Worse yet, imagine a teleporter afraid of the dark who experiences what seems like a subjectively endless moment of blackness upon teleporting! A teleporter with claustrophobia may greatly fear the potential of teleporting into a solid object and becoming trapped there, even if that is not a realistic possibility.

POWER LOSS

Maintaining teleport powers may require the use of exotic drugs, meditation techniques, or mystic rituals, without which the character’s powers cease working. They can also rely on the teleporter’s sound physical and mental health, with illness, injury, or weakened state of mind resulting in power loss (and a subsequent hero point award).



Time is literally “on your side”! Time powers can speed up or slow down the flow of time, perceive the future or the past, “sidestep” into parallel timelines, and even allow you to stop time altogether or change history!

TIME DESCRIPTORS

The following are important descriptors for time powers and their effects.

- **History:** The sequence of events which occurred in the past. History is not necessarily fixed in a world where time travel and temporal manipulation are possible and, in some instances, a certain vagueness about historical events may conceal temporal paradoxes. For example, a time-traveling hero goes back into the past to investigate historical records of a mysterious stranger involved in a particular key point in history, only to become entangled in those events and discover he is the “mysterious stranger” who triggered his own investigation into the past!
- **Tachyon:** Tachyons are theoretical subatomic particles able to travel faster than the speed of light (from the Greek *tachys*, meaning “swift”). Because of their ability to violate causality as we understand it, tachyons are often used as an explanation for temporal powers: characters emit or control tachyons as a means of producing their effects. Tachyons are often treated as an exotic form of energy or radiation, allowing for various other power effects, similar to those found in the **Electrical Powers** and **Radiation Powers** sections. Examples include tachyon-based energy blasts inflicting Ranged Damage (perhaps

Perception Ranged and Indirect, given their nature) and tachyon force fields providing Sustained Protection or other defensive benefits.

- **Time:** The passage and measurement of time as a game value is discussed on pages 11–12 of the *MUTANTS & MASTERMINDS Deluxe Hero's Handbook*, specifically in terms of ranks as measurements of values of time and the relationship between scenes (narrative time) and action rounds (action time). Many effects in *M&M* use time ranks.

COUNTERING

Time powers can potentially counter each other, either through direct manipulation of the continuum or by applying equal and opposite changes (decelerating time the same amount as someone else accelerates it, for example). This may also allow time powers to counter speed powers, decelerating targets in time by the same amount as they speed up.

Other uses of time powers to counter tend to be in the form of indirect tampering with history rather than a direct power vs. power contest, causing a particular effect to “unhappen” (or to never have happened in the first place). See the **Replay** power under **Utility Powers** for an example.

TIME FEATURES

Feature effects associated with Time Powers include the following:

- **Chronal Memory:** You have the ability to “remember” other timelines. If someone changes history, your memory contains two versions of events: the

current timeline and the original one. These differing recollections let you know, first, that history has been changed and, second, may provide clues as to how and when it changed and what you can do about it.

- **Chronal Bulwark:** You are “fixed” in time such that when history is changed (see **Temporal Tampering**, following) you do *not* change with it. The difficulty is that only you (and others like you) remember the original timeline and you are now unfamiliar with the “new” world. If you have both this and the Chronal Memory Feature, you retain your traits from the original timeline, but remember both.

TEMPORAL TAMPERING

The ability to alter time, especially to change history, has tremendous repercussions, and has been the subject of countless stories and theories. While time tampering and its effects are a common comic book plot device, they can cause considerable headaches for a MUTANTS & MASTERMINDS Gamemaster, if left entirely in the hands of a group of players. Settings generally take one of four approaches to temporal tampering and changing the past:

- **Immutable Time:** Historical events are essentially “fixed” in time and time-travelers *cannot* change them, no matter how much they try. Either time travelers are incorporeal phantoms, unable to interact with the past (in which case the Time Travel effect is unavailable; characters can only *observe* the past using Postcognition) or time itself seems to conspire to prevent time-travelers from changing anything other than the most inconsequential events. So, go back in time and try to prevent the assassination of a historical figure, for example, and you’ll find yourself stymied at every turn: stuck in traffic, trapped in a cave-in, your weapon malfunctioning, and so forth.
- **Resistant Time:** History can be changed, but it tends to resist change, trying to “snap back” to its previous shape and compensating for any changes. So, for example, if you eliminate Adolf Hitler before his rise to power in Germany, someone else takes his place as the demagogic leader of the National Socialist Party and Chancellor of Germany, and World War II still happens largely on schedule, with different details. Changes tend to “even out” over the long run and it is exceedingly difficult to create significant, lasting change in history.
- **Mutable Time:** Historical events are not fixed, and changing them creates a whole new sequence of events. Given the range of variables involved, it may be nigh-impossible to predict the outcome of any such changes, and the lack of “resistance” may make it difficult for the time-stream to recover from incidences of tampering without outside intervention (which is, itself, another form of tampering).
- **Quantum Time:** This is a combination of Mutable and Immutable Time; history can be changed, but the change creates an alternate timeline, “splitting off” from previous history at the change-point. In the new parallel universe, history takes a different course,

but the original timeline still exists “somewhere” in the greater continuum. Indeed, if quantum theory is correct, *every* possible universe may exist within a greater N-dimensional continuum or “omniverse”.

Gamemasters should note that these approaches to time tampering need not be universal. For example, time may, as a general rule, be immutable and immune to casual tampering by time travelers (including the heroes) but certain plot devices can render it mutable, so the villain possessing the Chronos Key *does* wield the power to change history, unless the heroes can stop him *without* changing history themselves!

OFFENSIVE POWERS

Offensive time powers involve manipulating the flow of time in ways harmful or detrimental to targets, whether directly (causing rapid aging, for example) or indirectly (using stopped time to set up harmful circumstances).

AGE MANIPULATION

Exerting control over a discrete portion of time, you can cause a target to rapidly grow older or younger, even to the point of death (or birth) where they cease to exist! The primary effect of this power is to strip away some of the target’s capabilities: reducing physical abilities due to extreme age or youth, perhaps even reducing or removing mental abilities due to infirmity or immaturity. Ultimately, the mechanical effects are similar. If you can shift a target’s aging both forwards or backwards, apply 1 rank of the Variable Descriptor modifier.

By default, this power only works on living beings you can touch. If you do not need to touch the target, apply Ranged or Perception Ranged. If you can also rapidly age objects, to the point of causing them to break down and decay, apply the Affects Objects modifier as well.

Age Manipulation: Cumulative Affliction (aging; Resisted and Overcome by Fortitude; Impaired, Disabled, Transformed)
• 2 points per rank

TEMPORAL AMBUSH

By stopping (or vastly slowing) time, you can “set up” a target for an attack: placing an object to drop onto them, for example, or a projectile to hit them. When you restart time again, from the target’s perspective, the attack appears out of nowhere. This power is often used in conjunction with Temporal Shift, Temporal Movement, and Time Stop, which also rely on stopping time.

Temporal Ambush: Perception Ranged Damage (objects and hazards of opportunity), Indirect 4, Variable Descriptor 1
• 5 points + 3 points per rank

TIME FREEZE

You trap a target in a “bubble” of stopped (or vastly slowed) time, essentially freezing them from the perspective of the outside world. You must touch the target by

default. If you can use this power at a distance, apply the Ranged or Perception Ranged modifiers.

Time Freeze: Cumulative Affliction (time freeze; Resisted and Overcome by Will; Dazed, Stunned, Incapacitated) • 2 points per rank

DEFENSIVE POWERS

Defensive time powers take advantage of influence over time to “cheat” in avoiding attacks, or involve protection from the effects of time and temporal powers.

TEMPORAL PHASE

Shifting just a moment “out of phase” with ordinary time, you become an immaterial phantom image, able to pass through solid objects, and you are immune to harm.

Some forms of Temporal Phase also render you undetectable to anyone existing in normal time. In this case, add Concealment 10 to the power, giving you total concealment from all but specific exotic senses like Time Sense.

Temporal Phase: Insubstantial 4 • 20 points

TEMPORAL SIDESTEP

You can evade attacks by stopping time, moving out of the path of the “frozen” attack, and re-starting time again, making it appear that you have moved faster than the eye can follow, or simply teleported from place to place. Temporal Sidestep requires some conscious effort on your part (to know when to stop time and move), so it is useless against attacks you can’t perceive or that catch you by surprise.

Temporal Sidestep: Immunity 80 (Dodge and Parry based attacks), Concentration, Limited (not against surprise attacks); Reaction Teleport 1 (when attacked) • 32 points + 5 points per additional rank of Reaction Teleport.

TIMELESS

You are a “fixed” point in time, completely unaffected by its passage or any other temporal effects. This power includes immunity to aging from the normal passage of time. It may also include the benefits of the Chronal Bulwark and Chronal Memory Features (see **Features**), depending on how time travel works in the setting.

More extreme forms of this power include the benefits of Accelerated Healing and even Immortality, giving you a natural tendency to revert back to your “fixed” state when your condition is changed by damage or injury.

Timeless: Immunity 5 (temporal effects) • 5 points

MOVEMENT POWERS

Time movement powers involve either moving to different points in time (time travel) or manipulating time to speed up normal forms of travel.

TEMPORAL SHIFT

By stopping time, moving to a different spot, then re-starting the flow of time again, you make it appear as if you have “jumped” from one location to another without crossing the space in between, even though you actually did so “outside” of ordinary time. The power’s rank isn’t technically the distance you can go, it’s the time you have to move while time is stopped for everyone else.

Temporal Shift: Accurate Teleport, Limited to places you can reach physically • 2 points per rank

You may also be able to take other objects or people with you when you shift “outside” of time, in which case, apply the Perception Range and Attack modifiers to this power. This allows you to, for example, snatch something out of someone’s hand (or off a table, etc.), making it “disappear” from their perspective, or to move a frozen person from one spot to another, making them “jump” from place to place like you do.

Manipulative Temporal Shift: Perception Range Teleport Attack (Resisted by (Choose a Defense when purchased)), Limited to things you can physically move • 4 points per rank

The ultimate version of this power allows you to “rear-range” anything in an entire area, setting a whole range of events in motion for when time resumes its normal flow. With the Area modifier, you can shift around any subject. From their perspective, everything “jumps” to different locations instantly.

Manipulative Area Temporal Shift: Perception Range Burst Area Teleport Attack (Resisted by (Choose a Defense when purchased)), Limited to things you can physically move • 5 points per rank

TIME PORTAL

You can open a portal or gateway to a different point in time, allowing yourself or others to step through it and travel to that time. The exact effects of time travel depend on the nature of the setting; see the **Temporal Tampering** section.

Time Portal: Movement 3 (Time Travel 3), Portal • 15 points

TIME TRAVEL

You can transport yourself (and anything you are wearing or carrying) to a different point in time. The exact effects of time travel depend on the nature of the setting; see the **Temporal Tampering** section. Apply the Increased Mass extra if you can carry along additional cargo or passengers when you time travel.

The Time Portal and Time Travel powers are frequently provided by either vehicles (time machines or time-travel capsules) or headquarters (installations with a time portal of some sort), providing a useful way to regulate them.

Time Travel: Movement (Time Travel) • 2 points per rank up to rank 3 (6 points).

UTILITY POWERS

Influence over time is rife with possibilities. The following are some of the useful effects, but Gamemasters should be aware of the considerable potential for temporal power stunts.

ACCELERATED HEALING

Speeding up your own natural healing process, you can recover from injury in moments.

Accelerated Healing: Regeneration • 1 point per rank

RAPID PERCEPTION

You speed up your ability to perceive relative to the normal flow of time. Each rank increases your speed of perception by a factor of 10.

Rapid Perception: Senses (Rapid, all senses) • 5 points per rank

REPLAY

You cause time to “jump” backwards, essentially replaying the recent past in a way that allows events to occur differently for a different outcome. For example, after a victim is struck by an oncoming car, you might replay the moment the victim steps off the sidewalk, allowing you the opportunity to intervene and save them.

In game terms, this power is a Feature added to Precognition; you gain knowledge of the future by *living* through it, and can use that knowledge to “re-do” certain events, trying to cause them to come out differently. You can do this once per game session per rank in Feature.

