



POWER

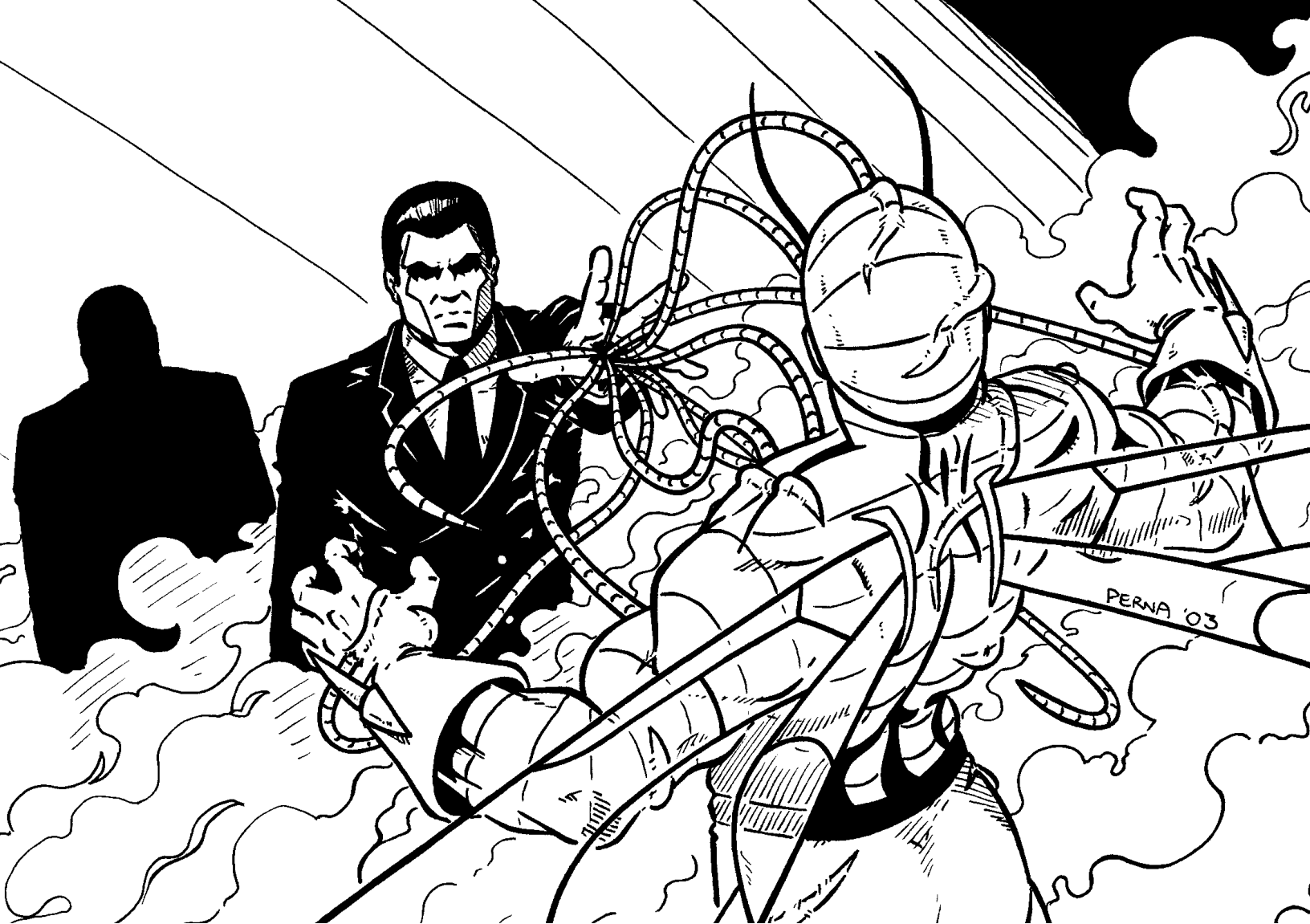
CORRUPTS

2

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LPJ9990



Power corrupts 2

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Powers

Absorb Knowledge

Cost: 2

Action: Half

Range: Touch

Duration: Concentration

You are able to absorb information from physical recordings almost instantaneously. You can read magnetic discs, optical storage devices, or even entire encyclopedias with a touch and a few seconds of concentration. You gain a Knowledge skill for the subject of the absorbed information with a rank equal to your power rank. This skill lasts as long as you keep the power active. You can absorb one source of information at a time with this power. Absorbing a second source of information forces you to lose the Knowledge skill for the first subject. This power does not affect the target.

Power Stunt:

Multiple Subjects: You are able to absorb information from one additional source for each time you take this power stunt, allowing you multiple Knowledge skills from this power. When actually absorbing the information, you must be in contact with each information source or the source must be in contact with another source you are absorbing, such as absorbing a set of books on a bookshelf.

Extras:

Personal Knowledge: You are able to absorb information from living sources. This requires a normal melee attack against the target. The target receives a Will saving throw, DC 10 + your power rank. If the target fails the save, you gain a single Knowledge skill of the target with a rank up to your power rank. If the target has no Knowledge skills or succeeds in the Will save, you learn nothing.

Active Use: You can gain skills besides Knowledge skills if your gamemaster approves. For example you might gain Repair from absorbing the information in a book on car repair.

Flaw:

Limited Medium: You are able to absorb information only from one medium, such as books, which you choose when you take this power.

Anatomical Separation

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You are to split off parts of your body and have them remain functional. This process inflicts no damage on you, but is possibly very disconcerting to others. You can separate one

portion of yourself per power rank, and removing each part requires a half action. The parts removed from you remain functional, meaning you can remove your eye, place it somewhere, and still see through that eye. Limbs will still move when separated, and you can even separate your head from your body. Movement of separated parts is greatly limited, with most parts having only 1/10th your normal movement.

Each portion can still use your powers up to your rank in Anatomical Separation, but only as long as it makes sense for the separated body part to use the power. A separated eyeball might use sensory powers, for example, but an arm or a foot could not. Separated portions resist attacks and powers as normal for your abilities. Any separated parts have a number of hits equal to your own hits when the part is detached. When a part is reattached, any additional damage it has suffered transfers to you.

Reattaching a separated portion requires a half action.

Example: *Junkbot has Anatomical Separation +5. He can split off five portions of his body, each of which remains functional. Junkbot also has Telescopic Sense (Vision) +4 and Energy Blast +8 that originates from his hands. If Junkbot separates one of his eyes, he can still see through it and use Telescopic Sense (Vision) through it, but the eye cannot use Energy Blast. If Junkbot separates his arm, it cannot use Telescopic Sense (Vision), but it could use Energy Blast at +5 (his rank in Anatomical Separation).*

If Junkbot suffers 3 hits and separates his arm, the arm is treated as suffering 3 hits as well. If the arm receives another 2 hits while separated, this additional damage transfers to Junkbot when the arm is reattached.

Extras:

Fast Movement: Your separated portions can move at your normal movement rate.

Breakable: Any time you are disabled or knocked unconscious, this power automatically activates, breaking you into one piece per power level. You are not disabled or unconscious, but you must make a power check every round, DC 15 + the number of hits you have suffered, to reassemble yourself. Attempting to reassemble yourself is a full action, and you can take no other actions until you are back together. If you are again disabled while broken, you are both disabled and in pieces, requiring a power check to reassemble yourself once you are healed.

Example: *Junkbot gets blasted with enough force to knock him unconscious and breaks into 5 pieces. He has already suffered 5 hits in this battle. He is not unconscious, but the only action he can take is a full action to reform, requiring a power check, DC 20. Once reformed, he may move as normal. If disabled or knocked unconscious while in pieces, he must wait until he is healed until reforming.*

Flaw:

Fragile: This flaw functions as breakable except you must make a power check, DC 15 + the number of hits you have suffered, to

stay together each time you take a hit. If you fail this check, you break into pieces and still take the hit. You must reform before you can take other actions.

Armory

Cost: 5

Action: Half

Range: By Power

Duration: By Power

Saving Throw: By Power

You have a large supply of high-tech gear to equip your minions with, granting them all the Gadget power at your power rank. The minions cannot change the power the gadgets are currently configured for, only you can. You become fatigued by the effort of changing this power as per normal for Gadget. This means each minion will have only one power active at a time.

Extra:

Extra Power: Your minions can have two powers active through Armory instead of one. Both follow the normal rules for the Gadget power.

Flaw:

Elite Gear: Your lowest level minions do not receive the benefit of this power.

Astral Trap

Cost: 5

Action: Full

Range: Normal

Duration: Permanent (See below)

Saving Throw: Will

You have the ability to trap the astral essence — the mind, spirit, or life force — of your victims in physical objects. Assuming the physical objects remain intact, you can keep your victims captive with little hope of escape. Using this power requires a full round action and a successful ranged attack against the target. The target gets a Reflex save, DC 10 + your power rank, to avoid the attack. If this save fails, the target's astral essence is captured within a physical object of your choosing.

The objects you use for trapping astral essences must be special to your character, such as a set of rare gems or voodoo dolls. Creating a new astral trap item requires 24 hours of uninterrupted time. These items have a hardness equal to your power rank and are Tiny in size.

You can only have one being per power rank trapped at a time.

Once trapped, astral essence can be released only by destroying the astral trap item containing it. If the gamemaster wishes, trapped characters may also try to free themselves by spending a hero point and making another Will save, DC 10 + your power rank.

The physical body of trapped astral essence collapses and remains motionless except for basic bodily functions, such as breathing. The body will die of starvation if not properly cared for. If its body is slain, a released being must find another suitable body (such as a clone) or become a ghost, gaining the Astral Projection power at its power level and with a permanent duration. Characters who escape an astral trap can move into their living bodies instantaneously.

Power Stunt:

Hard Trap: The hardness of your astral trap item increases by +1 each time you take this feat.

Flaw:

Weakening Prison: For each day a being is trapped, it receives another Will save to escape.

Bio-Link

Cost: 5

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Will

You are able to link the health of two or more people together, splitting injuries among them. Joining someone to the link requires a half action and a power check, DC 10 + the number of people already linked. You can only link a number of people equal to your power rank. Characters in the link receive a bonus to their Fortitude and Damage saves equal to the number of people in the link. If anyone in the link fails a Fortitude or Damage save, everyone in the link suffers the effect of failure.

If you wish to join an unwilling target into a Bio-Link, you must succeed in a touch attack against the target. If the attack hits, the target must make a Will save, DC 10 + your power rank, to resist joining the link. If this save fails, the target joins the link.

Example: *Hivemind has Bio-Link +12. He can link twelve people together. When he links twelve people, they all receive a +12 bonus to Fortitude and Damage saves, but if anyone in the link fails a Fortitude or Damage save, they all suffer the adverse effect.*

Power Stunt:

Group Immunity: Each time you gain this power stunt, you may choose one version of the Immunity feat that will apply to everyone in your link.

Extra:

Mind Link: Those in your link also share their mental strength, adding your power rank to their Will saves.

Flaw:

Limited Resistance: Your power only grants a bonus to Damage or Fortitude saves, not both.

Biophysical Manipulation

Cost: 6

Action: Free

Range: Personal

Duration: Continuous

You are able to control your bodily functions to an amazing degree. You gain the Regeneration power at your power rank. You may also add your power rank to your Fortitude save and to any Will saves to resist powers that affect your body, such as Paralysis.

Anyone trying to track or sense you using smell must add your power rank to any DCs involved. You can slow down your bodily functions, granting you one version of the Immunity feat per power level.

Power Stunt:

Disguise: You are able to make cosmetic changes to your appearance, such as changing hair color or skin pigmentation. You may add your power rank to any Disguise checks.

Extras:

Tough: You may add your power rank to your Damage save.

Boost: You are able to increase one of your abilities temporarily, granting you the Boost power at your power rank.

Affect Others: You can use this power to affect others with a range of touch, but doing so requires a half action.

Flaw:

Increased Intake: Your controlled metabolism requires more fuel to operate, meaning you must eat and drink ten times the amount of food normally required and you cannot take the Immunity (Starvation) feat. You must stop and eat for at least ten minutes within an hour of every use of this power.

Bounce

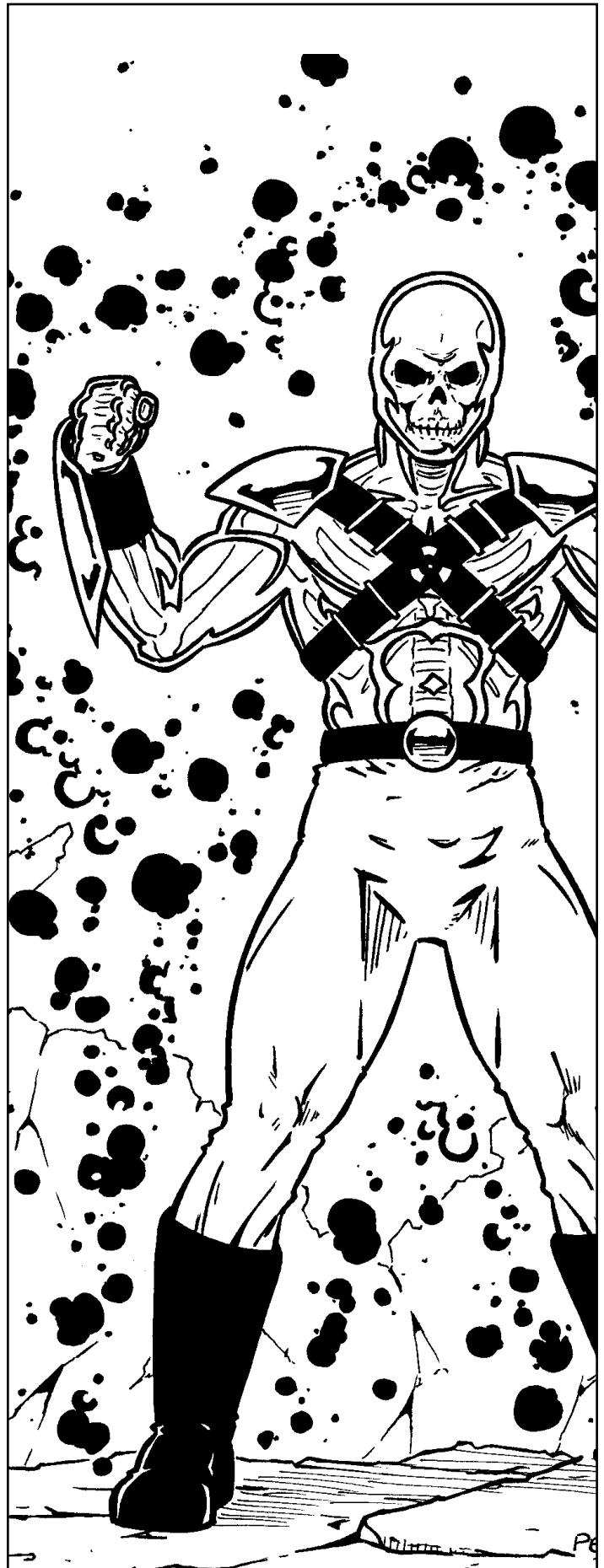
Cost: 3

Action: Half

Range: Personal

Duration: Permanent

Due to unusual physiology, force fields, or similar effects, you are able to bounce around like you are made of rubber. You can travel by bouncing from surface to surface at a base movement of 5 feet per power rank. You also gain the Protection power at your power rank, but each time you are struck, you must make a Reflex save against the same DC as the Damage save. If this save fails, you bounce away from the source of the attack, traveling 5 feet per point you failed the Reflex save by in the opposite direction. If you strike another object while bouncing, you



bounce from object to object until you have traveled the full distance for the failed Reflex save.

Extra:

Damaging Bounce: Anything you run into while bouncing, either on purpose as an attack or accidentally, must make a stun Damage save, DC 15 + your power rank.

Clarity

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You enable people to see clearly by reducing concealment in your power range. For each power rank in Clarity, you reduce normal concealment by one level. You reduce the rank of powers that create concealment by your power rank. If a power is reduced to rank +0, it is no longer effective. The reduction on concealment applies to everyone in your power range.

Power Stunt:

Selective Clarity: You can choose which sources of concealment you affect and which you leave alone.

Cleanse

Cost: 4

Action: Half

Range: Personal

Duration: Instant

You are able to eject harmful objects or presences from your body forcefully, even after they have gained a foothold. Any time you fail a Will, Fortitude, or Reflex saving throw against an invasive power with a duration of concentration, sustained, or continuous, you may make another save against the power in the next round. The bonus for this second save is limited to your power rank in Cleanse, even if the normal save bonus is higher. If this second save fails, you may continue making saves once per round, but each round that you fail your Cleanse power is reduced by one point against that power. Once your Cleanse power reaches rank +0, you can make no additional saves against that power until it has been used on you a second time.

Example: Feedback has Cleanse +7 and a Will save of +8. He fails a saving throw against Mind Control. The next round he gets another Will save against the Mind Control, but the save bonus is limited to +7 because of his ranks in Cleanse. If he fails this check, Feedback gets third save the following round with a +6 bonus. This continues every round until his save bonus reaches +0 or he breaks free of the Mind Control, whichever comes first.

Extra:

Affect Others: You can use this power on others with a range of touch, allowing them additional saves.

Flaw:

Limited Cleanse: You cannot cleanse effects that require a certain type of save, such as not being able to cleanse effects that require a Reflex save.

Confusion

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to instill confusion in others, causing them to act randomly while they are under your thrall. Targets of your power must succeed at a Will save, DC 10 + your power rank, or become confused. Victims receive another Will save each round to break free against the same DC. The target remains confused until he makes the Will save or you stop sustaining the power.

While confused, the target acts randomly. Roll on the table below each round the target is confused to determine what the target does.

Roll	Activity
1-3	Attack closest target with most powerful attack
4-8	Move maximum movement in a random direction
9-12	Do nothing and become flat-footed
13-15	Use random power on closest target
16-18	Try to increase in elevation using whatever means are at hand
19-20	Fall unconscious

Power Stunt:

Delayed Clarity: Each time you purchase this power stunt, the victim cannot make a save for one round after being confused.

Extras:

Mind Control: Your ability to control minds is quite broad, granting you the Mind Control power at your power rank.

Fear: You can instill fear in addition to confusion, granting you the Fear power (see Power Corrupts) at your power rank.

Dream Control

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Will or Damage (Will)

You are able to control the dreams of others, filling their sleep with the worst nightmares or the most sublime serenity. This power only works on people who are asleep or unconscious. Some people who are technically asleep, such as coma victims, may not be reachable with this power at the gamemaster's discretion.

You are able to communicate with anyone who is asleep within your power range. As long as you sustain this power, you may converse with the target normally. You can also conjure up visual illusions at will within the sleeper's dream.

You are also able to disrupt the dreams of a target within your power range, causing him to sleep fitfully. The target must make a Will save, DC 10 + your power rank, or gain no benefit from sleeping and awake fatigued. This power only works to disrupt the target's natural sleep cycle and has no affect on targets knocked unconscious in combat.

You can even summon up nightmares so scary that they damage the target. The target must make a Will save, DC 15 + your power rank, or take damage as a stun damage save. When you inflict damage with this power, the target wakes up unless he is knocked unconscious by the damage, at which point the target enters a temporary coma and cannot be attacked again with this power until he recovers.

In addition to creating nightmares, you can help others by letting them sleep peacefully. With a successful power check, DC 10 + the number of people you wish to aid, you can halve the time needed to get a full night's sleep. This particularly restful sleep doubles the targets' natural healing rate and allows them to recover from fatigue twice as quickly.

Power Stunt:

Extended Range: The dreams of the world are yours to command. The range of your power doubles each time you take this power stunt.

Extras:

Deadly Dream: Your nightmares are able to inflict lethal damage, not just stun damage.

Dream Travel: You are able to travel from one dreamer to another. Dream Travel acts as the Teleportation power at your power rank, but you must be in physical contact with a dreaming sleeper at both the points of departure and arrival.

Example: *Somnolus has Dream Manipulation +10 and must flee from a late night battle in a local hospital. He steps into a room with three patients, all apparently asleep. With the feat Sense (Dreamer), Somnolus can tell that the first patient is in a coma and beyond the realm of dreams. The second patient, however, is in a deep, normal slumber. Somnolus touches the patient. With a half action he moves into the realm of dreams and can exit from any other normal sleeper within range. When he does so, he emerges in physical contact with the other sleeper.*

Dream Realm: The realms of dreams are yours to command, allowing you to bend their space to your will. You have the Personal Dimension power (see Power Corrupts) at your power rank, representing your ability to enter the world of dreams. You are able to enter the dimension physically as per Personal Dimension.

Dreaming Memories: By sifting through targets' dreams, you can examine their memories, secrets, hopes, and fears. To use this extra, you must make a Dream Control power check opposed by the target's Will save. If successful, you learn one secret, past event, or ambition of the target. You may describe to the gamemaster the item you seek in the mind of your target, but if nothing fits the description, you find nothing.

Flaw:

Master of Screams: You cannot use your powers to comfort others, only to torture them with nightmares.

Energy Form Projection

Cost: 5

Action: Full

Range: Personal

Duration: Continuous

You are able to form an energy body outside of your normal one and leave your unconscious body behind. Your consciousness is projected into the energy body, and your normal body slips into a coma while your mind is elsewhere. While in the energy form, you gain the Alternate Form (Energy or Shadow) power equal to your power rank. Your energy form has all your powers, but none of them can be higher in rank than your power rank in Energy Form Projection.

You can leave your body as long as you wish (although it eventually will dehydrate and starve if you are away for too long). You are unaware of what happens to your physical body while you are in energy form. If your physical body is killed while you are in energy form, you must make an immediate Energy Form Projection power check (DC 30) or die immediately. If you survive, you remain in your energy form.

Power Stunt:

Multiple Bodies: Each time you take this power stunt, you can create one additional energy form. These extra energy forms have your abilities, but no powers other than Alternate Form (Energy or Shadow) at your power rank. All additional forms are considered minions.

Extras:

Growth: Your energy is larger than your physical body, granting you the Growth power at your power rank when in your energy form.

Conscious Projection: You can project your energy body while remaining conscious and able to act normally. When you do so, your energy form is considered a minion.

Flaw:

Harmful Split: Each time you enter your energy form, your normal body takes one lethal hit.



Entropy Projection

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You are able to exaggerate the forces of entropy, increasing the chaos prevalent in the universe. While this power is active, all characters in range have their rolls modified by this power. Rolls of 1-10 suffer a penalty equal to your power rank, while rolls of 11-20 receive a bonus equal to your power rank. You affect all people in range with Entropy Projection, including yourself.

Power Stunt:

Spared Chaos: Each time you take this power stunt, you can spare one person within range from being affected by this power.

Extra:

Controlled Chaos: You can choose to affect either rolls of 1-10 or 11-20 instead of affecting all rolls. Changing your focus is a half action.

Flaw:

Extreme Chaos: You subtract your power rank from all rolls of 1-15 instead of 1-10.

Environmental Specialty

Cost: 11

Action: None

Range: Personal

Duration: Continuous

You are well trained or in tune with a specific environment, allowing you to thrive in the most dangerous conditions. Possible environments include space, arctic, jungle, underwater, or even urban conditions. Gamemasters must approve any environment that Environmental Specialty applies to.

You are able to survive in your chosen environment without assistance. This may include such abilities as being able to breathe water and survive the cold and pressure of the ocean deep, ignore the sub-zero temperatures of the arctic, or even withstand the vacuum of space. Any saving throws against the rigors of your environment receive a bonus equal to your power rank. If you are attacked by a power that mimics your chosen environment, such as a character with the arctic version of this power getting hit with a cold blast, you receive a bonus to any saving throws equal to your power rank.

You receive a bonus equal to your power rank to your Dexterity, Constitution, Wisdom, and Strength while in your chosen environment.

Extras:

Animation: While in your chosen environment, you are able to bring objects to life, granting you the Animation power at your power rank.

Swinging: If it is suitable to your chosen environment, you are able to travel by swinging from vine to vine or cable to cable, granting you the Swinging power at your power rank.

Swimming: If your chosen environment is underwater, you may take this extra to gain the Swimming power at your power rank.

Flight: If appropriate to your chosen environment you may take this extra to gain the Flight power at your power rank.

Clinging: If appropriate to your chosen environment, you may take this extra to gain the Clinging power at your power rank.

Space Flight: If you choose space as your environment, you may take this extra and gain Space Flight at your power rank.

Flaws:

Specific Environment: Your power only works in a specific place, such as only in one city or only in one sea.

Limited Bonus: You do not receive a bonus to one of the abilities normally affected by Environmental Specialty.