Replay: Senses 4 (Precognition), Feature 1 (retcon events)
• 5 points +1 point per additional Feature rank

SEE THE FUTURE

You have visions of the future. They are most likely visions of *possible* futures, depending on how temporal tampering is handled in the series. Gamemasters should see the **Adventure Elements** section of the *Gamemaster's Guide* for additional suggestions on handling potentially plot-breaking powers like precognition.

See the Future: Senses 4 (Precognition) • 4 points

TEMPORAL DUPLICATION

Shifting yourself “sideways” in time or summoning versions of yourself from parallel timelines, you can arrange to not only meet yourself but team-up with yourself, or -selves, as the case may be.

See the Duplication power in the **Summoning Powers** section for additional details. This power assumes your temporal duplicates think and act much like you and are naturally friendly towards you, and that you suffer no ill

effects from anything that happens to them, as they are not “really” you (but versions of you from other timelines). The close connection between temporal duplicates may call for the Feedback flaw on the power. The potential for duplicates to differ slightly from you allows for differences in game traits. If you can summon a duplicate from the future (or a timeline with more advanced knowledge) the GM may choose to treat this as an Inspiration use of hero points (*Deluxe Hero's Handbook*, page 21).

Temporal Duplication: Summon Duplicate, Heroic • 4 points per rank

TEMPORAL SUMMONING

You summon assistance from elsewhere in the timestream. This power can range from the ability to call up soldiers from different points in history, summoning dinosaurs and other creatures of bygone ages, or even calling upon beings from the distant future (cyborgs, aliens, or super-advanced forms of life). The basic power summons a single being as a minion, apply the Summon modifiers from the *Deluxe Hero's Handbook* to customize the power, including summoning Heroic beings or a Horde of Multiple Minions.

Villains with this power may have access to vast armies of temporal minions as a plot device, which is not really worth pricing out as a power.

Temporal Summoning: Summon, Broad Type (beings from history) • 4 points per rank

TIME SENSE

You can sense temporal disturbances and the use of time powers nearby with a successful Perception check.

Time Sense: Senses 1 (Temporal Awareness) • 1 point.

TIME STOP

You can put time on “pause”, freezing the entire world and allowing you to move and look around at the tableau at your leisure. You cannot affect anything while time is stopped (for that, see **Temporal Ambush**). Still, this power allows you considerable opportunity for scouting and surveillance, such as stopping time, walking into a place and having a good look around before walking out and restarting time again.

Your effect rank determines how much subjective time you get; with rank 9, for example, you have an hour “outside” of time to do things, then time returns to its normal flow. The Subtle modifier means no one notices you “move” when time is stopped.

Time Stop: Quickness (Subtle 2), Speed (Subtle 2), Quirk: Limited to routine actions while active (–4 points) • 2 points per rank

VIEW THE PAST

You can perceive what happened in the past at a location as if you were there, although you cannot interact or

changed what occurred. As with *See the Future*, the GM may wish to take this power into consideration when creating suitable challenges for the heroes.

View the Past: Senses 4 (Postcognition) • 4 points

OTHER TIME POWERS

Because they involve moving, acting, and reacting at a faster pace, virtually all **Speed Powers** can also be time powers, representing the ability to control personal time flow in relation to the general flow of time. Simply add a “time” or “temporal” descriptor to the powers. Time-based speed powers often have the **Affects Others** modifier, allowing you to accelerate others’ in time as well as yourself, perhaps even the **Area** modifier, if you can affect many others at once.

Given the relationship between time and space, various **Teleport Powers** may also be time powers or vice versa. The ability to shift in time implies some type of ability to shift in space, since otherwise the character would be flung off the surface of the Earth or left behind by the rotation of the galaxy; normally this shift just “anchors” the character’s relative position in space, but it could be changeable, granting the power to shift in space but *not* time (or only a very minute amount in time).

Lastly, time and probability make some **Luck Powers**, particularly those which influence future events, into potential time powers, representing minor tampering with the timeline to bring about desired outcomes.

TIME COMPLICATIONS

Tampering with time can become *very* complicated, very quickly (depending on what “quickly” even means in terms of temporal tampering). The following are some of the complications time powers may bring up in a series.

ACCIDENT

When your energy blast powers go awry, there might be some collateral damage. When your time powers go awry, all of history might be changed! A temporal “accident” can range from a change in circumstances for a few to cosmos-wide catastrophe, depending on how the GM wants to play it (and what the possibilities are for temporal tampering in the series).

POWER LOSS

Given the potential of some time powers, Gamemasters may want to keep this complication available, should it be needed. For time powers that do not rely on devices, vehicles, or other things that can be taken away, there are mysterious “temporal eddies” (currents, storms, etc.) and possibly higher beings overseeing the orderly flow of time

(like the Time Keepers in the *Freedom City* setting) able to provide necessary interference with those powers at the proper...well, time.

QUIRK

Those with time powers may be “strangers in a strange land” when it comes to “known” history, as they are often from future eras, parallel timelines, or realities that no longer exist except in their own memories, making them unfamiliar with many aspects of our world and culture. This complication blends into a **Disability** when it comes to lacking common knowledge, but is mostly a social problem, causing the character to act out-of-place (or, technically, out-of-time).

Likewise, time travelers may be averse to forming close relationships, especially if they expect to leave, rewrite reality, or simply outlive any potential loved ones. On the other hand, a **Relationship** complication could span multiple timelines and occur over and over!

RESPONSIBILITY

The power to affect time, and especially to know the future or change the past, can be a heavy burden. Characters with time powers may uphold a personal code when it comes to interfering with the “natural” flow of history, limiting their choice of actions and taking the “high road” when it comes to avoiding needless tampering.

Another responsibility for time travelers might be *fixing* history: The characters are aware of some previous temporal change and seek to undo it, which might well be why they are acting as heroes (or villains!) in the present. For an additional twist, the characters may be the ones responsible for causing the original change and now want to undo it, if they can.

SECRET

The power to influence time is an important secret in and of itself, and time powered characters may conceal their abilities, or at least the full extent of them. It is fairly easy for a time controller to pose as a speedster or teleporter, for example. In fact, the character may initially be aware of any powers beyond what appears to be super-speed, only later discovering the time-manipulating wrinkle to those powers.

Those with knowledge of the future also carry the burden of keeping it secret, lest they unintentionally change the course of history. Cautious or ethical time travelers may have secrets that can literally change the world, if they fall into the wrong hands.

Lastly, as mentioned under **Responsibility**, a time controller might well have a secret regarding a “past” mistake which changed things, something the character is trying to fix (or atone for) without anyone learning the truth

WATER POWERS



Humanity has always depended on water, making it a symbol of life. Rivers and the vast oceans were the roads of early explorers, and the mysterious depths of the sea were home to creatures of legend. Aquatic and water-based characters sometimes get short shrift, but they wield one of the primal powers of the elements and should not be underestimated.

WATER DESCRIPTORS

The “water” descriptor has a number of implications:

- **Wet:** Water is, naturally, wet and so is anyone or anything affected by a water power unless its effect specifically *removes* water (see **Dehydrate**). This is important as “wet” can be a necessary condition for some (amphibians, for example) and a complication for others (electronics, for example). Exposure to water powers may short-out an unprotected electrical system but likewise the puddles and pools left behind by the use of water powers may provide handy conductors of electrical effects.
- **Dousing:** Water can douse fires and other chemical effects requiring free oxygen or air, although dousing with water only serves to spread things like grease-fires and may cause adverse reaction with certain chemicals: pure sodium, for example, explodes on contact with water!
- **Destructive:** A great deal of damage resulting from fires actually comes from the *water* needed to put the fire out. Water can do considerable damage to structures, as the aftermath of any fire or flood dem-

onstrates, something for water-controllers to keep in mind.

- **Quenching:** In spite of its damaging effects, clean water is essential to the survival of life on Earth, from plants to all types of animals. Some water powers may produce potable (safe to drink) water as a side-effect, provided there is some means at hand of storing the water produced. Alternately, creating potable water might be a separate Feature (see the following section).

COUNTERING

Water powers are potentially useful for countering effects of various other descriptors, including air, chemical, electrical, fire, and other water-based powers. A water-controller might be able to douse a wall of fire, wash away chemicals, short-out electricity, or counteract water-borne movement by controlling current, for example. See the guidelines for countering effects on page 147 of the *Deluxe Hero's Handbook*.

WATER FEATURES

Some potential Feature effects associated with Water Powers include the following:

- Produce clean, drinkable water at will, at rank –5 volume per round (increasing volume with rank).
- Anything you wear or carry never gets wet or suffers water damage if you don't wish it to, even if you are immersed.

- Undo any water damage caused by your powers at will, similar to the Reversible modifier (*Deluxe Hero's Handbook*, page 196).
- Make contaminated water pure and drinkable instantly at a rate of rank –5 volume per round.

GETTING WET

Immersion in water is covered under **Swimming** while the effects of sinking are covered under **Suffocation** (see pages 117 and 238 of the *Deluxe Hero's Handbook* respectively). Characters with the appropriate Immunity (up to and including Immunity to Fortitude Effects) need not worry about the effects of suffocating underwater, although they may or may not still be able to swim; a heavy construct, for example, may not need to breathe, but might not be buoyant enough to float, either.

Generally, other unfortunate effects of getting wet are best handled as complications for the characters involved. So if a hero's device shorts-out because of an unexpected dip, or getting wet triggers some unusual condition (from a weakness to an involuntary change of form!) the hero's player earns a hero point.

OFFENSIVE POWERS

Offensive water powers range from direct blasts of water to watery weapons or the use of the mere presence or absence of water as a weapon, suffocating or dehydrating your target.

BLINDING SPLASH

A shocking splash of water in the eyes temporarily blinds your target. For a broader effect, substitute Cone Area for the Ranged modifier, sending out a blinding splash in an arc in front of you over a short distance.

Blinding Splash: Ranged Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

DEHYDRATE

You remove the moisture from the target's body by touch, causing weakness and fatigue. Ranged Dehydrate has a +1 modifier while Perception Ranged is a +2 modifier.

Dehydrate: Cumulative Affliction (Fatigued, Exhausted, Incapacitated), Resisted and Overcome by Fortitude • 2 points per rank

DROWN

Your target's lungs fill with water, or perhaps the target is enveloped in water, causing the target to drown. If you maintain this effect without any action on your part, replace the Concentration modifier with Progressive (+1 cost per rank).

Drown: Ranged Cumulative Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Concentration • 4 points per rank

TSUNAMI

You command the unleashed fury of the sea in the form of a massive tidal wave that engulfs a shoreline area. Half of the increased ranks of Line Area increase the length (along the shoreline) while half increase its width (distance inland). Much higher ranks of Area may be more of a plot device or villainous plot than a common power for a hero.

Tsunami: Ranged Damage, Line Area 7 (250 feet long, 60 feet inland), Limited to Along Shoreline, Limited to Originating from Bodies of Water • 7 points per rank

WATER BLAST

You strike with a blast of water strong enough to smash and damage targets. Since a focused stream of water can be strong enough to create a cutting "water saw" you can add the Penetrating modifier, if desired.

Water Blast: Ranged Damage (water impact) • 2 points per rank

WATER CANNON

A powerful stream of water can daze and knock down targets in its path.

Water Cannon: Line Area Cumulative Affliction (Resisted by Dodge, Overcome by Fortitude; Dazed, Prone), Limited Degree; 5 feet wide, 30 feet long • 2 points per rank + 1 point per rank per +1 distance rank to length.

WATER WEAPON

You form a melee weapon out of "hard" or "concentrated" water, as solid and sharp as a conventional weapon, perhaps more so. If you can form different types of weapons, apply the Variable Descriptor modifier, good for a rank of Improved Critical, Reach, or a similar 1-point modifier based on weapon form and type.

Water Weapon: Strength-based Damage • 1 point per rank

DEFENSIVE POWERS

Defensive water powers typically involve shaping water into various defensive forms, like walls or shields, or resistance or immunity granted by control over water and its effects.

AQUATIC REGENERATION

Immersion in water allows you to recover quickly from most injuries.

Aquatic Regeneration: Regeneration, Medium (Water) • 1 point per 2 ranks

FIRE RESISTANCE

Your watery powers make you resistant to the effects of fire.

Fire Resistance: Immunity 10 (Fire Effects), Limited to Half Effect • 5 points

MIST

You can fill the air with condensing water vapor, creating a heavy mist that obscures vision. This power may also be able to counteract water-based mist or fog (natural or created by other powers) as a countering effect.