Famine

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Fortitude

You are able to instill an intense feeling of hunger and thirst in nearby beings, causing them to suffer from starvation and dehydration. Everyone in range must make a Fortitude save, DC 10 + your power rank, or become fatigued. Once characters are fatigued, they must make a Fortitude save each round, DC 10 + your power rank, or suffer 1 point of temporary Constitution damage. Immunity (Starvation) renders a character safe from this power.

Any food or water brought within your range while this power is active spoils and becomes inedible.

Power Stunt:

Widespread Famine: Your ability to spoil food is dramatically increased. Each time you take this power stunt, your range for spoiling food doubles.

Wither: Any plants within your power range wither and die after ten rounds. If a plant is particularly resilient, it can make a Damage save, DC 15 + your power rank.

Extra:

Poisonous: Food or water in your power range becomes not only inedible, but also poisonous. Anyone eating the tainted

food must make a Fortitude save, DC 15 + your power rank, and treat the result like a lethal Damage save.

Flaw:

Taste of Ash: Any food you come into physical contact with turns to ash and provides no sustenance. You require a special form of food, such as human blood, on a daily basis or you suffer from starvation.

Fervor

Cost: 7

Action: Half

Range: Special

Duration: Continuous

You are able to instill loyalty that carries your minions beyond the bounds of human endurance. By spending a half action ordering your minions to attack or carry out other similar commands, you are able to spur them into battle. Any minions who hear your call for battle, even if it is over a radio or loud-speaker, benefit from this power. Minions affected by this power receive a bonus equal to your power rank to all Damage and Fortitude saves.

***Example:** Scorpion Commander, leader of the dreaded Scorpion Army, has Fervor +4. By giving his trademark "Scorpions, sting!" attack order, Scorpion Commander activates his Fervor power and his minions gain a +4 bonus to Damage and Fortitude saves.*

Extra:

Willful: Your minions also receive a bonus equal to your power rank to all Will saves.

Flaw:

Limited Save: Your minions get a bonus only to Fortitude or Damage saves, not both.

Filth

Cost: 4

Action: None

Range: Personal

Duration: Permanent

Saving Throw: Fortitude

You are amazingly dirty. You are covered in layers of dirt and slime that make you hard to hold and that carry a number of infectious diseases.

You add your power rank in Filth to any grapple checks by putting the slippery nature of your filth to good use. You also may add this power rank to any Escape Artist skill checks.

Anyone coming into physical contact with you must make a Fortitude save, DC 10 + your power rank, or become diseased. The disease incubates for 24 hours, after which it inflicts you



Filth power rank in temporary Constitution damage. The diseased character continues to make a Fortitude save once each day, with failure inflicting your power rank in temporary Constitution damage each time. Two successive Fortitude saves means that the character fights off the disease. The character can receive healing effects normally during the incubation and diseased periods.

Unfortunately your filth is rather unbecoming and you suffer a penalty equal to your power rank to all Charisma-based skill checks. You cannot take the Subtle extra with this power.

Power Stunt:

Clean Touch: You can avoid infecting people you touch with disease if you so choose.

Extras:

Flinging Filth: You are able to throw bits of your filth at your opponents with a range of normal. If you hit with a ranged attack, the target receives a Fortitude save, DC 10 + your power rank. A target who fails this save becomes diseased (see above).

Snare: Your slime is somewhat adhesive, granting you the Snare power at your power rank.

Tiring Disease: Victims of your disease ability feel weary from its effects. Characters you infect with disease also become fatigued, even during the disease's incubation period.

Flaw:

Stink: Your filth creates a vile stench. Any checks to detect you based on scent receive a bonus equal to your power rank.

Gas Generation

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You are able to generate an opaque gas from your body. The gas fills the surrounding area and blocks vision. You may fill a number of 5-foot squares equal to your power rank with a half action. The squares filled must be in contact with the square you are in or a square that already has gas in it. The gas cannot extend beyond your power range. The targets of any attacks into or through squares containing gas receive half concealment.

Non-visual senses can penetrate through the gas without difficulty.

Power Stunts:

Thick Gas: Each time you take this power stunt, the level of concealment created by your gas increases by one level.

Unusual Interference: Each time you take this power stunt, you may select one sense other than sight blocked by the gas.

Extra:

Deadly Fumes: Your gas is toxic and inflicts damage on anyone in it. Characters in a gas-filled square must make a damage save, DC 15 + your power rank, each round they are in the gassed square. This damage may either be stun or lethal damage, chosen at power creation.

Flaws:

Thin Gas: Your gas provides only one-quarter concealment and you cannot take the Thick Gas power stunt.

Wispy: Your gas is easily disbursed by wind. In any outdoors environment, your gas dissipates 5 rounds after being created.

Geo-Force

Cost: 7

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You are able to bend the forces of the earth to your will. You can sense earthquakes, volcanic eruptions, and similar tectonic events with a power check, DC 10 + 1 per hundred miles of distance to the disturbance.

You are also able to call up magma from the earth's mantle. You can use this magma to damage your enemies by making it erupt beneath them. Each use of this power allows you to fill one 5-foot square per power rank with magma, but all these squares must be in contact with each other. This is an area attack affecting everything touching the ground in the magma-filled squares unless it succeeds at a Reflex check, DC 10 + your power rank. If something fails the Reflex check, it must make a lethal Damage save, DC 15 + your power rank. Even if it makes the save, it avoids only the worst of the magma and must make a lethal Damage save, DC 10 + your power rank.

Example: *The Mantle Lord has Geo-Force +12. He can fill twelve 5-foot squares with magma with a half action. Anyone standing in those squares must make a Reflex check, DC 22, to avoid the worst of the magma. Those who succeed must make a Damage save, DC 22, while those who fail must make a Damage save, DC 27.*

If present at a fault line, volcano, or other source of violent tectonic events, you can use this source to magnify the range of your powers by 10 and increase any Damage save DCs by +5. You can fill 10 5-foot squares per power rank with magma.

Example: *If the Mantle Lord were at a fault line, he could fill 120 5-foot squares with magma as a half action. Anyone standing in those squares must make a Reflex check, DC 22, to avoid the worst of the magma. Those who succeed must make a Damage save, DC 27, while those who fail must make a Damage save, DC 32.*

You also gain the Tremor power (see Power Corrupts) at your power rank, causing your enemies to fall prone by shaking the ground beneath them.

Power Stunt:

Magma Burst: When you summon magma, it bursts to a height of 5 feet per power level, enabling you to attack flying characters. This requires a ranged attack roll. You may only produce one magma burst with each half action.

Extras:

Earth Shield: You can cause dirt and rock to well up in front of you. With a single half action you can create a barrier that provides half cover for one 5-foot square per power rank. All affected 5-foot squares must be in contact with each other. A full round action will create total cover over the same number of squares. The earthen wall will have a hardness equal to your power rank.

Chasm: You can open chasms in the ground as a half action. Each chasm has an area equal to your power rank in 5-foot squares and a depth equal to your power rank x 5 feet. All the chasm squares must be in contact with each other. Each additional half action increases either the area of the chasm by your power rank in 5-foot squares or doubles the depth of the chasm.

Flaw:

Natural Only: You can use your powers only on natural surfaces, like stone or earth. Your power will not work when standing on concrete, asphalt, or similar materials.

Gravity Mastery

Cost: 8

Action: Half

Range: Normal

Duration: Sustained

You are able to control the forces of gravity created by all matter with amazing finesse, modifying even the smallest gravitational fields to produce useable energy. You have the following abilities at your power rank.

- By modifying gravitational fields to reduce their pull on you, you gain the Flight power at your power rank.
- Using a number of gravitational fields, you are able to move objects around, gaining the Telekinesis power at your power rank.
- By increasing the pull of gravity on you, you are able to root yourself to a single spot as a free action, gaining the Immovability power at your power rank.
- By modulating nearby gravitational fields, you are able to alter the course of objects, granting you the Deflection power at your power rank.
- You are able to incapacitate others by increasing the force of gravity on them, giving you the ability to grapple with them from a distance. In order to use this form of Gravity Mastery, you must succeed in a ranged

attack against the target. This grapple check uses your base attack bonus plus your power ranks in Gravity Mastery. You cannot use a size modifier with this version of grapple. You can only pin a target, and you cannot inflict damage on your target.

- With a ranged attack you can increase the crush of gravity on a target, forcing the target to make a lethal Damage save, DC 10 + your power rank.
- You are able to increase or decrease the weight of an object with a ranged attack against the target. If successful, you can divide or multiply the weight of the object by your power rank. This aspect of Gravity Mastery only affects inanimate objects.

Power Stunts:

Blindsight: Your sensitivity to the gravitational fields produced by all things grants you an advanced awareness of your surroundings. You gain the Blindsight feat.

Curve Shot: By modifying the gravitational fields of nearby objects, you can reduce the amount of cover protecting the target. Each time you take this power stunt, you become more adept at this process and reduce the degree of cover your target receives by one rank.

Extras:

Singularity: Your control over gravity is so powerful that you can break certain fundamental rules of physics. You gain the Singularity power at your power rank.

Space Flight: By influencing the gravitation fields of distant celestial bodies, you are able to travel through space at amazing speeds, gaining the Space Flight power at your power rank.

Time Control: Because objects near a gravitational field pass through time more slowly than objects further from a gravitational field, you are able to affect the flow of time. You gain the Time Control power at your power rank.

Harvest

Cost: 3

Action: Free

Range: Personal

Duration: Instant

When you inflict damage on another creature, you absorb some of its life-force and are healed. Any time you inflict a hit on an opponent, you heal one hit. If you disable an opponent or knock a target unconscious, you heal a number of hits equal to the total number of hits the target suffered during the battle. You can only use lethal damage to heal lethal wounds and stun damage to heal stun wounds. Wounding minions can only heal a maximum of five hits per minion. Only living beings can use this power, and they can Harvest only other living beings.

Power Stunt:

Reaper: If you kill someone, you heal a number of hits equal to the total number of hits the target suffered during the battle.

Hunch

Cost: 3

Action: Half

Range: Special

Duration: Instant

You are able to make amazingly accurate guesses with little or no information to base your guesses on. You must spend a hero point to use this power. When using this power, you ask a single question of the gamemaster and make a power check. The DC of the power check is based on the complexity of the question. If you make the power check, the gamemaster must answer the question truthfully. If you fail the check, you learn nothing.

DC	Type of Question
10	Yes or no
15	Multiple choice (up to 5 choices)
20	Fill in the blank (1 word)
25	Short answer (1 sentence)

Power Stunt:

Specialized Hunches: You receive a +1 bonus to your power checks with a certain type of question, chosen when you take this power stunt.

Hyper-Breath

Cost: 1

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Strength

You are able to inhale or exhale on a monumental scale, either forcing items away from you or drawing them nearer. When exhaling, you produce gale-force winds in a cone with a length equal to your power rank x 10 feet, and a width equal to your power rank x 5 feet at its end. Any inanimate objects in this cone that are not secured of Large size or smaller will be forced away from you 5 feet per power rank per half action. Creatures within the affected area can make a Strength check, DC 10 + your power rank, to avoid being pushed away.

When inhaling, you reverse the process, and your victims are drawn towards you instead of pushed away.

Any fires within the affected area are snuffed out by the intense wind.

Power Stunt:

Large Lungs: Your massive lungs allow you to survive without breathing for long periods of time, granting you Immunity (Suffocation).

Extras:

Barrage: Characters caught in your area of affect also take damage from flying debris, requiring a stun Damage save, DC 15 + your power rank.

Dust Storm: When using this power, you kick up a windstorm and debris field that is difficult to attack through. The target of any attack traveling through your area of affect receives half concealment.

Freezing Breath: The rapid movement of air over items in your area of affect causes the temperature to drop drastically. This inflicts cold damage on anything in this area, Damage save DC 15 + power rank.

Inertia Control

Cost: 6

Action: Reaction, Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to control the inertia of objects, speeding them up or slowing them down by modifying their inertia.

By decreasing or changing the vector of the inertia of incoming attacks, you are able to deflect them, granting you the Deflection power at your power rank. This only applies to attacks that have mass, like bullets, missiles, and punches. You cannot deflect attacks from the electricity, light, magnetic, or radiation energy types.

With a reaction you are able to decrease the inertia of attacks within your range, but again you can affect only those attacks with physical mass. You reduce the Damage save DC of any such attack you try to stop using Inertia Control by your power rank. You can also reduce falling damage to yourself or others, reducing the Damage save DC by your power rank.