Mist: Environment (Limited Visibility) • 2 points per rank

WALL OF WATER

A cascading barrier of water forms at your command, blocking incoming attacks or movement.

Wall of Water: Create Barrier, Limited to Walls • 1 point per rank

More full-fledged “water shaping” drops the Limit modifier, able to form any shape with the effect rank’s volume.

Water Shaping: Create Water Shapes • 2 points per rank

WATERPROOF

Your powers protect you from the harmful effects of water: water-based effects do not work on you, you cannot drown from immersion, even your clothing and items you carry are protected from water damage or even getting wet, if you do not wish them to.

Waterproof: Immunity 10 (Water Effects) • 10 points

WATER SHIELD

A thin layer of “hard” water surrounds you, lessening the impact of attacks and dissipating energy attacks directed against you.

Water Shield: Impervious Protection, Sustained • 2 points per rank

MOVEMENT POWERS

Water movement powers are, naturally enough, primarily concerned with moving through, over, or on water.

AQUA-PORT

You can vanish into a body or source of water—from a river to a faucet—and immediately emerge from another some distance away without crossing the space in between. Additional Teleport modifiers, particularly Accurate, Easy, and Extended, are common for this power.

Aqua-Port: Teleport, Medium (Bodies of Water) • 1 point per rank

DOLPHIN LEAP

You can vault from the water high into the air like a leaping dolphin. Rather than a standalone power, this one

is commonly an Alternate Effect of another movement power like Swimming (see the following). At higher ranks, this power goes beyond mere leaping to riding a powerful waterspout or geyser capable of carrying you for miles!

Dolphin Leap: Leaping, Limited to Leaping From Water • 1 point per 2 ranks

SWIMMING

You move through the water at great speed, either propelled by conventional swimming or your control over the watery medium itself.

Swimming: Swimming • 1 point per rank

WATER WALKING

You can walk on the surface of water as if it were solid ground.

Water Walking: Movement 1 (Water-Walking) • 2 points

UTILITY POWERS

Water is an adaptable medium, providing utility powers based on shaping it in various ways, or adapting the character to the watery medium.

AQUA-HEALING

Water is mystically associated with healing. You can draw upon this power to heal others.

Aqua-Healing: Healing • 2 points per rank

AQUATIC

You’re adapted to survive underwater: you can breathe water and ignore the cold and extreme pressures of the ocean depths. Your vision is adapted to the dimmer light of the depths and you are not impeded moving underwater, although you still move at normal swimming speeds unless you also have the Swimming power (previously).

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Senses 1 (Low-light Vision) • 6 points

In addition to being adapted to the aquatic environment, some characters actually favor it. Beyond the advantages they have over most air-breathers they have an additional edge on their “home surf”.

Aquatic Advantage: Add Enhanced Advantage (Favored Environment: Aquatic) to the previous power • 1 point.

DOUSING

There’s nothing like a splash of cold water to douse a fire, short out an electrical system, or even shock people back

to their senses. These and other “water-soluble” effects, as defined by the GM, can be countered by a targeted dousing all at once. If you can douse a whole area, apply the Area modifier to the effect as well. This is similar to a regular use of countering, but more wide-reaching.

Dousing: Nullify Water-Soluble Effects, Broad, Simultaneous • 3 points per rank

HYDROKINESIS

Water moves and shifts at your command, moving almost like a living thing. You can affect a total mass of water based on your rank.

Hydrokinesis: Move Object, Perception Range, Limited to Water • 2 points per rank

MARINE MASTERY

You have power over marine life and can summon aquatic creatures to aid you and obey your commands. The creatures must travel to you using their own movement. Schools of small sea creatures may be considered aquatic swarms (see the **Summoning Powers** section). You can use the crocodile, dolphin, shark, squid, and whale archetypes for some of the creatures you can summon (see pages 134–136 of the *M&M Gamemaster's Guide*).

Marine Mastery: Summon Marine Life, Horde, Mental Link, Multiple Minions, Variable General Type (Marine Life), Limited to in or near water, Self-Powered (see the **Summoning Powers** section) • 1 point + 4 points per rank, +2 points per rank per additional rank of Multiple Minions.

MARINE TELEPATHY

You can communicate with the creatures of the deep. You do not control them (see **Marine Mastery**, previously) but can use interaction skills with them and may be able to convince them to do favors for you. You can also ask them for information, convince them not to attack, and so forth.

Marine Telepathy: Comprehend 2 (Animals), Limited to Marine Life • 2 points

WATER CREATURES

You can summon or create semi-independent creatures formed out of water that obey your commands. The creatures you summon are not truly alive, merely animated masses of water. They can look like virtually anything, from humanoids to mythic creatures like mermaids or sea serpents. You can apply the various modifiers for the Summon effect to get additional water creatures or to make them more active or capable (removing the minion type from the template).

Water Creatures: Summon Water Creature 8 • 120-point minion (see following template) • 16 points

WATER CREATURES

PL8 • MR12

STR 2 STA — AGL 0 DEX 0 FGT 0 INT — AWE — PRE —

Powers: **Drowning Engulf** (Cumulative Affliction 8 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Concentration), **Unliving** (Immunity 30: Fortitude Effects), **Water Form** (Insubstantial 1, Protection 8, Permanent, Innate), **Water Movement** (Movement 1 (Environmental Adaptation: Aquatic), Swimming 6 (30 MPH))

Skills: Close Combat: Unarmed 8 (+8)

Offense: Initiative +0, Drowning +8 (Close, Affliction 8), Unarmed +8 (Close, Damage 2)

Defense: Dodge 8, Parry 8, Fortitude Immune, Toughness 8, Will 8

Totals Abilities 4 + Powers 88 + Advantages 0 + Skills 4 + Defenses 24 = 120

WATER FORM

You transform from flesh-and-blood into an intelligent and animate mass of water, which may resemble your normal form, albeit with less distinct features. Your water form is able to flow through small cracks or openings, essentially anything that is not watertight. You're not solid; physical attacks simply pass right through you, although energy attacks still affect you and area effects like explosions can disrupt your watery form. However you have no effective Strength and must use powers to affect the physical world. You can apply ranks of Affects Corporeal to your Strength in order to solidify your form enough to exert some degree of force. You're immune to most flesh-and-blood concerns in water form, virtually invisible when you are merged with a larger body of water, and able to move easily through the water. You may also have other powers, such as **Aqua-Port**, **Hydrokinesis**, or various offensive water powers while you are in water form.

Water Form: Concealment 4 (Visual, Limited to Underwater), Immunity 30 (Fortitude Effects), Insubstantial 2, Swimming 2 (2 MPH), Activation (Move Action, –1 point) • 45 points + 1 point per additional Swimming rank for underwater movement.

Some water forms have the ability to absorb additional mass from a surrounding body of water, incorporating it and growing to gigantic size. If so, add the following to the Water Form power:

Amass Water: Growth, Limited to While in Water Form and in a large body of water • 1 point per rank

WATER SCRYING

You can use the reflective surface of a body of water, from an ocean to a puddle or even the contents of a cup as a medium for visions of distant places, allowing you to see and hear as if you were looking through a watery window into that location. Some mystic water scryers add mental senses to the effect as well, allowing them to target certain mental sensory powers through their scrying window (see the **Mental Powers** section for some ideas).

Water Scrying: Remote Sensing (Visual and Auditory), Medium (Water) • 2 points per rank

WATER COMPLICATIONS

Water power complications often have to do with reliance upon water or the side-effects of adaptation to an aquatic environment.

ACCIDENT

As noted under **Water Descriptors**, a good soaking can do some real damage; there's a reason why most things are carefully water-proofed to protect them. Characters with water powers, especially ones that manifest or control large amounts of water, can potentially do some damage or have unexpected side-effects. The GM can bring these complications into play, such as distracting the heroes in the midst of a battle with the problem of flooding subway tunnels or electrical wires fallen into standing pools of water, or in the clean-up and public reaction that follows a hero who has left an area "all wet".

Similarly, heroes lacking the Feature waterproofing their equipment (see **Water Features**) might suffer equipment failures or damage due to immersion or moisture getting into things.

DISABILITY

Adaptations for water often translate into disabilities on land. The classic example is the fish-tailed mermaid (or merman) able to swim swiftly, but unable to walk and likely confined to a wheelchair or similar device on land.

Similar aquatic adaptations creating disabilities include an inability to speak due to communicating underwater via telepathy, hypersonics, or similar means, or a sensitivity to light due to aquatic adaptations to deal with the dimmer lighting found in the depths. Characters may have equipment, from artificial voice boxes to simple sunglasses, to help deal with these complications, meaning they come into play (and provide hero points) when those measures fail.

POWER LOSS

A primary form of Power Loss for water powers is the simple lack of water, but this drawback is often accounted for in the power's effects with Limits like "only in or near water" or "only while immersed" or the Medium (Water) flaw. In these cases, the simple absence of water is *not* a Power Loss complication, just a built-in Limit of the power.

Other situations may qualify as Power Loss complications, however. For example, if a water-controller loses access to her powers due to a sudden shock or outside event like being doused with a chemical, that can be played as a Power Loss worth a hero point award. Similarly, if a hero can normally use Marine Mastery to summon aquatic aid, but the GM has set things up so that the toxic environment around the villain's undersea base keeps away

all marine life (except the villain's cybernetically altered minions) that's a complication for the hero.

PREJUDICE

Water-powers or aquatic adaptations may lead to a character with obviously inhuman traits, ranging from oddly colored skin (blue or green, for example) to things like scales, gills, or fish-like eyes. An aquatic character may be a literal "fish out of water" when it comes to dealing with ordinary people.

RESPONSIBILITY

Three-fourths of the Earth's surface is covered by water, but much of it is unclaimed by any one nation and the waters of the world have few advocates willing to advance their needs. Water-controlling and (particularly) aquatic heroes often feel a sense of responsibility to protect the world's bodies of water, even if that sometimes puts them into conflict with the laws of the "surface world" or even their own heroic teammates. For some, responsibility to protect the waters goes from a complication to the hero's primary motivation (*Deluxe Hero's Handbook*, page 27)

REPUTATION

The sense of duty discussed under **Responsibility** previously can give characters a reputation as a "loose cannon" or "environmental radical" which can complicate matters where the authorities—and fellow heroes—are concerned.

WEAKNESS

Water-controlling characters may be more dependent upon their element than most. At the most severe level, a character could be solely aquatic and incapable of breathing air or surviving for long out of the water. The character suffocates (*Deluxe Hero's Handbook*, page 238) in air just like a surface-dweller would underwater. This is a fairly severe complication, given that the character would need to wear some type of life-support gear to function out of the water and the complication would come into play whenever that life-support was threatened or compromised.

A less severe version is an occasional dependence on water; the character needs regular immersion to remain healthy, but can breathe air and spend time out of the water. Exactly how much time depends on how often the complication is intended to come into play, anywhere from an hour (or even less) to a day or more. This degree of Weakness makes a good complication for the GM to wield as a deathtrap without crippling or over-complicating the character's ability to take part in adventures.

Water characters may also have some simple Vulnerabilities to chemical, heat, or fire effects, given the nature of their powers.

WEATHER POWERS



The weather—from fierce storm to blinding blizzard—is among the most awesome of natural forces, assigned to spirits and gods in mythology. Super-powered heroes and villains able to command the weather have a mighty array of powers at their disposal, like the gods of old, hurling thunderbolts from on high.

WEATHER DESCRIPTORS

The “weather” descriptor includes a number of elements (so to speak):

- **Atmosphere:** For there to be “weather” there must first be an atmospheric medium to create and transmit it. The various weather powers in this section are based on an Earth-like atmosphere; other planets may have radically different sorts of “weather,” but these are beyond the scope of this power. Still, alien characters might have unusual weather powers at their command.

The need for an atmosphere also implies weather powers are largely useless in the absence of one. There is no weather to manipulate in the vacuum of space, for example, and “weather” may be limited in an enclosed and regulated atmosphere like that of a space station or undersea habitat. See the **Power Loss** complication for more on this.

The atmosphere descriptor is related to the air descriptor; many weather powers are based on moving masses of air in various ways. Thus weather powers often subsume various air powers as well. See the **Air Powers** section for more in air powers in specific.

- **Lightning:** The most common offensive power of weather, lightning is a powerful blast of electricity. It can interact with targets vulnerable to electrical surges and overloads and may be less effective against those insulated or shielded from electricity, or protected by a grounding framework of some sort. See the **Electrical Powers** section for more on lightning and electrical descriptors in general.
- **Precipitation:** Some weather powers involve various types of precipitation (rain, snow, hail, etc.). In addition to the game effects of the power, being able to make it rain in an area (for example) can have various other effects, including alleviating drought or clearing away atmospheric contaminants and washing the ground clean.

Other descriptors related to weather powers are connected to the power’s source rather than its effect and have their own implications:

- **Magic:** Magical weather powers—from spells to working with storm spirits—can often change or create weather without affecting the surrounding environment or having any lasting repercussions (see **Weather Complications**). The change is literally “like magic” and normal conditions reassert themselves immediately. On the other hand, magical weather powers are subject to magical countering effects and conditions. They may also have their own complications, such as particular rituals (spoken spells or gestures) or requirements.
- **Technology:** Weather-control devices have been common comic book super-science for decades,

ranging from massive consoles with dish-shaped antennae to hand-held gadgets. Weather technology is often Removable (*Deluxe Hero's Handbook*, pages 201–202) and may have various complications associated with it, particularly in terms of maintaining and using it.

COUNTERING

Weather powers can potentially counter a number of other powers, depending on how they are used. In particular, weather can counter powers with air descriptors. The right weather can counter the environmental effects of cold and fire powers by raising or lowering the ambient temperature, and may be able to counter fire effects with sudden downpours.

Precipitation like heavy rain may help counter some Concealment effects by revealing a target's footprints and outline within the falling rain, for example. Rain may also wash away Area Concealment effects involving clouds of fog, smoke, or gases.

Air powers can potentially counter weather powers by shifting air masses or even removing the air (see **Atmosphere**, previously). Likewise, temperature-affecting powers may be able to counter or break-up some weather effects: snow and ice melt rapidly in the presence of extreme heat, for example. The GM should use common sense in handling the interaction of weather effects with various power descriptors.

WEATHER FEATURES

Some potential Feature effects associated with Weather Powers include the following:

- No matter the weather conditions, you remain dry, your hair and clothing never mussed by the wind.
- The weather dramatically reflects your emotions, giving you a circumstance bonus for appropriate interaction skill checks (like Intimidation).
- You can create small gusts of wind, roughly equal to a –5 rank Move Object effect; able to scatter small, light objects, ruffle hair or clothing, blow off hats, and so forth. (See **Wind Blast** and **Wind-Lifting** for more full-fledged wind powers.)
- You can create tiny “micro-storms” focused enough to water potted plants or to shower beneath.
- The air around you always smells as clean as after a rainstorm, dispelling any strong odors.
- You can cause individual clouds in the sky to move, or even break up, by focusing your attention on them.

OFFENSIVE POWERS

From bolts of lightning and crashes of thunder to freezing blizzards and searing heat waves, weather powers offer numerous ways to strike at enemies from afar.

ARCTIC FREEZE

A blast of freezing air causes the temperature to plummet around your target, masses of ice and snow forming instantly around them.

Arctic Freeze: Cumulative Ranged Affliction (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 3 points per rank

BLINDING ARC

A blazingly bright arc of lightning temporarily blinds your target.

Blinding Arc: Cumulative Ranged Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 2 points per rank

CYCLONE

You create a contained cyclone or hurricane-force storm capable of battering and hindering foes.

Cyclone: Burst Area Ranged Affliction (Resisted and Overcome by Strength; Hindered and Impaired, Prone and Stunned, Incapacitated), Alternate Resistance (Strength), Concentration, Extra Condition, Instant Recovery • 4 points per rank (+1 point per rank per +1 to area value).

EXPOSURE

You alter the atmosphere around your target to cause dehydration, heatstroke, or even early stage frostbite by raising or lowering the temperature and humidity. Victims often begin suffering effects before they realize what is happening. Apply the Area modifier to affect multiple targets in an area all at once.

Exposure: Ranged Affliction (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Subtle • 1 point + 2 points per rank

HAILSTORM

Frozen chunks of wind-driven hail pummel the targets in the area of the sudden storm.

Hailstorm: Burst Area Ranged Damage (bludgeoning), Indirect 2 (falling from above) • 2 points + 3 points per rank

LIGHTNING BOLT

You hurl a bolt of lightning from your person—hands, eyes, etc.—to strike your target with the fury of a storm. If you call down lightning from above instead, apply 2 ranks of the Indirect modifier as well (*Deluxe Hero's Handbook*, page 193).

Lightning Bolt: Ranged Damage (electrical) • 2 points per rank

THUNDERCLAP

A thunderous boom deafens your target. Thunderclap is often Linked with a Lightning Bolt attack, simultaneously damaging and deafening a target, perhaps even connected with a Blinding Arc as well, expanding the effect of the Affliction (simply removing the Limited to Vision flaw from Blinding Arc's Affliction effect).

Thunderclap: Cumulative Ranged Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Hearing • 2 points per rank

WIND BLAST

A powerful blast of wind sends targets scattering like fallen leaves. The effective Strength of the Wind Blast equals its Move Object rank. Targets make a Strength resistance check against your power's Strength (half that if they succeed on their initial Dodge check against the area effect), success allows them to hold their ground while failure means they are thrown a distance value equal to your Move Object rank minus their weight rank.

Wind Blast: Cone Area Move Object, Close Range, Limited to Pushing Away • 1 point per rank

DEFENSIVE POWERS

Command over the weather can provide protection against many hazards of the environment, as well as harnessing the winds and clouds as defenses.

FOG

A thick bank of fog rolls in, impairing or disabling visibility in the area (a -2 or -5 modifier to Perception and related visual checks).

Fog: Environment (Visibility) • 1 point per rank (impairment) or 2 points per rank (disabling).

Alternately, you can create total visual concealment in a smaller area, with a fog cloud so thick visibility drops to practically nothing. A successful Perception check may reveal a target's general location but the character still suffers from a -5 circumstance penalty to actions requiring visibility. A non-visual accurate sense can overcome this penalty.

Fog: Visual Concealment Attack 2, Cloud Area 4 (120-foot radius) • 12 points, +2 points per +1 increase in area rank

IMMUNITY TO WEATHER

Your powers protect you from the harmful effects of weather; you're never hot or cold or affected by exposure or other (Earth-like) weather conditions. Some weather-controllers may have lesser degrees of Immunity to singular environmental conditions like cold or heat, rather than weather in general.

Immunity to Weather: Immunity 2 (Earthly Weather) • 2 points

Some have a greater degree of immunity, extending to *all* effects with the "weather" descriptor, including Afflictions or Damage. This includes attacks like lightning, provided they have the "weather" descriptor; immunity to all electricity requires additional ranks as a separate common descriptor.

Immunity to Weather: Immunity 10 (Weather Effects) • 10 points

WHIRLWIND

You create and maintain an area of powerful winds that disrupt ranged attacks.

Whirlwind: Deflect, Cloud Area 2 (30-foot radius), Limited to Attacks Targeting Dodge • 2 points per rank

WIND SCREEN

Swirling winds moving at high speeds around you deflect physical projectiles and attacks before they can strike you.

Wind Screen: Impervious Protection, Sustained, Limited to Physical Damage • 1 point per rank

MOVEMENT POWERS

Weather powers can grant, enhance, or inhibit movement, particularly through the air or along the ground.

WEATHERPROOF

Your movement is unimpeded by the effects of the weather and you suffer no circumstance penalties for weather-related environments. So you can move at normal speed in a storm or high winds and ignore things like visibility modifiers (for anything less than total concealment).

Weatherproof: Movement 1 (Environmental Adaptation: Weather) • 2 points

WIND-RIDING

You can harness the power of the winds to soar through the air as fast as they can carry you. Wind-Riding tends to be limited to the speed of rank of hurricane-force winds on Earth, rarely more than rank 6 (120 miles per hour).

Weather controllers with Wind Lifting (following) may use it to carry others aloft on the winds with them, flying at their normal speed so long as the weight value they carry is within their effect limits.

Wind-Riding: Flight • 2 points per rank

UTILITY POWERS

Control of the weather provides a number of other useful effects. Take a look at the **Weather Descriptors** section

for some useful applications of weather powers as well, particularly in terms of countering other effects.

WEATHER CONTROL

You control the weather in a radius around you with a distance rank equal to your Environment effect rank, so rank 10, for example, creates weather effects within a 4 mile radius. Rank 20 is sufficient to affect a 4,000 mile radius, essentially an entire hemisphere. Rank 21 can encompass most of the Earth's surface.

The Selective modifier, rather than allowing you to choose who in the area is or is not affected, allows you to choose how the Environment effect's points per rank are distributed amongst cold, heat, impair movement, and visibility (see the **Fog** power; if you have this power, you can also produce its effect). To increase the amount of weather effects you can produce in an area at once, increase the points per rank of the Environment effect.

If you can *also* selectively choose your targets, or apply different effects to different targets, apply the Selective modifier twice. Gamemasters should be cautious about permitting two applications of Selective to Environment effects, given their potential to impose circumstance modifiers to a wide area, affecting everyone present, without imposing any penalty on the hero's allies. Such an effect can strongly shift the balance of an encounter.

Note that you can also use your Weather Control to *negate* up to your effect rank in weather conditions in your area as well, creating calm, clear weather. So you could, for example, eliminate intense cold and impeded movement (due to ice and snow) in your area, transforming it from the depths of winter to a temperate, Spring-like day. Normal weather conditions reassert themselves once you stop maintaining the effect.

Weather Control: Environment (3 points of effect), Selective • 4 points per rank

WEATHER PREDICTION

You can sense weather patterns in your area, predicting weather conditions in the coming hours and days. The GM may require a secret Perception or Expertise (Meteorology) skill check for detailed or long-range information.

Weather Prediction: Senses 4 (Precognition), Limited to Weather • 2 points

WIND-LIFTING

You focus powerful gusts of air or even mini-tornadoes to lift and move objects around, push things over, and so forth. Each individual object in the affected area cannot exceed your effective lifting Strength, although their combined weight value may do so. So, for example, if your effect rank is 4, each object you move cannot exceed 800 lbs., but you can move as many as fit into your area of effect.

Wind-Lifting: Burst Area Move Object, Selective • 4 points per rank

WEATHER ARRAYS

Weather-controllers will often have various weather powers—particularly offensive and some utility powers—as Alternate Effects of each other in an array (See **Alternate Effect**, *Deluxe Hero's Handbook*, pages 188–190). These arrays may be Dynamic, allowing for mix-and-matching of different weather effects reflecting the character's ability to control different aspects simultaneously, but with a finite amount of power and concentration.

Weather arrays are well-suited for performing weather-related power stunts, temporarily adding a new Alternate Effect to the array and making even powers a weather-controller does not have from this Profile a useful source of ideas.

The Weather Control utility power (previously) might be part of an array or separate, allowing the character to affect environmental conditions while also producing specific weather effects.

OTHER WEATHER POWERS

"Weather" includes a broad range of effects and descriptors, from air and wind to thunder and lightning, or rain, snow, ice, and fog. Thus many of the powers in other **Power Profiles** may also be weather effects, depending on the character's degree of control over the elements. Look at **Air Powers**, **Electrical Powers**, **Ice Powers**, and **Water Powers** for some other potential weather abilities, either as regular power effects or occasional power stunts.

WEATHER CHALLENGES

A common challenge for weather-controllers is the environment itself; heroes are called upon to tame out-of-control storms and impose their will upon the raging weather. This can be considered a simple matter of countering weather effects (see **Countering Effects**, *Deluxe Hero's Handbook*, pages 147–148) but reducing the feat to a single effect rank check may reduce the drama of the conflict.

Gamemasters may wish to consider these kinds of struggles as challenges (*Deluxe Hero's Handbook*, pages 185–186, and the *Gamemaster's Guide*, pages 237–240), requiring multiple checks in order to achieve complete success, with some back-and-forth as the character struggles to gain the upper hand over the challenge.

WEATHER COMPLICATIONS

The weather is a vast and complex system, often subject to unexpected shifts. As the chaos theory maxim suggests, the stirring of a butterfly's wings may radically change the weather months later and half a world away; how much more complicated might direct intervention in the shape and expression of the weather be?

ACCIDENT

Controlling a primal force like the weather may require a great deal of self-discipline and awareness. It is easy for

something to go wrong when unleashing the fury of a hurricane or tornado in the heart of a city! This complication turns the weather-controller into a living natural disaster, just looking for a place to strike.