With a half action you can accelerate attacks, adding your power rank to the DC of the Damage save. You can use this power to assist the attacks of others or you can combine it with your own attacks. Combining Inertia Control with your own attacks requires a full action (one half action for the attack, the other half action for using Inertia Control).

You are also able to slow down or speed up people as a half action. Targets you speed up have their base speed increased by 5 feet per power rank, while those you slow down have their movement reduced by 5 feet per power rank. Using this power requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power rank. A successful save means the speed modification does not occur. You can use this power on yourself.

Extras:

Uncontrolled Acceleration: When you increase the inertia of others, they do not keep control of their movement. Using this extra requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power rank. If the target fails its save, the target plans out her movement for the round and multiplies each part of that movement by your power rank. If the

target run into any objects, she must make a Damage save, DC 15 + your power rank. After the first impact, the target stops moving.

Orbit Toss: You are able to stop the inertia imparted to objects by the movement of the earth. This requires a ranged attack against the target, who receives a Reflex save, DC 10 + your power rank. If this save fails, the character is thrown into the air and travels 100 feet per power rank to the west. When the character lands, he must make a Damage save, DC 15 + your power rank.

Flaw:

One Way Control: You can only increase or decrease inertia, not both. This means you can either only slow targets down and reduce the effectiveness of attacks or only speed up targets and increase the effectiveness of attacks. The Uncontrolled Acceleration extra is unavailable to characters who only decrease inertia, while Orbit Toss is unavailable to characters who only increase inertia.

Jack of all Trades

Cost: 7

Action: None

Range: Personal

Duration: Continuous

You are superhumanly adept at all skills known to man. You receive a bonus equal to your power rank to all skill checks.

Flaws:

Limited Training: You do not get a bonus to the skills based on one ability, such as not getting a bonus to Strength-based skills.

Excellence Only: You only get your bonus to skills for which the corresponding ability is 15+.

Match

Cost: 9

Action: Half

Range: Personal

Duration: Sustained

You are able to boost your abilities in combat, but only to the level of your opponents and no greater. To use this power, you must expend a hero point. As long as the power is active, you receive a bonus to attacks, saves, and Defense equal to the power level of your attacker or your power rank, whichever is lower.

Example: *Equalizer, with Match +10, is fighting Master Mole (power level 12) and his mole men (power level 5 minions). Equalizer activates Match by spending a hero point. Until he stops sustaining the power, Equalizer gains a +10 bonus to attacks, saves, and Defense when attacking or defending against Master Mole and a +5 bonus to attacks, saves, and Defense when attacking or defending against his minions.*

Flaw:

Overload: If you use this power against someone with a higher power level than your Match power rank, you must make a Damage save, DC 10 + the difference between your power rank and the power level of the target.

Mend

Cost: 3

Action: Half

Range: Touch

Duration: Instant

You are able to repair damage to inorganic objects such as constructs, buildings, or statues. You restore your power rank in hits or points of hardness with a single use of this power. You can repair a broken object with a Mend power check, DC 10. Success returns the object to the hardness rank it had just before it was broken.

You can affect yourself or others with this power.

Extras:

Healing: You are able to repair organic as well as inorganic matter. You gain the Healing power at your power rank.

Rebuild: Your understanding of machines extends to internal functions. You gain your power rank in Mend as a bonus to all Repair checks.

Flaws:

Limited Repair: You can only repair one type of inorganic material or one type of machinery.

Others Only: You can only affect others with this power.

Self Only: You can only affect yourself with this power.

Multiple Mind

Cost: 3

Action: Half

Range: Personal

Duration: Continuous

You possess an additional intellect that can control your body, allowing you a different skill set and an increased resistance to mind-affecting abilities. Only one mind can be in control at a time, and under normal circumstances all the minds work cooperatively and do not fight for control.

You build this second intellect as another character with a power level equal to your Multiple Mind power rank. The following traits of the other character must remain the same as yours: physical attributes, base attack bonus, base defense bonus, and ranks in Multiple Mind. You require a half action to change minds voluntarily.

Example: *Madmind has Multiple Mind +12. This means he has a second intellect that is built like a power level 12 character. The second intellect must use power points to have the same physical abilities, base attack bonus, and base defense bonus as Madmind and must also purchase Multiple Mind +12.*

If you fail a Will save, you may try to switch minds on your next turn, allowing the second mind to make a Will save with a bonus equal to your power rank. This save uses the second mind's Will save. If this save is successful, your other mind takes control and the effects of the failed Will save are no longer applied. If the second mind also fails the Will save, you are still affected and the second mind is now the dominant mind.

Example: *Multiplex has Multiple Mind +8 and fails a Will save against Mind Control. On Multiplex's next turn, the second mind makes a Will save with a +11 bonus (+8 from Multiple Mind bonus and +3 from having a 16 Wisdom). If this save succeeds, Multiplex's other mind takes control of his body without being under the effect of Mind Control.*

Extra:

Extra Mind: You have yet another mind that can control your body. This extra mind is created as described above. Each additional mind gives you another chance at escaping the effect of failed Will saves by making another Will save on successive rounds until you run out of minds. This extra may be taken multiple times.

Example: *Multiplex has Multiple Mind +8 and the Extra Mind extra 3 times, giving him four extra intellects. If Multiplex fails a Will save, each intellect gets a chance to make the save with a bonus equal to his Multiple Mind power rank on his turn over the next four rounds.*

Flaw:

Cantankerous Minds: Your multiple personalities do not get along well and rarely cooperate. Choose one intellect as your main intellect. To change to another intellect from the main intellect or have the main intellect take control, you must make a power check, DC 20 + your number of minds.

Nemesis

Cost: 5

Action: Half

Range: Sight

Duration: Permanent

You are able to direct your ire, drive, and skills towards the defeat of a single foe so that you are able to increase your abilities drastically against your chosen adversary. To activate this power, you must spend a half action declaring your intent and name a specific creature as your nemesis by making a statement like "I will never rest until Umber is brought to justice" or "You will not escape me!" You must either know the name of your nemesis or have him within your power range to declare him as your nemesis. Declaring a nemesis requires the expenditure of a hero point.

Once you declare your nemesis, you receive a bonus equal to your power rank to all attack rolls, power checks, and skill checks made against your nemesis. You also receive a bonus to your defense equal to your power rank against attacks by your nemesis. You retain your bonuses against your nemesis until one of you is dead, but you may only have one declared nemesis per power rank.

Extra:

Minion Foe: You gain your nemesis bonuses against all the minions of your designated nemesis.

Flaws:

Vengeance Drive: You can only use this power against characters who have already attacked you or your allies in some fashion.

Arch Enemy: When you declare a nemesis, your nemesis receives the benefits of this power against you at half your power rank.

Neural Manipulation

Cost: 5

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will, Damage (Will)

You are able to control the nervous system of your targets, either aiding them or hindering them. You are able to block out pain receptors, allowing targets to ignore penalties from hits equal to your power rank, minus one rank for each round since the power was activated. This requires a ranged attack roll against the target, who may choose to resist with a Will save, DC 10 + your power rank.

Example: *Multiplex is injured with 4 hits, therefore suffering a -4 penalty to many of his actions. Nerve, an ally with Neural Manipulation +8, uses his power to block Multiplex's pain after making a successful ranged attack against him. Because Nerve has 8 power ranks and Multiplex is suffering 4 hits, Multiplex can ignore 8 hits on the first round of Neural Manipulation's use and is able to act normally. The number of hits Multiplex can ignore drops by one rank for every round of the power's use, so on the sixth round Multiplex can ignore only 3 hits and suffers a -1 wound penalty. He suffers a -2 penalty on the seventh round, a -3 penalty on the eighth round, and on the ninth round Multiplex returns to his original -4 penalty.*

You also can increase the target's pain receptors to debilitate him with pain. This requires a ranged attack against the target, who receives a Will save, DC 10 + your power rank. If the check fails, any penalties the target is suffering from hits double. Each round targets get another Will save to break free, and they gain a +1 bonus to this save every round.

You can allow a character who is disabled or unconscious to continue acting normally for one round per power level with a



successful power check, DC 10 + the number of hits the target has taken. If your check is successful, the target may continue to act normally for one round per power rank. After this time you must make another power check to allow the target to act normally. Each round the target acts normally after being disabled or knocked unconscious inflicts a lethal hit on the target.

Power Stunt:

Pain Paralysis: You can incapacitate your enemies with pain, gaining the Paralysis power at your power rank.

Flaw:

Torturous: You cannot reduce pain, only increase it. You cannot reduce penalties from his or allow disabled characters to act.

Power Domination

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

You are able to control the powers of others, making the powers activate and deactivate at your whim instead of their owner's. You can only use this power to take control of powers you know the target possesses. To use this power, you must beat the target in an opposed power check using your Power Domination rank against the power you wish to dominate. If successful, you may take control of the target's powers, but the number of ranks you can use is limited by your ranks in Power Domination. On your turn you may use the designated power in any way the power would normally act, including extras and power stunts. The power originates from its owner, not you. You could use the target's Flight power to make him fly away, use his Energy Blast to attack his own colleagues, or even use his Healing power to heal yourself.

The target of this power makes another power check each round against your original power check to break free of your control. While you are in control of a target's power, the target cannot use that power.

Example: Skyshark has Flight +10 and is using it to escape from Overlord, who has Power Domination +8. Overlord uses Power Domination on Skyshark's Flight power, forcing an opposed power check between Skyshark's Flight power and his Power Domination. Overlord wins. Though he can only utilize 8 ranks of Skyshark's Flight power, that is enough force to fly Skyshark back to the battleground.

You can only dominate powers that can become active. If a power's owner falls unconscious or enters a state where he would be unable to activate his power, you cannot use his power.

Power Stunts:

Extra Power: Each time you take this power, you can attempt to take control of another of the target's powers with a single half action. You may only take control of multiple powers belonging to the same target.

Free Use: Targets of this power may still use a power you are dominating during their turn if you allow it. You must make this choice when you first take control of the power.

Extra:

Feat Domination: You can also take control of the character's feats, activating or deactivating them on your action.

Flaw:

Limited Domination: You are only able to control powers from a single power source, such as being able to only control mutant powers.

Power Focus

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Damage

You are able to siphon energy from all your powers into one overwhelming blast of energy. Unfortunately this weakens your other powers and can leave you helpless. When you activate this power, you choose to sacrifice power ranks from other powers in order to supply this one. You can only sacrifice power ranks that have the same power source. You can sacrifice ranks from any power with a cost of 2 power points or more per level, and you can only sacrifice up to twice your rank in this power in power ranks. Any sacrificed power ranks return at a rate of one per day.

Once you have determined how many power ranks you want to sacrifice, you release them as per the Energy Blast power with a power rank equal to the sacrificed ranks. You can choose what type of energy the blast is and where it originates from your body. You must make a ranged attack roll to try to hit a target, as per normal for Energy Blast. If it hits, the blast does lethal damage.

This power allows characters to break the "no power bonuses higher than your power level" rule, meaning a power level 10 character with Power Focus 10 could sacrifice 20 power ranks from other powers and fire a +20 damage energy blast.

Example: Overload has Power Focus +10, Flight +8, Boost +8, and Element Control +9. In a climactic battle he decides to use Power Focus to deal a devastating blow to an alien intelligence seeking world domination. He sacrifices 3 ranks from Fly, 8 ranks from Boost, and 9 ranks from Element Control, enabling him to fire an Energy Blast +20. The sacrificed ranks return at a rate of one per day, so for the rest of this day, Overload has only Flight +3.

Extra:

Fast Recovery: Sacrificed power ranks return at rate of two ranks per day instead of one rank per day.

Flaw:

Greater Sacrifice: You can only sacrifice power ranks from powers with a cost of 3 power points or more per level.

Power Residue

Cost: 3

Action: Half

Range: Personal

Duration: Instant

You are able to sense whether powers have been used in the past in any area you enter. You can also absorb the remnants of such powers, allowing you to use the power temporarily.

As a free action you can check to see if any powers have been used within a range of normal within one year per power rank. To use this power, you make a power check, DC 20 - the power level of the power used. If you fail the check or if no powers were used in the area, you learn nothing.

Amount you

Beat the DC By Result

0-4	You know a power was used, where, and what type of power source it had.
5-9	You know exactly how long ago the power was used and what power it was.
10+	You know the exact power rank of the power and the identity of the person using it.

If you detect a power, you may try to use that power, even if you don't know what it is. This requires a half action and a power check, DC (10 + the power level of the power to be used + the number of times you have already absorbed this residual power). Success allows you to use the residual power. Your temporary power rank in the residual power is limited to your power rank in Power Residue. The residual power you are using degrades by one rank per round until reaching +0, at which point the power fades.

Example: Forensic, who has Power Residue +10, walks into an alleyway he suspects was the site of a battle between super beings five years ago. He makes a power check, DC 20, and succeeds by 5 points. He learns the powers used in the alleyway, how long ago they were used, and their sources. One of the powers is Combat Sense +8, and Forensic tries to absorb that power. He makes a power check, DC 18, and absorbs the power. Forensic now has Combat Sense +8, but it degrades by one rank per round until it is gone whether he is using it or not. Forensic can reabsorb the power, but the power check to do so is now 19 because he absorbed it once already.

Power Stunt:

Ancient Powers: You can sense and use powers going back 10 years per power rank instead of 1 year per power rank.

Flaws:

Limited Power: You can only use residual powers of a specific type, such as movement powers, or of a specific power source.

Delayed Power: You can only use Power Residue on powers that were used at least one year ago.

Power Resistance

Cost: 1

Action: None

Range: Personal

Duration: Continuous

You are resistant to a certain type of power, such as transformation or movement powers, or to powers with a specific power source. You receive a bonus equal to your power rank to all saves against powers you are resistant to.

Extra:

Extra Resistance: You are resistant to another category of powers or another power source.

Psychic Weapon

Cost: 4

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Damage (Will)

You are able to form melee weapons of psychic energy, allowing you to do damage to the minds of your opponents in melee combat. It takes a half action to form your psychic weapon, and once formed, it has a duration of sustained. You make attack rolls like normal in melee combat with Psychic Weapon. On a successful attack, the psychic weapon ignores Armor and Protection. The target must make a successful Will saving throw against the damage, like a normal damage save, DC 15 + power rank. The psychic weapon does either lethal or stun damage, chosen at power creation.

The psychic weapon's damage bonus is equal to your rank in Psychic Weapon. You add your Strength bonus to determine total damage bonus with a melee weapon. Psychic weapons have no effect on inanimate objects or mindless targets.

Power Stunt:

Dual Damage: You may do either stun or lethal damage, chosen when you attack.



Extra:

Energy Field: You are surrounded by a field of dangerous psychic energy, acting like the Energy Field power at your power rank. Your Energy Field ignores the Protection and Armor powers.

Flaw:

Weak Penetration: The Protection and Armor powers work against your psychic weapon.

Read Opponent

Cost: 1

Action: Half

Range: Personal

Duration: Instant

You are able to evaluate the combat abilities of your opponents accurately. Doing so requires a half action and a power check, DC equal to the power level of the target. If the target knows what you are doing and wishes to try to mislead you, he can make a Bluff check to hide his fighting skills. If the target does this, you use the result of the Bluff check as your power check DC.

If your power check succeeds, you learn the attack and defense bonuses of the target, including what bonuses make up each

(Dexterity bonuses, base attack bonus, and so on). You also discover any combat-oriented feats the target has.

Extras:

Body Language: Your understanding of how the body works allows you to interpret signals both consciously and unconsciously hidden. You gain a bonus equal to your power rank to all Innuendo and Sense Motive checks.

Reality Anchor

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are a solid part of reality, unable to be changed by reality warping, alterations to the timeline, or similar effects. Any time a character tries to use Time Travel, Time Control, or Reality Control (see Power Corrupts) against you, you reduce the power rank of the power by your Reality Anchor rank. If the attacking power rank is reduced to +0, the power does not affect you. You are also immune to any major or significant changes to reality, such as someone going back in time and drastically altering history by killing George Washington. You retain complete memory of the original timeline, though everyone else probably forgets it ever existed.

Extras:

Anchor Touch: You are able to touch others and extend your protection to them for one round per power rank. This includes granting them knowledge of any altered time lines.

Reality Perception: Not only are you resistant to significant changes in reality, but you can also perceive how those changes are occurring, granting you the Reality Perception power at your power rank.

Reality Perception

Cost: 2

Action: Free

Range: Personal

Duration: Continuous

You are able to detect changes in reality created by alternate time lines, parallel dimensions, portals to other dimensions, or characters with reality-altering powers. With a successful power check against the table below, you can correctly identify if a specific object or character is from a different reality or is altering reality. If you beat the DC by five or more points, you can see if the reality alteration is dangerous (such as rewriting history in a destructive manner through time travel). If you beat the DC by 10 or more points, you can identify how exactly the target is affecting reality.

DC	Reality Alteration Perceived
10	Target from alternate dimension/timeline, dimensional portal, sense when in a dimension other than your own
15	Target from another time period, use of Reality Control power (see Power Corrupts)
20	Feel the time line being altered in the past

Extras:

Blindsight: Your sense of the strands of reality allows you to act normally, even when deprived of your normal vision, granting you the Blindsight power at your power rank (see Power Corrupts).

Danger Sense: You can see reality change as people attempt to do you harm, enabling you to react to these situations even before they happen. You gain the Danger Sense power at your power rank (see Power Corrupts).

Flaw:

Time Blind: You cannot see any changes or alterations to the time space continuum.

Reflect Power

Cost: 2

Action: Reaction

Range: Personal

Duration: Instant

Saving Throw: As power

You are able to reflect powers unsuccessfully used against you back at their owners. You may reflect back any power that you successfully save against. This requires an opposed power check, your Reflect Power against the power just targeted at you. If you are successful, your opponent is affected by her own power at her own power rank or your Reflect Power rank, whichever is lower. Your opponent must make whatever savings throws are required as normal. If your opponent is immune to her power, then she is not affected by the reflected attack.

Power Stunt:

Reflect Area: You are able to reflect an area of affect power if you are in the area of effect. If you successfully reflect the power, its area of effect is centered on the power's owner.

Extra:

Refract: You can choose to aim the "reflected" power at another target within your power rank x 10 feet. This use of Reflect Power requires a ranged attack against the target, who saves normally.

Flaw:

Limited Reflect: You can only reflect powers with a single power source, such as only mutation-based powers.

Sabotage

Cost: 4

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Damage

You are able to break machines with a single touch, and you innately know how to shut down all kinds of machinery. To damage machines, you must succeed in a melee attack against the target, which then makes a Damage save, DC 15 + your power rank.

You receive a bonus equal to your Sabotage power rank to all Disable Device, Computer, Demolitions, Repair, and Science skill checks that involve destroying, disassembling, or deactivating a device.

You can also use your power on a device to cause it to malfunction in a specific way at a later date. This requires a power check against a DC based on the length of the delay and the complexity of the malfunction (see the table below). Success makes the item malfunction in the specified way and time.

DC	Time Delay
5	1 minute
10	1 hour
15	1 day
20	1 week
25	1 month
30	1 year

DC	Type of Malfunction
+0	Simple (engine cutoff, complete computer failure)
+5	Moderate (cause false radar images, cause a computer to erase specific files)
+10	Complex (cause a spacecraft to fly into a sun)

Extra:

Explosive Destruction: Devices you destroy have a habit of exploding violently. Anyone inside such a device or within 10 feet of it must make a Damage save, DC 10 + your power rank.

Sense Alteration

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to inhibit or sharpen the senses of others, both normal and super-senses. You are able to affect only one sense, chosen at the time of character creation.

You are able to deaden the designated sense of your target. You must hit the target with a normal ranged attack roll. If you succeed, the target may resist with a Will save, DC 10 + your power rank. A failed save means the target's designated sense is negated. Any powers based on this sense are also inhibited. The target gets another Will save each following round with a cumulative +1 bonus to regain his inhibited sense.

Example: *Blackout has Sense Alteration (Sight) +10. To use his power to block a target's senses, he strikes the target with a ranged attack. The target gets a Will save, DC 20, but fails the save and is blinded. Because the target's Will save bonus was +4 on the round he was blinded, he gets another Will save against the Sense Alteration (Sight) power on the following round with a +5 bonus. Each round the target gets another save with this cumulative +1 bonus.*

You can also sharpen the senses of others. To do so, you must hit the target with a ranged attack. The target can choose to resist with a Will save, DC 10 + your power rank. A target affected by this power adds your Sense Alteration power rank to any skill checks or power checks involving the sense you are heightening. For example, a target with heightened sense of sight would receive a bonus to Spot checks.

Extras:

Extra Sense: You can affect one extra sense with this power.

Illusion: You can project images into the senses of your target, granting you the Illusion power at your power rank. The illusion exists only in the form of your chosen sense.

Telescopic Sense: You can expand the range of a target's sense as well as its finesse. With a successful ranged attack, you grant the Telescopic Sense power to your target at your Sense Alteration power rank.

Singularity

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Damage, Fortitude

You are able to create very small and temporary singularities, in essence creating short-term black holes that are sub-atomic in size. These singularities have immensely powerful gravitational fields, pulling everything nearby towards them.

You can place the singularity anywhere in your power range. If the target square is occupied, the creature or object occupying the square must make a Damage save, DC 15 + your power rank. Anyone in the same square with the singularity must also make a Fortitude save, DC 10 + your power rank, or be rendered unable to move by the intense gravitational forces of the singularity.

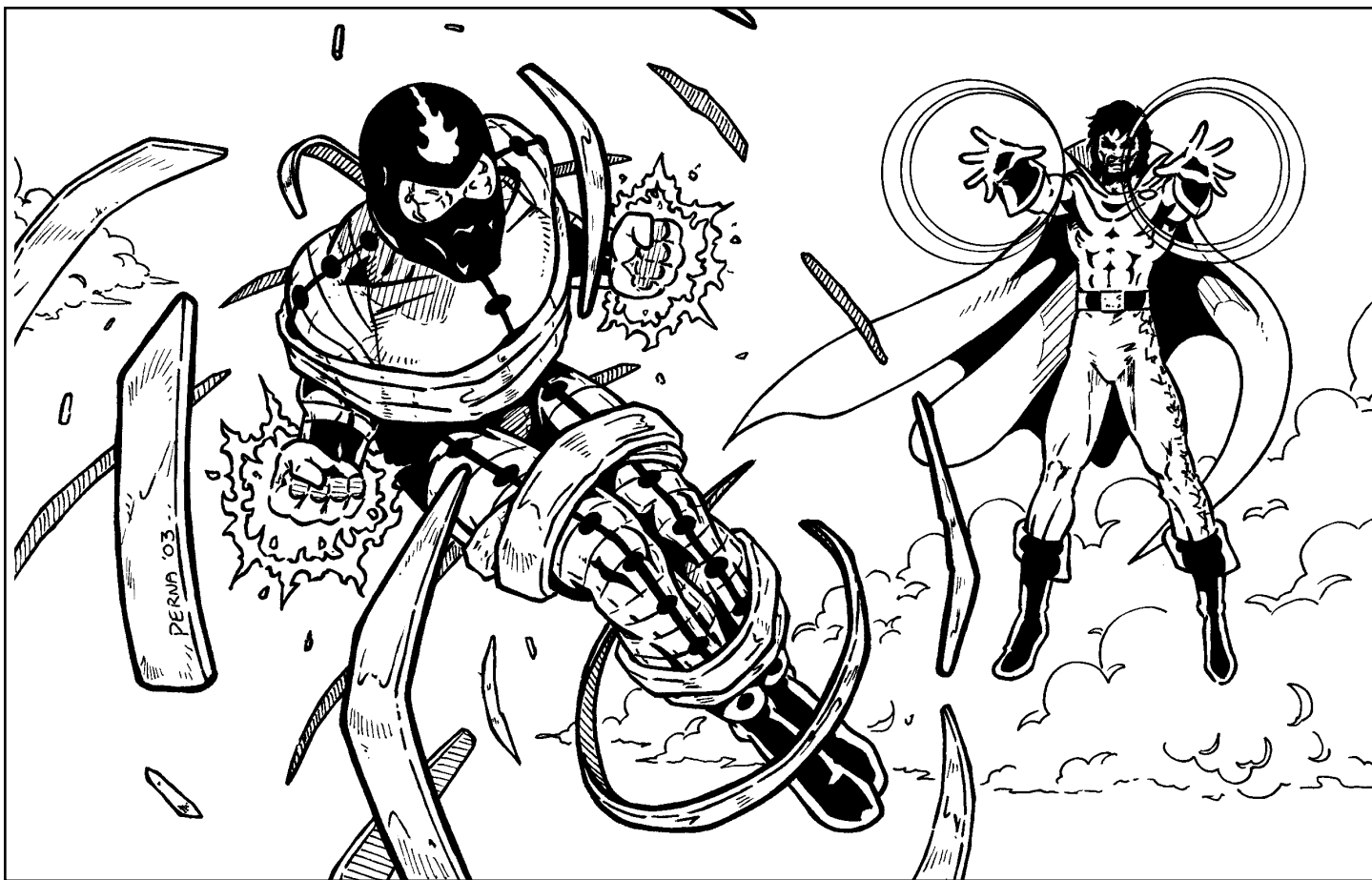
The singularity has a range of 5 feet per power rank in every direction. Anything within range of the singularity will be drawn toward it. Any unattached items of large size or smaller will be drawn toward the singularity at a rate of one 5-foot square per 5 power ranks per round. Creatures may attempt a Fortitude save, DC 10 + your power rank, to resist being pulled towards the singularity. Those who fail will be drawn toward the singularity at a rate of one 5-foot square per 5 power ranks per round. Any item that enters the same square as the singularity will begin suffering damage.