Alternately, someone might take advantage of the idea of this complication, setting things up to *look* like the weather-controller is responsible for some accident in order to blacken a hero's good name, sow doubt and dissent with the public, or simply sue the hero (or a wealthy patron) in hopes of a big settlement.

HONOR

A sense of honor and responsibility concerning their powers is common for heroic weather-controllers, and they often choose *not* to use their ability in order to allow the natural cycles of the weather to continue uninterrupted, even when that decision may be personally difficult.

OBSESSION

A strong personal connection to the forces of nature can give weather-controllers a sense that the natural world is more important—even all-important—compared to human civilization. Certainly humanity is still at the mercy of the weather in various ways, but also affect the climate. Weather-controllers may be obsessed with studying weather-related phenomena, working to slow or prevent climate change, or dealing with the impact of civilization upon the weather (or vice versa).

PHOBIA

Given that weather occurs outdoors, under the open sky, weather-controllers may be given to claustrophobia, a fear of small, enclosed spaces where their powers may be limited or ineffective (see **Power Loss**, following).

Similarly, even weather-controllers may be awed by the tremendous unleashed power of the weather, fearing what might happen should their powers get out of control or if they summon up a storm they cannot stop. This fear may cause hesitate or even paralysis in some situations as the weather-controller fears to call upon the weather's full fury.

POWER LOSS

The **Weather Descriptors** section discusses some of the necessary conditions for weather effects, notably an atmosphere sufficient for "weather" to occur. Tightly enclosed conditions—ranging from being inside a building to trapped inside a small, enclosed space—could limit or negate weather powers. So, too, would being underwater, in space, or anywhere else lacking an atmosphere to manipulate.

Note that this does not have to be the case: a magical or dimensional weather controller, for example, may also have the ability to *create* the necessary environment, able to summon storms anywhere, even in the air-less depths

of space! This is still just a descriptor for the character's weather powers, since the player is effectively giving up an opportunity to earn hero points for the advantage of not dealing with this particular power loss complication. In essence, think of the hero points the player would otherwise earn being "spent" on ignoring the complication instead.

RESPONSIBILITY

The power to control the weather can be an awesome responsibility. Weather threatens—or is responsible for—the well-being of people around the world every day. How does a weather-controller deal with this? Do you bring rains to the deserts, turn aside hurricanes, melt blizzards, and stop tornadoes before they strike? If so, how much can you interfere with the world's weather without actually making it worse due to unforeseen consequences of your changes? Weather controllers must often balance their sense of responsibility towards humanity with their code of ethics (see **Honor**) and responsibility towards the environment and the cycles of nature.

TEMPER

Weather is often used as a metaphor for emotions. In your case, the weather actually reflects your emotions: When you are happy, the sky is clear, when you are sad, it is grey and drizzly, and when you are angry, dark storm clouds gather and thunder crashes. This complications telegraphs what you are feeling to anyone paying attention and can have other inconvenient side effects (such as literally raining on somebody else's picnic). In extreme cases, your feelings—and the weather—may get away from you (see the **Accident** complication, previously).

WEAKNESS

Weather-controllers may face weaknesses associated with their powers and adaptations involving them. Some possibilities include the following:

Beyond just power loss (see the **Power Loss** section) a weather-controller cut off from the natural environment may begin to weaken or suffer other conditions. So time spent outside of an atmosphere might lead to the character becoming impaired, disabled and, eventually, incapacitated or even dying. This could even be so extreme as to extend to time spent in enclosed areas, beyond just psychological claustrophobia to a physical effect.

Just as the environment can reflect a weather-controller's mood, so the environmental conditions can influence someone so strongly connected to them. So polluted and toxic environments may have a more serious effect on the character, or weather patterns might alter the character's moods: sad and morose when it rains, for example, cheerful when it's bright and sunny, angry during storms, and so forth, shading into the Temper complication (previously).

A

Abbridon	105
Abjurations of Abbridon.....	105
Absorption Boost	179
Accelerated Healing	205
Acceptance	
Death	39
Accident	
Air	9
Cold	24
Cosmic.....	29
Dimension	46
Dream.....	51
Earth	56
Electrical.....	61
Element	66
Fire.....	71
Gravity.....	75
Kinetic.....	87
Luck.....	102
Magnetic.....	119
Radiation	152
Size	162
Sonic	170
Speed	175
Strength	180
Tech	196
Teleport	201
Time	206
Water	211
Weather.....	215
Acquired Immunity.....	187
Acute Sense.....	188
Adaptation.....	134
Adaptive Immunity	134
Addiction	
Darkness	34
Death	39
Dream.....	51
Electrical.....	61
Element	66
Fire.....	71
Illusion.....	82
Kinetic.....	87
Life.....	92
Magic.....	114
Magnetic.....	119
Mental.....	131
Morphing.....	141
Plant.....	147
Radiation	152
Sensory.....	157
Size	162
Speed	175
Strength	180
Talent.....	190
Additional Sense.....	156
Adrenal Control.....	90
Aegis of Abbridon.....	105
Aerokinesis.....	8
Age Manipulation.....	203
Ahgrazul.....	105
Ahgrazul's Compass.....	105
Air Blast	6
Air Brakes.....	173
Air Bubble.....	7
Air Burst.....	6
Air Creatures.....	8
Air Cushion	173

Air Form	8
Air Powers	5–9
Air Rifle	6
Air Sense	8
Air Shield	7
Air Supply	7
Airts of Ahgrazul	105
Air-Walking	7
Air Wave	150
All-Revealing Light of Abbridon.....	105
All-Seeing Eyes of Abbridon.....	105
Amass Water.....	210
Ambidexterous.....	189
Analyze Style.....	121
Anatomic Split.....	184
Animal Companion.....	17
Animal Form.....	17
Animal Mimicry.....	17
Animal Powers.....	15–19
Animal Senses.....	17–18
Animal Summoning.....	18
Animated Tree.....	146
Animate Machines	193
Animate Plants	145
Animation	182
Anti-Gravity	74
Apport	199
Apportive Attack	199
Aqua-Port.....	209
Aquatic	209
Aquatic Advantage	209
Aquatic Regeneration.....	208
Aquatic Turbines.....	13
Arclight.....	60
Arc Riding.....	59
Arctic Freeze.....	213
Area Effects	160
Armor	12
Armor Powers	10–14
Artificial Gravity.....	75
Assemble	194
Astral Projection.....	130
Astroport	200
At a Glance.....	189
Aura Reading	130, 156
Auspicious Augury of Ahgrazul.....	105

B

Baleful Bindings of Bal'Hemoth	106
Bal'Hemoth.....	106
Ball Lightning.....	58
Baneful Transformation.....	138
Banish Darkness.....	96
Banshee's Wail.....	36
Beast of Bal'Hemoth.....	106
Berserker Rage.....	121
Bidding of Bal'Hemoth	106
Bio-Adaptation	90
Bio-Disruption	89
Biokinesis.....	90
Bio-Override.....	89
Bio-Sculpting	89
Bitter Lash of Bal'Hemoth.....	106
Blackout	60
Blaster	11

Blind Fighting	123
Blinding Arc	213
Blinding Aura	94
Blinding Beam	94
Blinding Blast	31
Blinding Burst	94
Blinding Field	94
Blinding Gust	6
Blinding Radiance	149
Blinding Splash.....	208
Blink Teleport	200
Blizzard	23
Blood Healing	37
Boosting Powers	40–41
Bounceback Attack.....	139
Bouncing Ball	139
Brachiation.....	145
Bracing	178
Breakfall	100
Breaking Blow.....	121
Brilliant Deduction.....	189
Bullet Toss.....	177
Buzzsaw	167

C

Call of Kar'Kradas.....	108
Capture Weapon	11
Carbon Dating	151
Carrier Vine	145
Castling	184
Catastrophe.....	99
Catfall.....	122
Cellular Disruption	90
Chain Lightning	58
Chains of Kar'Kradas.....	108
Chameleon Camouflage	18
Chant of Chaos.....	112
Chasm.....	53
Chemical Analysis.....	65
Chemical Immunity	64
Chemical Rocket	65
Chi Balance	123
Chi Focus	123
Chi Reading	123
Chi Strike.....	122
Circumstance Modifiers	41
Claudiaudience.....	130
Clairementence.....	130
Clairvoyance.....	130
Cloak of Idolon	108
Cold Blast.....	21
Cold Damage	21
Cold Powers.....	20–24
Cold Projection.....	23
Combat Computer	13
Combine.....	184
Command the UnDead.....	36
Communication System.....	13
Complications	
Air	9
Animal.....	19
Armor.....	14
Cold.....	24
Cosmic.....	29
Darkness.....	34
Death.....	39
Dimension.....	46
Dream.....	51
Earth	56

Electrical.....	61
Element.....	66
Fire.....	71
Gravity.....	75–76
Illusion.....	82
Kinetic.....	87
Life.....	92
Light.....	97
Luck.....	102
Magic.....	114
Magnetic.....	119
Martial.....	123
Mental.....	131
Morphing.....	141
Plant.....	147
Radiation	152
Sensory.....	157
Size	162
Sonic	170
Speed	175
Strength	180
Summoning	185
Talent.....	190
Tech.....	196
Teleport.....	201
Time	206
Water	211
Weather.....	215–216
Computer Mind.....	194
Constructs.....	182
Control Plants	144
Control Technology	193
Corrosive.....	63
Cosmic Awareness.....	27–28, 156
Cosmic Blast	26
Cosmic Communication	28
Cosmic Control.....	28
Cosmic Grasp	26–27
Cosmic Healing	28
Cosmic Mastery.....	28
Cosmic Order	28
Cosmic Powers	25–29
Cosmic Shield	27
Cosmic Strength	28
Cosmic Tracking.....	28
Cosmic Transmutation.....	28
Countering	
Air	5
Animal.....	15
Cold.....	20
Cosmic.....	25
Darkness.....	30
Death.....	36
Dimension	42–43
Dream.....	48
Earth	52
Electrical.....	57
Element	63
Fire.....	67
Gravity.....	72–73
Illusion.....	79
Kinetic.....	84
Life.....	89
Light.....	93
Luck.....	98
Magnetic.....	115
Martial.....	120
Meta.....	133
Morphing.....	138
Plant.....	143

Radiation.....	148
Sensory.....	153
Size.....	158
Sonic.....	167
Speed.....	171
Strength.....	176
Summon.....	182
Talent.....	186
Tech.....	192
Teleport.....	198
Time.....	202
Water.....	207
Weather.....	213
Counterstrike.....	122
Cracking the Whip.....	177
Create Chimera.....	18
Crooked Path of Kar'Kradas.....	108
Crushing Gravity Field.....	73
Crushing Grip.....	16
Crying Road, the.....	107
Cryokinesis.....	21
Cure.....	91
Curse of Howling Madness.....	107
Curse of Yig.....	113
Cutting Loose.....	177
Cyberspace.....	194
Cyclone.....	174, 213

D

Dance of Vhoka.....	112
Danger Sense.....	155
Daredevil.....	189
Dark Aura.....	32
Dark Blast.....	31
Dark Flight.....	32
Darkness Powers.....	30–34
Darkvision.....	33
Dazzle.....	154
Dazzling Beam.....	94
Dazzling Burst.....	94
DC Shock Field.....	58
Deactivate Technology.....	193
Deafening Shriek.....	167
Death Curse.....	36
Deathless.....	37
Death Powers.....	35–39
Death's Gate.....	37
Death Sight.....	38
Death Stare.....	36
Death Touch.....	37
Death Visions.....	38
Decoys.....	183
Defensive Awareness.....	155
Defensive Luck.....	100
Defensive Powers.....	7
Air.....	16–17
Animal.....	12–13
Armor.....	22
Cold.....	27
Cosmic.....	32
Darkness.....	37
Death.....	44
Dimension.....	49
Earth.....	53–54
Electrical.....	59
Element.....	64–65
Fire.....	69–70
Gravity.....	74
Illusion.....	80–81
Kinetic.....	85–86
Life.....	90
Light.....	95

Luck.....	100–101
Magnetic.....	116–117
Martial.....	122
Mental.....	129
Meta.....	134
Morphing.....	139
Plant.....	145
Radiation.....	150
Sensory.....	155
Size.....	160–161
Sonic.....	168
Speed.....	173
Strength.....	178–179
Summoning.....	183
Talent.....	187–188
Tech.....	193–194
Teleport.....	200
Time.....	208
Water.....	208–209
Weather.....	214
Deflecting Projectile.....	122
Deflecting Winds.....	7
Deflection Field.....	150
Degauss.....	117
Dehydrate.....	208
Density Decrease.....	160
Density Increase.....	161
Descriptors.....	
Air.....	5
Animal.....	15
Armor.....	10
Cold.....	20
Cosmic.....	25
Darkness.....	30
Death.....	35
Dimension.....	42–43
Dream.....	47–48
Earth.....	52
Electrical.....	57
Element.....	63
Fire.....	67
Gravity.....	72–73
Illusion.....	78–79
Kinetic.....	84
Light.....	93
Luck.....	98–99
Magnetic.....	115–116
Martial.....	120
Mental.....	127–128
Meta.....	132–133
Morphing.....	138
Plant.....	143
Radiation.....	148–149
Sensory.....	153
Size.....	158
Sonic.....	166–167
Speed.....	171–172
Strength.....	176
Summoning.....	182
Talent.....	186
Tech.....	192
Teleport.....	198
Time.....	202
Water.....	207
Weather.....	212–213
Destroy Projectiles.....	64
Diamond Hard.....	64
Dimensional Adaptation.....	44
Dimensional Anchor.....	44
Dimensional Banishment.....	43
Dimensional Blade.....	43
Dimensional Cascade.....	43
Dimensional (Effect).....	43
Dimensional Grab.....	44

Dimensional Jump.....	44
Dimensional Perspective.....	45
Dimensional Pocket.....	45
Dimensional Portal.....	44
Dimensional Shift.....	45
Dimensional Shunt.....	44
Dimensional Stability.....	45
Dimensional Summoning.....	45
Dimensional Vibration.....	173
Dimensional Window.....	45
Dimension Powers.....	42–46
Dimension Sense.....	44
Dimension Walk.....	44
Dim Mak.....	122
Directional Pull.....	74
Disability.....	
Air.....	9
Animal.....	19
Armor.....	14
Cold.....	24
Cosmic.....	29
Darkness.....	34
Death.....	39
Dream.....	51
Earth.....	56
Electrical.....	61
Gravity.....	76
Light.....	97
Magnetic.....	119
Martial.....	124
Mental.....	131
Plant.....	147
Radiation.....	152
Sensory.....	157
Size.....	162
Sonic.....	170
Speed.....	175
Strength.....	180
Tech.....	196
Teleport.....	201
Water.....	211
Disassemble.....	193
Dolphin Leap.....	209
Dream Control.....	50
Dream Dementia.....	107
Dream Denizens.....	107
Dream Dissipation.....	49
Dream Immunity.....	49
Dream Mastery.....	50
Dreamport.....	49
Dream Powers.....	47–51
Dream Projection.....	49
Dream Reading.....	50
Dream Touch.....	50
Dream Trap.....	48
Dream Travel.....	49
Drown.....	208
Duplicate Ladder.....	184
Duplication.....	182–183
Dust Storm.....	53
Dynamic Trade-Offs.....	41

E

Eagle-Eyed.....	189
Ear Boxing.....	122
Earth Blast.....	53
Earth Creatures.....	54
Earth Healing.....	53
Earth Immunity.....	53
Earth Meld.....	54
Earth Moving.....	55
Earth Powers.....	52–56
Earthquake.....	53

Earth Shape.....	55
Earth sight.....	55
Earth Spray.....	53
Earth Wave.....	54
Earthworks.....	55
Ease of Movement.....	101
Eight Eyes of Ios.....	108
Electrical Absorption.....	59
Electrical Conductor.....	59
Electrical Form.....	60
Electrical Immunity.....	59
Electrical Powers.....	57–61
Electrical Resistance.....	59
Electro-Flight.....	59
Electromagnetic Field.....	59
Electromagnetic Pulse.....	58
Electrosense.....	60
Electro-Shaping.....	60
Element Powers.....	62–66
Emotion Control.....	128
Empathy.....	130
Empower.....	184
Encase.....	63
Enchantment of Ios.....	108
Enemy.....	
Animal.....	19
Cosmic.....	29
Darkness.....	34
Dimension.....	46
Dream.....	51
Gravity.....	76
Light.....	97
Luck.....	102
Magic.....	114
Magnetic.....	119
Martial.....	124
Summoning.....	185
Energize.....	91
Enhanced Hearing.....	168
Enhanced Immune System.....	90
Enhanced Senses.....	156
Escape Notice.....	101
Everwatchful Eye of Ios.....	108
Expanded Luck.....	99
Explosion.....	63
Explosive.....	
Quantum Breakdown.....	65
Exposure.....	213
Extended Eyes.....	140
Extra Effort.....	40

F

Fame.....	
Cosmic.....	29
Element.....	66
Illusion.....	82
Life.....	92
Light.....	97
Luck.....	102
Sonic.....	170
Talent.....	190
Fangs of Yig.....	113
Fast Action.....	174
Fast Defense.....	173
Faster Than Light.....	27
Fast Healing.....	175
Fearsome Presence.....	187
Feather Step.....	122
Features.....	
Air.....	5–6
Animal.....	15–16
Armor.....	10–11
Cold.....	21

Cosmic.....	26
Darkness.....	31
Death.....	36
Dimension.....	43
Dream.....	48
Earth.....	52–53
Electrical.....	57–58
Element.....	63
Fire.....	68
Gravity.....	73
Illusion.....	79
Kinetic.....	84
Life.....	89
Light.....	94
Luck.....	99
Magnetic.....	116
Martial.....	120–121
Mental.....	128
Meta.....	133
Morphing.....	138
Plant.....	143–144
Radiation.....	149
Sensory.....	154
Size.....	158
Sonic.....	167
Speed.....	172
Strength.....	176–177
Summoning.....	182
Talent.....	187
Tech.....	193
Teleport.....	198–199
Time.....	202–203
Water.....	207–208
Weather.....	213
Ferocious Charge.....	16
Ferrokinesis.....	117
Fiery Breath.....	68
Fiery Cloud.....	68
Find Weakness.....	99
Finger Flick.....	177
Fingertip Lockpick.....	140
Fireball.....	68
Fire Blast.....	68
Fire Creatures.....	70
Fireflash.....	68
Fire Form.....	69
Firelight.....	70
Fireport.....	70
Fire Powers.....	67–71
Fire Resistance.....	208
Fire Shaping.....	70
Fire Shield.....	69
Flame Aura.....	69
Flames of the Phoros.....	110
Flamethrower.....	69
Flash Freeze.....	21
Flat Form.....	139
Flattening Wake.....	172
Flinging Gust.....	6
Flurry.....	187
Flying Rock.....	54
Fog.....	214
Force Cage.....	84
Force Constructs.....	86
Force Field.....	12
Fortunate Failure.....	100
Four-Dimensional Form.....	45
Free Fall.....	74
Free Fall Adaptation.....	74
Freezing Aura.....	21
Friction Blindness.....	84
Friction Cling.....	86
Friction Control.....	86
Friction Heat.....	85

Frictionless.....	85, 173
Full Sail.....	7

G

Gas Cloud.....	64
Ghorummaz.....	106
Ghorummaz's Dictum.....	106
Ghost Fighting.....	122
Ghost Form.....	38
Ghost Shield.....	37
Giant Fly-Trap.....	146
Gliding.....	8
Gloom.....	33
Grasping Graves.....	37
Grasp of Ghorummaz.....	106
Gravikinesis.....	75
Gravitic Blast.....	73
Gravitic Burst.....	73
Gravitic Communication.....	75
Gravitic Containment.....	74
Gravitic Deflection.....	74
Gravitic Immunity.....	74
Gravitic Sense.....	75
Gravitic Shield.....	74
Gravitic Wave.....	73
Gravity Field.....	73
Gravity Powers.....	72–76
Gravity Warp.....	74
Great Gale of Ghorummaz.....	106
Green Memory.....	146
Green Network.....	146
Grounding.....	8
Growth (effect).....	159
Growth Momentum.....	160

H

Hailstorm.....	21, 213
Hallucination.....	128
Hand of Heshem.....	107
Hatred.....	
Earth.....	56
Plant.....	147
Healing.....	89, 163
Healing Darkness.....	33
Healing Light.....	96
Healing Trance.....	49
Heat Absorption.....	69
Heatstroke.....	69
Heshem.....	107
Heshem's Holy Hearth.....	107
Heshem's Way.....	107
Hidden Cover.....	80
High-Gravity Adaptation.....	74
Holograms.....	96
Holy Hosts of Heshem.....	107
Homing Missile.....	11
Honor.....	
Life.....	92
Luck.....	102
Martial.....	124
Mental.....	131
Weather.....	216
Hood of Heshem.....	107
Hook of Heshem.....	107
Hounds of Kar'Kradas.....	108
Howling Dream, the.....	107
Hurt Anything.....	187
Hydrokinesis.....	210
Hypnotic song.....	167
Hypnotic Strobe.....	94

I

Ice Armor.....	22
Ice Binding.....	21
Ice Blast.....	21
Ice Creatures.....	23
Ice Fist.....	22
Ice Form.....	23
Ice Passage.....	22
Ice Portal.....	22
Ice Shapes.....	23
Ice Shifting.....	23
Ice Slick.....	22
Ice Slides.....	22
Ice Tunneling.....	22
Ice Walking.....	23
Identity.....	
Animal.....	19
Armor.....	14
Dimension.....	46
Morphing.....	141
Talent.....	190
Tech.....	196
Illuminate.....	96
Illumination of Abbridon.....	105
Illusion.....	81
Illusion (Effect).....	78
Illusion Powers.....	78–82
Illusions of Idolon.....	108
Illusory Affliction.....	80
Illusory Concealment.....	80
Illusory Damage.....	80
Illusory Disguise.....	81
Illusory Double.....	81
Illusory Projection.....	81
Immolate.....	69
Immolation.....	64
Immovable.....	54, 85
Immunity to Cold.....	22, 70
Immunity to Darkness.....	32
Immunity to Heat.....	22, 70
Immunity to Light.....	32, 95
Immunity to Teleport.....	200
Immunity to Weather.....	214
Impervious Options.....	12
Incorporeal.....	163
Infrared Invisibility.....	22, 96
Infraision.....	70
Insensate.....	90
Interface.....	194
Internal Attack.....	85, 160
Internal Flora.....	144
Invisibility.....	155, 163
Involuntary Transformation.....	
Animal.....	19
Ios.....	108
Irradiate.....	151

J

Jinx.....	99
Judgment of the Modrossus.....	110

K

Kar'Kradas.....	108
Kiai Shout.....	122
Kinetic Absorption.....	85
Kinetic Blast.....	85
Kinetic Bullet.....	85
Kinetic Burst.....	85
Kinetic Deflection.....	86
Kinetic Immunity.....	86
Kinetic Nullification.....	150

Kinetic Powers.....	83–87
Kinetic Rebound.....	86
Kinetic Shield.....	86
Kinetic Transport.....	86
Kinetic Weapon.....	85
Knockback Options.....	177
Knowledge Transplant.....	130

L

Lamal.....	109
Lamal's Labyrinth.....	109
Lamal's Mighty Hands.....	109
Lamal's Rebuke.....	109
Laser Beam.....	94
Laser Burst.....	94
Laser Comm.....	96
Laser Hearing.....	96
Laser Weapon.....	95
Leg Hydraulics.....	13
Levitation.....	105
Lie Detector.....	156
Life.....	
Descriptors.....	88–89
Lifeport.....	90
Life Powers.....	88–92
Life Sense.....	91
Life Support System.....	12
Light Absorption.....	95
Light Bridge.....	95
Light Constructs.....	96
Lightflight.....	95
Light Form.....	95
Lightning Bolt.....	58, 213
Lightning Creatures.....	60
Lightning Disarm.....	172
Lightning flash.....	58
Lightning Flight.....	59
Lightning Reflexes.....	175
Light of Lamal.....	109
Light Powers.....	93–97
Light Sleeper.....	189
Lightspeed.....	95
Limb Extenders.....	13
Limited to.....	
Ambient Power.....	133
Living Glider.....	139
Living Trampoline.....	139
Long-Range Sensing.....	157
Low-G Leap.....	75
Low-G Lifting.....	75
Luck Powers.....	98–102
Lucky.....	101
Lucky Dodge.....	100
Lucky escape.....	100
Lucky Shot.....	100