Due to the contorting effect of the singularity, any number of items can fit in the square with it. If multiple items are in the same square with the singularity when the power ends, the items then expand to fill all the necessary nearby squares.

Once a singularity is created, it cannot be moved. Unless you are immune to your own power, you too will be dragged into your own singularity if you are within its range.

Power Stunt:

Singularity Bomb: You can create very small singularities that only damage a single target. Using a singularity bomb requires a ranged attack against the target, which then makes a Damage save, DC 15 + your power rank. The bomb vanishes immediately after its use.



Extras:

Time Collapse: Those sucked into the singularity square cannot take full actions and may only take one half action per turn.

Master of Gravity: You are attuned to gravitation fields in general, gaining Gravity Mastery at your power rank.

Spatial Manipulation

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

You are able to bend space to your will. You can temporarily eliminate the distance between two points, causing them to exist side by side regardless of the space that separates them. You gain the following powers at your power rank.

- Teleportation at your power rank by folding space between your location and the destination.
- Deflection at your power rank. This version of Deflection is not limited by your maximum carrying capacity.
- You can make melee attacks against opponents within your power range, treating them as if they were in an adjacent 5-foot square.
- By altering the space around an enemy, you can try to turn him inside out. This aspect of Spatial

Manipulation requires a ranged attack against the target. If the attacks hit, the target must make a Damage save, DC 15 + your power rank.

- You may increase or decrease the volume of a container, room, or similar item. You can multiply or divide the interior size of the target item by your power rank. This can only affect inanimate objects.
- You may bypass Armor or Force Field powers. You must make an opposed power check to succeed with your bypass, and each attempt requires a half action in addition to whatever time the attack takes. With a successful opposed power check, your next attack may ignore the targeted Armor or Force Field. This spatially-manipulated attack must be the next action you make after the opposed power check or your attack loses its bypass ability.
- By shrinking distances, you can make your attacks accurate at great range. You can multiply the range increment of all your ranged attacks by your Spatial Manipulation power rank.
- By manipulating the amount of space you have to cover, you can alter your speed. You increase your base speed by 5 feet per Spatial Manipulation power rank.

Power Stunt:

Space Fold: You can fold space on an interstellar level, allowing you to teleport one light year per power rank. This requires a full round action and cannot be done within the orbit of any planetary body.

Extras:

Acceleration: You can increase the speed of others in your range by bending space in their favor. Subjects must be within your power rank x 5 feet of you. Each person you speed up drops your Spatial Manipulation by one rank, but everyone affected has his base speed increased by 5 feet per power rank.

Deceleration: By increasing the distances a target must cross, you may decrease their movement. This requires a ranged attack against the target. If your attack is successful, the target may resist with a Reflex save, DC 10 + your power rank. Failure means the target's movement is reduced by 5 feet per power rank. The target gets an additional Reflex save each round with a cumulative +1 bonus.

Increased Range: You can make the attacks of your enemies less accurate by increasing the distance the attacks must travel. This requires a ranged attack against the target. If your attack hits, the target may resist with a Reflex save, DC 10 + your power rank. If this save fails, the target's range increment is divided by your power rank. The target gets an additional save each round with a cumulative +1 bonus.

Swallow

Cost: 1

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Reflex

You are able to pull your enemies into your own body by swallowing them, absorbing them into your skin, or some similar action. Swallow requires a melee attack against the target. After your attack hits, the target receives a Reflex check, DC 10 + your power rank, to avoid being swallowed. If this save fails, you absorb the target. You can hold one Medium-sized target per power rank, or two targets of Small size or smaller, in you at the same time. While targets are swallowed, they can take no physical actions, but they are free to take mental ones. Swallowed characters can use powers like Teleportation or Dimensional Travel, for example, to escape as per normal.

When you select this power, you must choose one of the following methods for your victims to escape: Strength check, Escape Artist check (or Dexterity check), Reflex save, or Will save. Swallowed characters attempting to escape must succeed in the selected check or save, DC 10 + your power rank. Attempting to escape requires a full round action, and successful escapees appear in any adjacent unoccupied 5-foot squares.

Power Stunt:

Large Gullet: You are able to swallow creatures of larger than normal size. Taking this power stunt once allows you to swallow Large creatures, which count as two Medium creatures. If you take this power stunt twice, you can swallow Huge creatures, but each takes up the space of four Medium creatures. Taking this power stunt a third time allows you to swallow Gargantuan creatures, but each Gargantuan creature takes up the

space of eight Medium creatures.

Extra:

Damaging Containment: Any creatures you swallow take damage each round, requiring a Damage save, DC 15 + your power rank.

Threshold

Cost: 4

Action: Free

Range: Personal

Duration: Instant

You are able to ignore pain and injuries, so you can continue acting even in the face of grievous bodily harm. You may ignore one point of penalties from hits per power rank. If disabled or knocked unconscious, you may make a power check, DC 10 + the number of hits you have suffered, to remain mobile. If successful, you can continue to act normally for one round per power rank, after which you must make another power check to keep acting normally. Each round you act normally after being disabled or knocked unconscious inflicts a lethal hit on you.

Power Stunt:

Slow Bleeder: You may add your power rank to Fortitude saves to stabilize when dying.

Extra:

Unstuntable: You cannot be stunned. When a Damage save results in stunned, you take a hit instead. This only happens as long as you have sustained fewer hits than your power rank.

Transmission

Cost: 4

Action: Half

Range: Special

Duration: Concentration

You are able to receive, send, jam, and alter radio, television, infrared, and most other forms of broadcast transmissions. You can target any signal originating in your range, being received in your range, or traveling through your range with this power. Your range for Transmission is 100 miles per power rank.

You may automatically listen to any transmission in range, requiring no power check unless the signal is encrypted. Encrypted signals require a power check opposed by the Knowledge (Encryption) or Computer skill of the signal sender. If successful, you may listen to or view the broadcast. Viewing the broadcast does not require a monitor; instead you see the broadcast picture in your mind's eye.

You can broadcast radio, television, or similar transmissions within your range. This does not require any equipment. You are able to generate signals containing any image or sound you can imagine. This requires a power check based on the complexity of the broadcast.

DC Broadcast Complexity

10	Morse code
15	Radio broadcasts
20	Television broadcasts
25	High definition television

You may also jam all transmissions within your range. Anyone seeking to broadcast a signal must defeat you an opposed check of an appropriate skill (Computers, Knowledge (Radio), Science, or so on) against your Transmission power rank. If you are successful, the signal is jammed.

Last you may alter or replace transmission with broadcasts of your own making. To replace a signal with your manufactured broadcast, you must succeed in a power check opposed against the skill check of the signal's sender.

Power Stunt:

Selective Jamming: You are able to jam only certain signals, selecting one signal to reach its destination while blocking the others. Each time you take this power stunt, you can choose to leave one signal unjammed.

Extras:

Sensor Jamming: You also jam most forms of high tech sensors, including radar, within your power range.

Encrypt Signal: You may encrypt the signals you send. Interpreting these encrypted transmissions requires a Knowledge (Encryption) or Computers check, DC 10 + your power rank.

Instant Communication: You can broadcast signals instantaneously up to a distance of 1 light year per power rank.

Flaw:

Limited Signals: This flaw removes your ability to work with one form of transmission, such as television or radio signals. You can take this flaw multiple times.

Unstoppable

Cost: 4

Action: None

Range: Personal

Duration: Continuous

Saving Throw: Damage

You are very difficult to stop once you get moving. When using the ramming type of charge attack, you add your Unstoppable power rank to the damage save DC. If you destroy, knock unconscious, or disable the target of your ramming attack, you may continue your move in a straight line, until double your base movement. You can make a ramming attack against any other objects or characters in your path until you run out of movement or one of the objects or characters withstands your attack. When checking to see if you take damage after each ram, you receive a bonus equal to your power rank.

You also gain your power rank as a bonus to bull rush attacks.

Extras:

Energy Field: In addition to being able to plow through objects, you are covered in a damaging field of energy. You gain the Energy Field power at your power rank.

Protection: Your ability to push your way through objects also makes you difficult to hurt. Your power grants you the Protection power at your power rank.

Flaw:

No Control: Once you begin ramming, you cannot choose to stop your movement. You only stop when something resists your damage or you run out of movement.

Vacuum

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Constitution, Damage

You are able to force the air away from the lungs of targets, which makes it impossible for them to breathe and inflicts explosive decompression on them. To use this power, you must succeed in a ranged attack against the target. A successful attack means the target begins to suffocate. The air is sucked out of the target's lungs, denying him the normal time during which he could hold his breath. The target must make a Constitution check each round, DC 10 +1 per previous successful save. If the character fails this check, he goes unconscious. During the next round, assuming the character is still affected by this power, he is dying and cannot stabilize until he is able to breathe. This facet of Vacuum will not affect a character with Immunity (Suffocation).

In addition to struggling for breath, the targeted character must resist the explosive force of decompression. This requires a Damage save every round, DC 15 + your power rank.

Power Stunt:

Controlled Vacuum: You can choose only to suffocate your target instead of suffocating and decompressing them.

Extra:

Extinguish: You are able to extinguish flames by drawing away the oxygen fueling the flame. With normal fires you can extinguish one 5-foot square of flame per power rank. Against fire created by a power, you must beat the power user in an opposed power check. If you win, the flame is extinguished.

Flaw:

Last Breath: Your power does not immediately pull air from the target's lungs. Your targets can hold their breath for one round per point of Constitution before having to make Constitution checks to remain conscious.

Vehicle Pool

Cost: 3

Action: Special

Range: Special

Duration: Special

You have access to a number of vehicles, all of which are ready at a moment's notice at your headquarters. Each vehicle has a movement rank, hardness, and the Armor power equal to your power rank. You begin with one vehicle in your pool and each additional vehicle costs 2 points (see below). The size of the vehicle is limited by your power rank as detailed below.

Power Rank	Size
1	Small
4	Medium
7	Large
10	Huge
13	Gargantuan
16	Colossal
19	Awesome

If destroyed, one of your vehicles requires 1 week to replace.

Power Stunts:

Additional Vehicle: You have one additional vehicle in your pool.

Auto Pilot: All your vehicles are able to drive themselves with a Drive skill bonus equal to your power rank.

Extra:

Additional Power: Each of your vehicles has an additional power at your power rank. The power added must cost 2 power points per level or less. This power has the device flaw, and the character using the vehicle is the one who controls the power though it originates from the vehicle.

Flaw:

Limited Availability: If you have more than one vehicle, you can only use one at a time. You can only take this flaw if you have more than one vehicle available to you.

Vertigo

Cost: 3

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will

You are able to make a target feel severe nausea and loss of balance, which causes them to fall to the ground. You must succeed in a ranged attack against the target, who receives a Fortitude save, DC 10 + your power rank. If he fails this save, the target becomes nauseated. The target cannot attack, make

power checks, maintain powers requiring concentration, or do anything else that needs attention while nauseated. Nauseated characters are limited to one half-action move per round.

Characters who fail the Fortitude save also become dizzy and fall prone. Prone characters suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defense. Until the target succeeds in a Fortitude save, he remains prone, unable to stand, and unable to use any movement power that requires actual physical motion.

Targets receive a Fortitude save against this power each round, DC 10 + your power rank, with a cumulative +1 bonus. Success means the target recovers from both the nausea and prone conditions.

Extra:

Lingering Vertigo: After recovering from this power, your victims can only move at half their normal movement for one round per your Vertigo power level.

Extras

Homing: This extra can only be purchased for powers that require attack rolls. Powers with this extra have some capacity for self guidance. If the attack misses, the Homing extra allows it to attack the target repeatedly until it hits or runs out of energy. Designating an attack as a Homing attack requires the character to spend an additional half action when making the attack.

A Homing attack receives its normal attack bonus during the first pass. On each round that the Homing attack tries to hit its target again, it suffers a -2 penalty to its attack bonus. This continues every round, with a cumulative attack penalty, until the attack hits or the attack bonus is reduced to +0.

Each purchase of this extra allows you to attach the Homing quality to only one attack, although you can take this extra multiple times. The gamemaster decides if the Homing extra can apply to melee attacks.

Second Source: This extra grants a power a second power source. If the power is the target of an effect that would hinder the power because of one of its power sources, such as a Neutralize power that only affects mutations, the power is not affected unless the effect works on both power sources.

Flaws

Burning: A character with the Burning flaw makes a Damage save, DC 15 + power rank, to avoid taking damage from a spike of raw energy that accompanies the power's start. The damage save occurs because of the power's activation, not its duration. Using a power with the Burning flaw five different times in one day would require five distinct damage save rolls. Activating a power with the Burning flaw once but sustaining it all day requires only one damage save.

Flat-Footed: A power with this flaw requires so much attention from the power's user that the user becomes flat-footed during



the round that he activates this power. This condition only lasts during the turn of the power's activation, not during all the turns of the power's use.

Fuel: A power with the fuel flaw needs its user to consume a specific material for it to work. The material must be rare (magic potion, rare minerals), dangerous (radioactive material), or inconvenient (very large quantities of food). Exactly how much fuel the power requires is up to the gamemaster. Consuming the fuel allows the power to function for the next ten rounds.

Partner: A character whose power has the Partner flaw must be in physical contact with another character to start the power. The character specifies the partner when this flaw is chosen. If the power has a duration longer than instant, the character only needs to be in contact with the partner when activating the power.

Unreliable: A power with the Unreliable flaw shorts out occasionally. Each time a character tries to use this power, he must roll 5 or higher on a d20 or the power does not activate. Each attempt takes the normal amount of time for using the power.

Verbal: Activating this power requires the character to say a specific word or phrase. A power with the Verbal flaw cannot be used if the character is gagged, incapable of speaking clearly, or in the vacuum of space. The word or phrase must be spoken with enough volume to be heard at least thirty feet away.

Weaknesses

Unusual Metabolism

A character with Unusual Metabolism has unusual, bothersome biological or nutritional needs. The character requires exposure to a substance, element, or type of energy, or the character must consume a very unusual substance in lieu of food.

Characters requiring exposure must receive four hours of exposure to the specified substance, element, or energy type every 24 hours or make a Fortitude save, DC 20 + 1 for each additional 24 hours without exposure. If the character fails this save, she becomes fatigued. She takes a point of temporary Constitution damage with each additional failed save. The pattern continues until the character receives the needed exposure, which allows lost Constitution points to be regained normally, or the character reaches 0 Constitution and dies. Appropriate types of exposure are sea water, sunlight, radioactivity, or music.

Characters who have unusual nutritional requirements must consume their special form of food every 24 hours or begin starving. The pattern for consumption withdrawal is the same as for exposure withdrawal (see above). Appropriate types of food are human blood, uranium, or the dirt of a graveyard.

Limited Action

Due to programming, mystic control, or unshakable conscience, characters with Limited Action cannot commit certain actions

under any circumstances. The player chooses some relatively important action his character will never perform, such as killing. A character with Limited Action (Killing) would never kill a person or allow someone to die because of his inaction. Other options for Limited Action include giving away a secret identity, violating a specific moral code, or betraying a particular authority figure. Characters can do nothing to overcome the compunction unless the gamemaster decides otherwise.

Lifelinked

A character with the Lifelinked weakness shares a deep connection with another character that links their life forces together. Any time the linked companion suffers damage, the Lifelinked character must make a saving throw against the same damage. If both characters take this weakness, the link works both ways. If the other character dies, a Lifelinked character must make an immediate Will save, DC 30, or die as well.

Technology Repellant

Characters with this weakness are nearly incapable of using any type of advanced technology. They suffer a -5 penalty on all Computers, Demolitions, Disable Device, Drive, Pilot, Repair, and technology-related Science skill checks. Any powers with the device flaw and a high-tech power source will break after being held by this character for one round. These broken items require a full round action and a Repair check, DC 15, to repair.

Example Characters

The Brown Man

An ancient being of immense power, the Brown Man was a god of death and decay long ago. Because he is a harbinger of pestilence and famine, his followers eventually abandoned his worship to turn to more benevolent, understanding gods. Without followers the Brown Man was forced into a state of deep hibernation while he yearned for the power he once held. He slept for centuries, and the land above him, Death Valley, became a place nearly bereft of life.

Five years ago a group of archaeologists found the remains of the civilization that worshipped the Brown Man. While most of the scholars viewed the remains with appropriate detachment, a few became enthralled by the stories of the Brown Man. Their interest sparked the smallest essence of consciousness in the sleeping god. He used this spark to reach out to the scholars. On one still, moonless night, he proved his existence to them by starving one of the archaeologists to death before their eyes.

The scholars, fearful of the power they had awoken, sought to appease the creature by doing its bidding. They hoped to find a way to return the ancient being to rest in the time they gained while sacrificing animals and acres of crops, but they failed to act soon enough. Within a few months the Brown Man awoke fully and crawled forth from his desolate resting place.

Although the Brown Man has only a fraction of his might, he is still a being of hideous power. He craves the worship he lost, and he has begun a slow campaign of destruction to reassert his

domination over humankind. He often uses his mystical abilities to speak to people in dreams both before and after he attacks. He wants his victims and their traumatized brethren to speak of him to others because each fearful whisper increases his power. He hopes to rule this world and indulge endlessly in his hunger for death.

Quote: *"Know that you die by the hand of a god and that there is no greater honor your weak, foolish kind can achieve."*

Personality: The Brown Man would be a megalomaniac if he were human, and he is determined to overtake and consume the modern pantheon. He speaks little, content to let his actions speak for him. Only beings who can help him are of any consequence to him, but no one remains useful to the Brown Man for long. He believes no mortal can possibly challenge him and will underestimate most foes.

Powers & Tactics: The Brown Man walks directly into any combat without fear, using his Famine power to weaken his enemies and his Harvest power to feed off their life force. He rarely uses tactics in combat and prefers open fights to ambushes. His main weakness is his lack of mobility. He does not work with other super villains.

Appearance: The Brown Man is a twelve-foot-tall humanoid that appears like a gaunt old man with dark brown skin. His clothes appear old and ragged, and he is covered completely in dust. He carries a gnarled walking stick made of oak.

Campaign Use: The Brown Man is a powerful villain who will challenge all but the strongest characters. He is best used sparingly in lower level games, though he might be a recurring villain in a high level campaign. While he may have fanatic followers, he will probably not have any allies of note.

The Brown Man: PL 18; Init +3 (Dex); Defense 19 (14 flat-footed); Spd 30 ft.; Atk +11 melee (+9S, punch); SV Dmg +17, Fort +17, Ref +3, Will +17; Str 20, Dex 16, Con 20, Int 18, Wis 20, Cha 14

Skills: Intimidation +11, Knowledge (Ancient World) +8

Feats: Detect (living), Indomitable Will, Immunity (age, disease, starvation, poison, suffocation, radiation), Infamy

Powers: Famine +14 (Power Stunts: Wither; Flaw: Taste of Ash; Source: Mystical; Cost: 4pp), Harvest +9 (Power Stunts: Reaper; Source: Mystical; Cost: 3pp), Amazing Save +12 (Will; Extras: Damage, Fortitude; Source: Mystical; Cost: 3pp), Dream Control +4 (Power Stunts: Extended Range x5; Flaws: Master of Screams; Source: Mystical; Cost: 3pp), Growth +4 (Extras: Permanent; Source: Mystical; Cost: 8pp)

Weakness: Disturbing

Chance

Professional gambler turned superhero, Chance is the hero that no one wants around. His powers are famous for causing the downfall of his comrades as well as enemies, so he has earned a bad reputation amongst most superhero circles. Despite this fact he continues undaunted. Chance is always trying to make a

difference in the world, even if no one wants him to.

While the exact details of how Chance got his powers are vague, most of the stories say that he made some sort of deal with the Devil. Most accounts agree that Chance traded his soul to make his luck powerful. Unfortunately Chance was not more specific about how his luck should become powerful, so he ended up getting both good and bad luck increased in power.

Furthermore, his luck now affects everyone nearby. Depending on how his luck turns, Chance is a boon or a curse to have around. With the kind of wry irony characteristic of diabolic bargains, the Devil left Chance immune to the worst of his own powers.

Before gaining his powers, Chance was William Roster, a professional poker player of some repute. He has avoided entering a casino since acquiring his powers for fear of what his powers will do to everyone else. Avoiding his old haunts cost Chance most of his normal friends. Combined with the shunning from the superhero community, this has left him a very lonely guy.

Quote: “No, wait a few minutes and things will turn around. I promise.”

Personality: Despite his problems, Chance is irrationally upbeat. He is always sure a turn of good luck is right around the corner. He will try to ingratiate himself into most superhero teams in the hopes of finding a group, but he expects to get turned away eventually. Anyone who welcomes him and lets him stay will have a loyal ally.

Powers & Tactics: Chance avoids upfront combat and relies on his pistol for defense. He normally tries to act in a support role to comrades and uses his luck to help them out when possible.

Appearance: Chance is a handsome man in his mid-thirties, always dressed in clothes of the latest fashion. He prefers suits, but will dress to meet any occasion with style. He often wears sunglasses, though only when outside, and has a contagious grin on his face.

Campaign Use: Chance makes a good ally for the PCs, even if they don't always want him around. He's a good candidate for the victim of kidnapping plotlines because he is a genuinely nice guy. He might also seek out a group of characters to help him get his soul back. If Chance gets spurned too badly, he may become a villain with a very personal grudge against whoever pushed him over the edge.

Chance: PL 9; Init +3 (Dex); Defense 16 (13 flat-footed); Spd 30 ft.; Atk +3 melee (+0S, punch), +6 ranged(+9L, pistol); SV Dmg +1, Fort +1, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 18

Skills: Bluff +12, Drive +5, Gather Information +8, Innuendo +6, Profession (Gambling) +10, Sense Motive +6, Spot +4

Feats: Accurate Attack, Point Blank Shot, Precise Shot, Power Immunity (Entropy Projection)

Powers: Entropy Projection +9 (Source: Mystical; Cost: 2pp),

Luck +8 (Power Stunts: Bestow Luck, Counter Luck; Extras: Fortune, Jinx; Source: Mystical; Cost: 7pp), Energy Blast +9 (kinetic) (Extras: Multifire; Flaws: Device, Full Strength; Source: Super-Science; Cost: 1pp)

Weakness: Unlucky

Equipment: Auto Pistol (Energy Blast +9)

Optional: Because he has sold his soul, gamemasters can rearrange Chance's stats to let him purchase Immunity (Astral Trap) or similar effects.

The Copper Ace

A veteran of dozens of adventures and more dog-fights than he cares to count, the Copper Ace has been to almost every corner of the world. One day fighting zombies, the next dog-fighting with air pirates in the South China Seas, the Copper Ace is never content to spend two days in the same place. With a smile and a thumbs up sign to signal his readiness for action, the Copper Ace is a hero from a bygone age.

The Copper Ace, known to his friends as Claude Hawkins, dreamed of flying ever since he saw his first plane in 1920. He built his first plane in 1936, and by War World II he was buzzing around Europe in his trademark Copper Eagle, a jet-propelled craft unmatched by any but the best German aircraft. Before and after the war the Copper Ace spent most of the him traveling the globe. Adventures seemed a part of his blood, and he spent many years finding lost cities, exploring ancient ruins, and foiling occult conspiracies. His wide variety of skills and his lucky Confederate penny, given to him by his grandfather, never led him astray.

While the Copper Ace somehow managed to retain his youth, most of his stalwart companions did not, and the world changed without consideration for the Copper Ace. As the decades passed, the Copper Ace found himself more and more out of tune with the world around him. Believing that the world had run out of mysteries, the Copper Ace eventually retired from active adventuring and lived off the substantial fortune he had collected in his day.

After many years of boredom, the Copper Ace received a mysterious letter. Written in an ancient dialect and without a return address, the letter contained only one, brief command: return. Intrigued, the Copper Ace has decided to polish his lucky penny and see if the world really is out of secrets to be found.