M

Machine body.....	193
Machine-Gun.....	11
Machine Mind.....	194
Magic of the Modrossus.....	109
Magic Powers.....	103–115
Magnetic Binding.....	116
Magnetic Blast.....	116
Magnetic Cling.....	117
Magnetic Deflection.....	116
Magnetic Encoding.....	118
Magnetic Flight.....	117
Magnetic Form.....	118
Magnetic Immunity.....	116
Magnetic Interference.....	118
Magnetic Levitation.....	117
Magnetic Powers.....	115–119

Magnetic Radar.....	118
Magnetic Reading.....	118
Magnetic repulsion.....	116
Magnetic Scan.....	118
Magnetic Seizure.....	116
Magnetic Sense.....	118
Magnetic Shield.....	117
Magnetize.....	118
Magnoport.....	117
Makeshift Handholds.....	179
Malador.....	109
Malevolent Minion of Malador.....	109
Malleable Form.....	139
Manipulate Technology.....	195
Marine Mastery.....	210
Marine Telepathy.....	210
Martial Powers.....	120–124
Mass Compaction.....	161
Mass Dispersal.....	161
Massive Armor.....	160
Massive Knockback.....	177
Massive Missile.....	160
Master Escape Artist.....	189
Master Linguist.....	189
Master of Disguise.....	189
Maw of Vhoka.....	112
Melt.....	69
Melting Heat.....	149
Melt Through.....	150
Mental Awareness.....	130
Mental Blast.....	128
Mental Communication.....	130
Mental Detection.....	131
Mental Invisibility.....	129
Mental Powers.....	127
Metallic Burst.....	116
Metal Storm.....	116
Metamorphic Healing.....	139
Metamorphic Minions.....	140
Metamorphic Regeneration.....	139
Meta Powers.....	132–136
Meteor Shower.....	27
Miasma of Malador.....	109
Microflight.....	161
Micro-Missiles.....	11
Microport.....	161
Microverse.....	161
Microvision.....	161
Might of Malador.....	109
Mind Control.....	128, 164
Mind Reading.....	131, 164
Mind Shield.....	12, 129
Mind Switch.....	129
Mind Trap.....	129
Mist.....	7, 209
Mists of Malador.....	109
Mists of the Modrossus.....	110
Modifiers	
Ability.....	121
Limited Degree.....	128
Limited to Minds.....	128
Limited to Resistance.....	128
Mental.....	128
Meta.....	133
Psychic.....	80
Sensory.....	153
Shapeshift.....	140
Summon.....	181
Variable Conditions.....	80
Modrossus, the.....	109
Molecular Phasing.....	64
Momentum Boost.....	86
Momentum Drain.....	86

Morph (Effect).....	137
Morphing Powers.....	137–141
Motivation	
Martial.....	124
Mountain Form.....	55
Movement Powers	
Air.....	7–8
Animal.....	17
Armor.....	13
Cold.....	22–23
Cosmic.....	27
Darkness.....	32
Death.....	37–38
Dimension.....	44
Dream.....	49–50
Earth.....	54
Electrical.....	59
Element.....	65
Fire.....	70
Gravity.....	74–75
Illusion.....	81
Kinetic.....	86
Life.....	90
Light.....	95
Luck.....	101
Magnetic.....	117
Martial.....	122–123
Mental.....	130
Meta.....	135
Morphing.....	139
Plant.....	145
Radiation.....	150
Sensory.....	155–156
Size.....	161
Sonic.....	168
Speed.....	173–174
Strength.....	179
Summoning.....	183–184
Talent.....	188
Tech.....	194
Teleport.....	200–201
Time.....	204
Water.....	209
Weather.....	214
Move Object (Effect).....	83–84
Mud Form.....	55
Multiple Limbs.....	18
Mutation.....	149
Mystic Bolt.....	105
Mystic Passage.....	105
Mystic Shield.....	105

N

Natural Fighter.....	122
Natural Weapons.....	16, 138
Nebular Field.....	27
Necromancy.....	38, 183
Nemesis.....	133
Network Jump.....	194
Neutralize Reaction.....	65
Nightmare Blast.....	48
Night Terrors.....	31
Nova Burst.....	69
Nuclear Shift.....	150
Null-G Field.....	73
Nullify Teleport.....	201
Number Cruncher.....	189

O

Obroros.....	110
Obscure.....	154
Obscure (Effect).....	155

Obscuring Orb of Obroros.....	110
Obsession	
Death.....	39
Element.....	66
Martial.....	124
Sonic.....	170
Weather.....	216
Occult Exorcism of Obroros.....	110
Offensive Powers	
Air.....	6
Animal.....	16
Armor.....	11–12
Cold.....	21–22
Cosmic.....	26–27
Darkness.....	31
Death.....	36–37
Dimension.....	43
Dream.....	48–49
Earth.....	53
Electrical.....	58
Element.....	63–64
Fire.....	68–69
Gravity.....	73
Illusion.....	80
Kinetic.....	84–85
Life.....	89–90
Light.....	94–95
Luck.....	99–100
Magnetic.....	116
Martial.....	121–122
Mental.....	128–129
Meta.....	133–134
Morphing.....	138–139
Plant.....	144
Radiation.....	149–150
Sensory.....	154–155
Size.....	160
Sonic.....	167–168
Speed.....	172–173
Strength.....	177–178
Summoning.....	182–183
Talent.....	187
Tech.....	193
Teleport.....	199–200
Time.....	203–204
Water.....	208
Weather.....	213–214
Omens of Obroros.....	110
Other Powers	
Air.....	9
Animal.....	18
Armor.....	14
Cold.....	24
Cosmic.....	28
Darkness.....	33
Death.....	38
Dimension.....	46
Dream.....	50–51
Earth.....	55
Electrical.....	60–61
Element.....	66
Gravity.....	75
Illusion.....	82
Kinetic.....	87
Life.....	91–92
Light.....	96
Luck.....	102
Magnetic.....	119
Martial.....	123
Morphing.....	141
Plant.....	146
Radiation.....	151–152
Sensory.....	157
Size.....	162

Sonic.....	170
Strength.....	180
Talent.....	190
Tech.....	195–196
Time.....	206
Weather.....	215

P

Parkour.....	188
Pass Through Plants.....	145
Pathfinder.....	155
Pathogen.....	90
Peephole.....	201
Perfect Balance.....	188
Perfect Defense.....	187
Perfect Pitch.....	188
Perfect Timing.....	101
Petrify.....	64
Petrifying Gaze.....	64
Phantasms of Phoros.....	110
Pharmacopeia.....	91
Phase Cancellation.....	168
Phobia	
Air.....	9
Cold.....	24
Darkness.....	34
Death.....	39
Dream.....	51
Earth.....	56
Electrical.....	61
Fire.....	71
Life.....	92
Light.....	97
Radiation.....	152
Teleport.....	201
Weather.....	216
Phoros.....	110
Photonic Shield.....	95
Photosynthesis.....	145
Phytotoxin.....	144
Plant Form.....	146
Plant Growth.....	146
Plant Powers.....	143–147
Point-Accounting.....	125–126
Pollen Cloud.....	144
Poltergeist.....	100
Portal Blast.....	199
Portal Platform.....	200
Portal Punch.....	199
Possession.....	129
Postcognition.....	165
Power Complications.....	191–192
Power Control.....	133
Power Defense.....	134
Power Detection.....	135
Power Enhancement.....	135
Power Immunity.....	134
Power Level O.....	77
Power Level X.....	77
Power-Lifting.....	179
Power Loss	
Air.....	9
Animal.....	19
Armor.....	14
Cold.....	24
Cosmic.....	29
Darkness.....	34
Death.....	39
Dimension.....	46
Dream.....	51
Earth.....	56
Electrical.....	61
Element.....	66

Fire.....	71	Radiation Burst.....	149	Sand Form.....	55	Side-effect	
Gravity.....	76	Radiation Form.....	151	Sap Snare.....	144	<i>Kinetic</i>	87
Illusion.....	82	Radiation Immunity.....	150	Scarlet Shades of Sirrion.....	111	Sign of the Modrossus.....	110
Kinetic.....	87	Radiation Powers.....	148–152	Scourge of Shatachna.....	110	Silence.....	155, 168
Life.....	92	Radiation Shield.....	150	Scrub Radiation.....	151	Singularity.....	73
Light.....	97	Radiation Sickness.....	149	Scrying.....	105	Sirrion.....	111
Luck.....	102	Radioactive Aura.....	150	Scry Through Shadow.....	33	Size Powers.....	158–162
Magic.....	114	Radio Hearing.....	151	Scythe of Shatachna.....	111	Skates.....	13
Magnetic.....	119	Raging Strength.....	180	Second Wind.....	123	Skill Download.....	136
Martial.....	124	Railgun.....	116	Secret		Skill Mimicry.....	136
Mental.....	131	Rapid Perception.....	205	<i>Armor</i>	14	Skin-Shifting.....	91
Morphing.....	141	Rapid Strike.....	172	<i>Darkness</i>	34	Sleep.....	49
Plant.....	147	Reality Control.....	101	<i>Dimension</i>	46	Sleep Deprivation.....	49
Radiation.....	152	Redirecting Warp.....	200	<i>Dream</i>	51	Sleeper Hold.....	178
Sensory.....	157	Refined Palate.....	188	<i>Illusion</i>	82	Sleepless.....	49
Size.....	162	Reflective.....	95	<i>Life</i>	92	Sleep Substitute.....	50
Sonic.....	170	Regeneration.....	89	<i>Luck</i>	102	Slingshot.....	138
Speed.....	175	Regrowth.....	17, 145	<i>Magic</i>	114	Smoke Cloud.....	69
Strength.....	180	Relationship		<i>Plant</i>	147	Snowblind.....	22
Summoning.....	185	<i>Armor</i>	14	<i>Radiation</i>	152	Snow Form.....	23
Talent.....	190	<i>Summoning</i>	185	<i>Sensory</i>	157	Snow Shoes.....	23
Tech.....	196	<i>Talent</i>	190	<i>Time</i>	206	Soar the Spaceways.....	27
Teleport.....	201	Relative Size.....	159	See the Future.....	205	Solar Sustenance.....	96
Time.....	206	Replay.....	205	Seizure.....	58, 90	Solid Air.....	9
Water.....	211	Reputation		Sense Memory.....	81	Solid Sound.....	169
Weather.....	216	<i>Armor</i>	14	Sense of Luck.....	101	Somnambulant	
Power Mimicry.....	135	<i>Cold</i>	24	Sense Radiation.....	151	<i>Spell of Sirrion</i>	111
Power Nullification.....	133	<i>Darkness</i>	34	Senses.....	165	Sonar.....	156, 169
Power-Seeker.....	135	<i>Death</i>	39	Sensitive Smell.....	188	Sonic Absorption.....	168
Power Theft.....	134	<i>Fire</i>	71	Sensor Masking.....	195	Sonic Blast.....	167
Precognition.....	165	<i>Gravity</i>	76	Sensor Network.....	195	Sonic Boom.....	172
Precognitive Dreams.....	50	<i>Magic</i>	114	Sensors.....	13	Sonic Drilling.....	168
Predictive Defense.....	129	<i>Mental</i>	131	Sensory Deprivation.....	80	Sonic Flight.....	168
Prejudice		<i>Plant</i>	147	Sensory Link.....	131	Sonic Form.....	169
<i>Cosmic</i>	29	<i>Speed</i>	175	Sensory Overload.....	155	Sonic Immunity.....	168
<i>Darkness</i>	34	<i>Summoning</i>	185	Sensory Powers.....	153–157	Sonic Masking.....	169
<i>Death</i>	39	<i>Talent</i>	190	Sensory Shield.....	13, 155	Sonic Powers.....	166–170
<i>Element</i>	66	<i>Water</i>	211	Serial Super Forms.....	135	Sonic Projection.....	169
<i>Illusion</i>	82	Responsibility		Serpent Slither.....	17	Sonic Shield.....	168
<i>Morphing</i>	141	<i>Cosmic</i>	29	Servants of Shatachna.....	111	Soulfire.....	37
<i>Plant</i>	147	<i>Dimension</i>	46	Shadow Bind.....	31	Sound Analysis.....	169
<i>Radiation</i>	152	<i>Dream</i>	51	Shadow Boxing.....	31	Sound Creatures.....	169
<i>Size</i>	162	<i>Earth</i>	56	Shadow Bridge.....	32	Sound Wave.....	168
<i>Strength</i>	180	<i>Element</i>	66	Shadow Crawl.....	32	Space Warp.....	27
<i>Tech</i>	196	<i>Gravity</i>	76	Shadow Creature.....	33	Spaceworthy.....	27
<i>Water</i>	211	<i>Life</i>	92	Shadow Door.....	32	Spatial Awareness.....	156
Pressure Points.....	187	<i>Light</i>	97	Shadow Form.....	33	Spatial Beacon.....	201
Protected Hearing.....	168	<i>Magic</i>	114	Shadow Meld.....	32	Speak with Animals.....	18
Protective hide.....	16	<i>Plant</i>	147	Shadow Projection.....	32	Speak With Plants.....	146
Pseudopods.....	138	<i>Radiation</i>	152	Shadow Shaping.....	33	Speak with the Dead.....	38
Psychic Diagnosis.....	91	<i>Tech</i>	196	Shadow Shield.....	32	Speed Arrays.....	172
Psychic Vampirism.....	129	<i>Time</i>	206	Shadow Shroud.....	31	Speed-Climbing.....	188
Psychic Weapon.....	129	<i>Water</i>	211	Shadows of Shatachna.....	111	Speed-Learning.....	175
Psychokinesis.....	87	<i>Weather</i>	216	Shadow Tendrils.....	33	Speed Powers.....	171–175
Pulse Laser.....	94	Rivalry		Shadow Walk.....	32	Speed Reader.....	189
Pyrokinesis.....	71	<i>Armor</i>	14	Shape Metal.....	118	Speed Skating.....	23
		<i>Martial</i>	124	Shapeshift.....	140	Speed-Swimming.....	188
		<i>Sonic</i>	170	Share Speed.....	174	Spike Stones.....	53
		<i>Strength</i>	180	Shatachna.....	110	Spinning Drill.....	174
		<i>Talent</i>	190	Shatachna's Seal of Silence.....	111	Squeeze Through.....	17
		<i>Tech</i>	196	Shatter.....	167	Star Demons of Sirrion.....	111
		Rock Armor.....	53	Shielded Soul.....	37	Static Electricity.....	60
		Rocket Flight.....	70	Shifting Powers.....	142	Static Field.....	151
		Root Digging.....	145	Shining Shackles of Sirrion.....	111	Stench.....	6
		Rooting.....	54	Shining Shield of Sirrion.....	111	Stone Form.....	55
		Root Transport.....	145	Shining Suns of Sirrion.....	111	Stone Grip.....	53
		Running Jump.....	174	Shock.....	16	Stone Strike.....	53
		Running Speed.....	174	Shock Field.....	58	Stonewall.....	178
		Run on Water.....	174	Shocking Ranks.....	58	Storm of Ghorummaz.....	106
		Run up Walls.....	123, 174	Shockwave.....	177	Strength Arrays.....	177
				Shrinking Dodge.....	161	Strength Boost.....	179
				Shrinking (Effect).....	159	Strength Enhancement.....	12
				Shrinking Storage.....	161	Strength of Antaeus.....	55
				Shrink-Ray.....	160	Strength Powers.....	176–180

O

Quantum Breakdown.....	65
Quicker Than The Eye.....	175
Quills.....	16
Quirk	
<i>Cold</i>	24
<i>Life</i>	92
<i>Sensory</i>	157
<i>Size</i>	162
<i>Talent</i>	190
<i>Time</i>	206

R

Radar.....	151, 156
Radiation Absorption.....	150
Radiation Blast.....	149

S

Sacrifice.....	183
----------------	-----

Stretching.....	140
Stretching Stride.....	139
Striking Power.....	187
Suffocating Bubble.....	85
Suffocation.....	6, 69
Summon (Effect).....	181
Summoning Powers ..	181–185
Summon Shadows.....	33
Summon Steed.....	184
Summon Vehicle.....	184
Super-Endurance.....	178
Super-Leaping.....	179
Super-Sonic Punch.....	172
Super-Temporal Speed.....	174
Super-Toughness.....	179
Suppress Life.....	37
Surface Shock.....	12
Suspended Animation.....	91
Swallowing Shadow.....	31
Swarm.....	183
Swimming.....	209
Swinging Arms.....	139
Synesthesia.....	156

T

Tactile Telekinesis.....	86
Talent Powers.....	186–190
tangle vines.....	144
Targeting Laser.....	95
Tarpit.....	64
Taser.....	58
Tech Genius.....	195
Technomorph.....	195
Tech Powers.....	192–196
Tech Savant.....	195
Telekinesis.....	87
Telekinetic Touch.....	87
Telepathic Translation.....	131
Teleport.....	165, 200
Teleportal.....	200
Teleport awareness.....	201
Teleport (effect).....	197
Teleport Extras.....	197
Teleport Flaws.....	198
Teleporting Dodge.....	200
Teleporting Flurry.....	200
Teleport Powers.....	197–201
Teleport Sickness.....	200
Teleport Tricks.....	199

Temper

<i>Animal</i>	19
<i>Cosmic</i>	29
<i>Fire</i>	71
<i>Magnetic</i>	119
<i>Size</i>	162
<i>Speed</i>	175
<i>Strength</i>	180
<i>Weather</i>	216
Temporal Ambush.....	203
Temporal Duplication.....	205
Temporal Phase.....	204
Temporal Shift.....	204
Temporal Sidestep.....	204
Temporal Summoning.....	205
Temporal Tampering.....	203
Terraport.....	54
Terrifying Roar.....	16

Thermal Vision.....	23
Thornskin.....	144
Throwback.....	173
Throwing Things.....	178
Throwing Thorns.....	144
Thrusters.....	13
Thunderclap.....	178, 214
Thunderous Tread.....	107
Time Freeze.....	203
Timeless.....	204
Time Portal.....	204
Time Powers.....	202–206
Time Sense.....	205
Time Stop.....	205
Time Travel.....	204
Tornado.....	6
Total Healing.....	91
Total Self Healing.....	91
Tough.....	188
Tracking Teleport.....	156
Traditions of Magic.....	103
<i>Axiomatic</i>	103
<i>Chaotic</i>	103
<i>Divine</i>	104
<i>Faery</i>	104
<i>Hermetic</i>	104
<i>Inferral</i>	104
<i>Moral</i>	104
<i>Nature</i>	104
<i>Preternatural</i>	104
<i>Technomancy</i>	104
<i>Voodoo</i>	104
<i>Witchcraft</i>	104

Transformed (condition).....	137
Transformed Toughness.....	139
Transform (Effect).....	62–63
Transmutation.....	65
Transmutative Tunneling.....	65
Transport Platform.....	194
Tremorsense.....	55
Triple-Jointed.....	188
True Perception.....	82
Tsunami.....	208
Tug of War.....	179
Tunneling.....	13, 54, 70
Two-Dimensional Form.....	45

U

Ultrasonic Hearing.....	169
Umbral Kraken.....	108
<i>of Kar'Kradas</i>	108
Undead Form.....	38
Unearthly.....	27
Unfazeable.....	188
Universal Translation.....	28
Unliving.....	64
Unspeakable One, the.....	111
Unspeakable Summoning.....	112
Unstoppable.....	179
Untouchable.....	173
Upalanche.....	73
Utility Powers.....	8–9
<i>Air</i>	8–9
<i>Animal</i>	17–18
<i>Armor</i>	13
<i>Cold</i>	23

<i>Cosmic</i>	27–28
<i>Darkness</i>	32–33
<i>Death</i>	38
<i>Dimension</i>	44–46
<i>Dream</i>	50
<i>Earth</i>	54–55
<i>Electrical</i>	59–60
<i>Element</i>	65–66
<i>Fire</i>	70–71
<i>Gravity</i>	75
<i>Illusion</i>	81–82
<i>Kinetic</i>	86–87
<i>Life</i>	90–91
<i>Light</i>	95–96
<i>Luck</i>	101–102
<i>Magnetic</i>	117–118
<i>Martial</i>	123
<i>Mental</i>	130–131
<i>Meta-</i>	135–136
<i>Morphing</i>	140–141
<i>Plant</i>	145
<i>Radiation</i>	150–151
<i>Sensory</i>	156
<i>Size</i>	161
<i>Sonic</i>	168–169
<i>Speed</i>	174–175
<i>Strength</i>	179–180
<i>Summoning</i>	184–185
<i>Talent</i>	188–189
<i>Tech</i>	194–195
<i>Teleport</i>	201
<i>Time</i>	205–206
<i>Water</i>	209–210
<i>Weather</i>	214–215

V

Vacuum.....	173
Valkyrie's Ride.....	37
Variable (Effect).....	132
Vaulting.....	188
Veil of Idolon.....	108
Venom.....	16
Vertigo.....	80, 168
Vhoka.....	112
Vibrational Phasing.....	173
View the Past.....	205
Vile Venom of Vhoka.....	112
Vision Enhancement.....	96
Visions of Fortune.....	101
Vocal Mimicry.....	82

W

Wall of Water.....	209
Wall-Walker.....	17
Ward of Weyan.....	112
Warm.....	71
Warp Light.....	96
Warp Wood.....	146
Water Blast.....	208
Water Cannon.....	208
Water Creatures.....	210
Water Form.....	210
Water Powers.....	207–211
Waterproof.....	209
Water Scrying.....	210
Water Shield.....	209
Water Walking.....	209

Water Weapon.....	208
Weakness.....	82
<i>Air</i>	9
<i>Animal</i>	19
<i>Armor</i>	14
<i>Cold</i>	24
<i>Darkness</i>	34
<i>Death</i>	39
<i>Earth</i>	56
<i>Electrical</i>	61
<i>Element</i>	66
<i>Fire</i>	71
<i>Gravity</i>	76
<i>Kinetic</i>	87
<i>Life</i>	92
<i>Light</i>	97
<i>Magic</i>	114
<i>Magnetic</i>	119
<i>Martial</i>	124
<i>Morphing</i>	141
<i>Plant</i>	147
<i>Radiation</i>	152
<i>Sensory</i>	157
<i>Size</i>	162
<i>Sonic</i>	170
<i>Speed</i>	175
<i>Summoning</i>	185
<i>Tech</i>	196
<i>Water</i>	211
<i>Weather</i>	216

Weapon Arrays.....	11
Weather Arrays.....	215
Weather Challenges.....	215
Weather Control.....	215
Weather Powers.....	212–216
Weather Prediction.....	215
Weatherproof.....	214
Webbing.....	16
Weirdness Magnet.....	102
<i>Luck</i>	102
Weyan.....	112
Wheels of Weyan.....	112
Whirlwind.....	214
Whirlwind Attack.....	173
Whispering Wind.....	9
White Noise.....	169
Wind Blast.....	214
Wind Conditions.....	9
Wind-Lifting.....	215
Wind-Riding.....	8, 214
Wind Screen.....	214
Wind Wall.....	7
Wings.....	17, 139
Wire-Fu.....	123
Wondrous Working.....	113
<i>of Weyan</i>	113
Woodskin.....	145
Woods Walk.....	145

X

X-Ray Vision.....	151, 156
-------------------	----------

Y

Yellow Sign, the.....	112
Yig.....	113
Yig's Inexorable.....	113
<i>Transformation</i>	113

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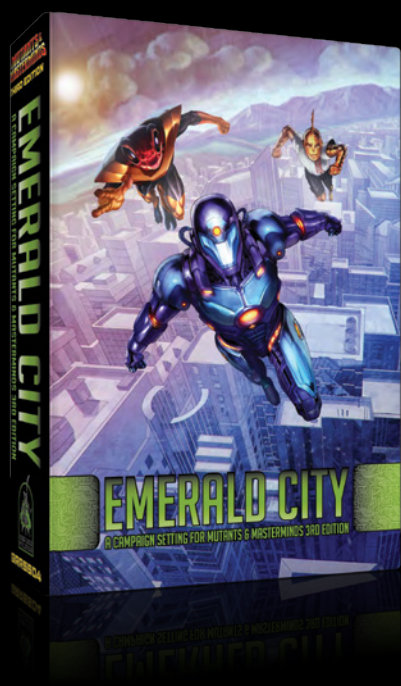
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