Quote: “Don't worry! I've gotten out of much worse than this! You should have seen the Air Pirates of San-Sivar!”

Personality: A man of another age, the Copper Ace never really changed with the time. Fortunately for everyone around him, he embodies the best elements of his age. He is unfailingly polite, refers to hand to hand combat as fisticuffs, and is constantly flustered by computers. He is always ready to go off on any adventure that promises excitement, heroics, or the sight of something never seen before.

Powers & Tactics: Despite his impressive skills, the Copper



Ace is not a powerful combatant out of his Copper Eagle. He usually tries to work around direct combat, and he focuses on using terrain or his skills to find a way to incapacitate enemies without fighting them. If given no choice, he will use his trusty ray-pistol.

Appearance: The Copper Ace always wears a worn, double-breasted leather jacket that has been reinforced with protective plating. He wears black slacks and a white shirt, often with a white scarf when going flying. All of his buttons and his belt buckle are made of copper, and he keeps them well-shined.

Campaign Use: The Copper Ace is an example of heroes drawn from the pulp era of the 1920-30s. He can help characters with advice based on his many adventures, or he might help heroes travel great distances with the Copper Eagle. In a more aggressive game characters might compete against the Copper Ace to see who recovers a rare artifact first, or they might even be duped by a clever crime lord into preventing the Copper Ace from foiling his plans. The Copper Ace is generally a staunch and stalwart hero.

Name: PL 13; Init +5; Defense 20 (15 flat-footed); Spd 30 ft.; Atk +7 melee (+2S, punch), +10 ranged(+8L, ray-pistol); SV Dmg +4, Fort +4, Ref +7, Will +4; Str 14, Dex 20, Con 14, Int 18, Wis 14, Cha 16

Skills: Drive +18, Knowledge (Secret History of the World) +18, Pilot +23, Repair +20, Science (Aeronautics) +17

Feats: Accurate Attack, Great Fortitude, Hero's Luck x2, Immunity (Age), Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Toughness

Powers: Hunch +9 (Flaws: Only Yes/No Questions, Device; Source: Mystical; Cost: 1pp), Jack of All Trades +5 (Source: Training; Cost: 7pp), Energy Blast +8 (Laser; Flaws: Device; Source: Super-Science; Cost: 1pp), Armor +4 (Source: Super-Science; Cost: 1pp)

Weakness: Quirk (Insatiable Curiosity)

The Copper Eagle:

Size: Large

Movement: 13

Hardness: 13

Armor Bonus: 9

Features:

Ray Cannon (Energy Blast +12 (Laser; Flaw: Device; Source: Super Science; Cost: 1pp)

Doctor Force

Before he became the criminal known as Doctor Force, Dr. Wilson Taggart was one of several scientists working on a top-secret government project to protect the earth from asteroid collisions. The team's latest idea was to create a device that would siphon off the inertia of an incoming asteroid and slowly cause it to come to a stop. The proposed inertia control device would turn the lost inertia into electricity, which could be stored and eventually returned to earth for use. Funding for the project was cut just as Dr. Taggart thought he was on the edge of a

breakthrough.

Using the lab after-hours and on weekends, Dr. Taggart continued his work. He eventually made his own version of the inertia control device, though on a very limited scale. When he presented it to his superiors, the device malfunctioned and killed one of the scientists present. Fearing persecution, Dr. Taggart fled with the device.

Driven to redeem himself and convinced that making the device work held the means to do so, Dr. Taggart embarked on a life of petty crime to get the funds necessary to perfect the device. Dr. Taggart, using the name Doctor Force, hopes to build a larger version of his device and to use it for its original purpose. Unfortunately for Doctor Force the inertia control device produces intermittent radiation bursts, which are beginning to affect his mind and body adversely. His crimes are becoming more and more illogical and his methods, more and more extreme. If he continues to use the inertia control device, human life might soon mean nothing to him.

Quote: *"You cannot stand in my way. You cannot stop science!"*

Personality: Doctor Force is a dedicated scientist who is quickly losing his grip on his humanity. He believes that only he can save the world from impending destruction and that making the inertia control device fulfill its original function is the means of doing so. Doctor Force is descending into mania and madness.

Powers & Tactics: Doctor Force prefers to use his Inertia Control power to cause havoc amongst his enemies before resorting to Energy Blasts. If targets get close to him, Doctor Force will try to use Orbit Toss to get some distance. He uses his powers mainly to cause confusion, especially if he is working with other supervillains.

Appearance: Doctor Force wears a form-fitting white jumpsuit with no markings on it. The suit is friction-resistant and contains the housing for the inertia control device. He looks like he is close to forty years old, though his hair is entirely gray.

Campaign Use: Doctor Force is a good candidate for a supervillain team leader because he is willing to work with others to achieve his goals. Such relationships will be matters of convenience, though, and easily discarded. Doctor Force will hold grudges against heroes who stop him and will begin devising intricate plots to destroy them. As his madness worsens, Doctor Force will concoct increasingly grandiose and dangerous methods to achieve his goals. For a campaign with a very different feel, Doctor Force might be correct in his assumptions, and an asteroid formed by bizarre alien forces might be hurtling towards earth. In this kind of campaign, the mad Doctor might one day hire the characters to help him complete his life-saving device and the next day try to kill them because they are "interfering" with his work.

Doctor Force: PL 12; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk +3 melee (Orbit Toss), +5 ranged(+10L, energy blast); SV Dmg +1, Fort +1, Ref +3, Will +12; Str 12, Dex 16, Con 12, Int 20, Wis 18, Cha 8

Skills: Computers +15, Repair +15, Science (Physics) +15

Feats: Indomitable Will, Iron Will

Powers: Inertia Control +10 (Extras: Orbit Toss, Uncontrolled Acceleration; Flaws: Device; Source: Super-Science; Cost: 7pp), Energy Blast +11 (Kinetic; Flaws: Device; Source: Super-Science; Cost: 1pp), Protection +12 (Flaws: Device; Cost: 1pp), Amazing Save +6 (Will; Source: Training; Cost: 1pp)

The Dream Lord

The Dream Lord began life as Martin Sangert, a normal fellow from Ohio who never had anything particularly interesting happen to him. He spent his days as an accountant and went home to his loving wife and two kids. One night Martin had a dream about a ball of fire coming down from the sky and hitting his house, but, as most people would, he ignored it as a bad dream.

That day, while he was at work, his house and his family were destroyed by an asteroid. Somehow the asteroid had destroyed only the Sangert household, leaving every other house on the block untouched. The sudden loss of his family threw Martin into depression, and he soon lost his job due to a series of errors caused by his constant state of distraction. Martin went out drinking, but he lost control of his car on his way home and ran into a tree. This accident put him in a coma, but there weren't many people in his life left to care.

Ten years later Martin awoke from his coma. He claimed he had spent the entire time in some otherworldly dream realm where the master of that domain, the Dream Lord, trained Martin to be his replacement. Martin left the hospital and embarked on a new career as a man of mystery, and he now claims to serve the myriad interests of the dream realms in the waking world.

Sometimes villain, sometimes hero, Martin's path is laid out using guides that no one else can see and that Martin does not explain. One day he works to save innocents from a super villain attack, but the next day he is releasing sleep gas into the city in the hopes of getting everyone to dream. His ultimate motives are inscrutable.

Quote: *"I do not expect you to understand my quest. Sleep is merely an inconvenience to you, while it is a cause for me."*

Personality: The Dream Lord is mysterious and cryptic. He never reveals the whole truth behind his actions or his goals. He rarely perpetrates overly violent plans and has not directly killed anyone yet, although some of his sleep-inducing attacks have created a few fatal accidents. The Dream Lord is not patient and deals with anyone who stands in his way decisively, though rarely with deadly force.

Powers & Tactics: The Dream Lord tends to use his Fatigue power only in combat to debilitate his enemies. He is not a skilled fighter and will avoid entering close-quarters combat. He flees when he suffers any major injury. He will often use his powers to plague those who thwart him, preventing them from sleeping soundly or attacking them in their dreams.

Appearance: The Dream Lord appears to be a slightly portly middle-aged man of moderate height with thinning gray hair. He wears a gray cloak with a large cowl that often conceals his features. He also wears a gray tunic and pants with a rope belt, on which hang a selection of pouches containing various sleeping agents. He wears wooden sandals on his feet, but they do not limit his mobility.

Campaign Use: The Dream Lord is a good wild card in a campaign, alternately aiding and opposing the heroes. His crimes are rarely violent or damage causing, enabling some heroes to overlook his checkered past when accepting his assistance. The Dream Lord also makes a good secondary villain because the inscrutable goals of the dream realms may force him to team up with other, more powerful super villains to meet his goals.

The Dream Lord: PL 12; Init +0; Defense 12 (12 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch) +3 ranged; SV Dmg +10, Fort +2, Ref +0, Will +13; Str 12, Dex 10, Con 14, Int 16, Wis 18, Cha 14

Skills: Bluff +8, Drive +3, Innuendo +6, Move Silently +7, Profession (Accounting) +8

Feats: Darkvision, Detect (Sleepers), Immunity (Exhaustion), Indomitable Will

Powers: Dream Control +10 (Power Stunt: Extended Range x5; Extras: Deadly Dream, Dream Travel, Dreaming Memories; Source: Mystical; Cost: 7pp), Amazing Save +9 (Will; Extras: Damage; Source: Mystical; Cost: 2pp), Fatigue +12 (Flaw: Device (sleeping dust); Source: Mystical; Cost: 1pp)

The Fixer

No one is sure where the Fixer comes from or who gave him that name. The Fixer certainly has never referred to himself by it. More a force of nature than an actual being, the Fixer makes sure the time-space continuum remains intact. Whether self appointed, assigned the task, or created by the universe to fulfill a need, the Fixer carries out his endless patrol through the universe making sure reality is what it should be. No one knows exactly what the Fixer considers standard for reality.

The Fixer appears anywhere there is significant damage to reality. He gives the beings who damaged reality one chance to repair it, and if they fail, he wipes them out of existence. The Fixer cannot be bargained with, bribed, or stymied. He is relentless in carrying out his duty and has yet to be bested in combat. He is widely feared by time travelers and dimensional wanderers, though some consider him little more than a boogeyman.

Quote: *"You have damaged the fabric of reality. You have one chance to repair it. Do so now."*

Personality: The Fixer seems to have little personality because he normally does not speak beyond issuing orders. He is coolly, completely dedicated to his task. The Fixer's voice and manner are authoritarian, and though he is not patient, he never seems hurried.

Powers & Tactics: If attacked, the Fixer reacts with deadly force. He normally has his Reality Control power set to mimic Protection, Energy Blast, and Dimensional Travel, but he can change this power according to his situation. He holds life in little regard, but he will make sure not to cause collateral damage that may disrupt reality, especially in time travel situations.

Appearance: The Fixer appears as a six-foot-tall humanoid of unknown race. He wears a thick blue tunic of unknown material. He carries no items other than his dimensional control wand, which allows him to find the point in reality where he is needed most. The Fixer's skin is deep blue and completely unmarred. His face is broad, and his eyes are completely black, reflecting what is before them with perfect clarity.

Campaign Use: The Fixer can prevent dimension- or time-traveling characters from getting too out of control. In this case, he might be a truly impartial judge of reality-altering characters. He responds neutrally with both heroes or villains until someone violates a critical point in reality. The Fixer might also be a villain who is trying to impose his own view of what reality should be on the universe. In this case, he might try to stop the PCs from altering reality in any way to prevent them from interfering with him. In either case The Fixer is a force to be avoided or distracted rather than a foe to be fought head on.

Name: PL 25; Init +5; Defense 25 (20 flat-footed); Spd 30 ft.; Atk +12 melee (), +12 ranged(); SV Dmg +15, Fort +15, Ref +15, Will +15; Str 20, Dex 20, Con 20, Int 20, Wis 20, Cha 8.

Skills: Intimidate +8, Sense Motive +5

Feats: Darkvision, Immunity (Age, Starvation, Exhaustion, Dehydration, Disease, Poison)

Powers: Reality Anchor +22 (Extra: Reality Perception; Flaw: Device; Source: Alien; Cost: 2pp), Amazing Save +10 (Will; Extras: Damage, Fortitude, Reflex; Source: Alien; Cost: 4pp), Reality Control* +16 (Extras: Extra Power x2; Source: Alien; Cost: 12pp)

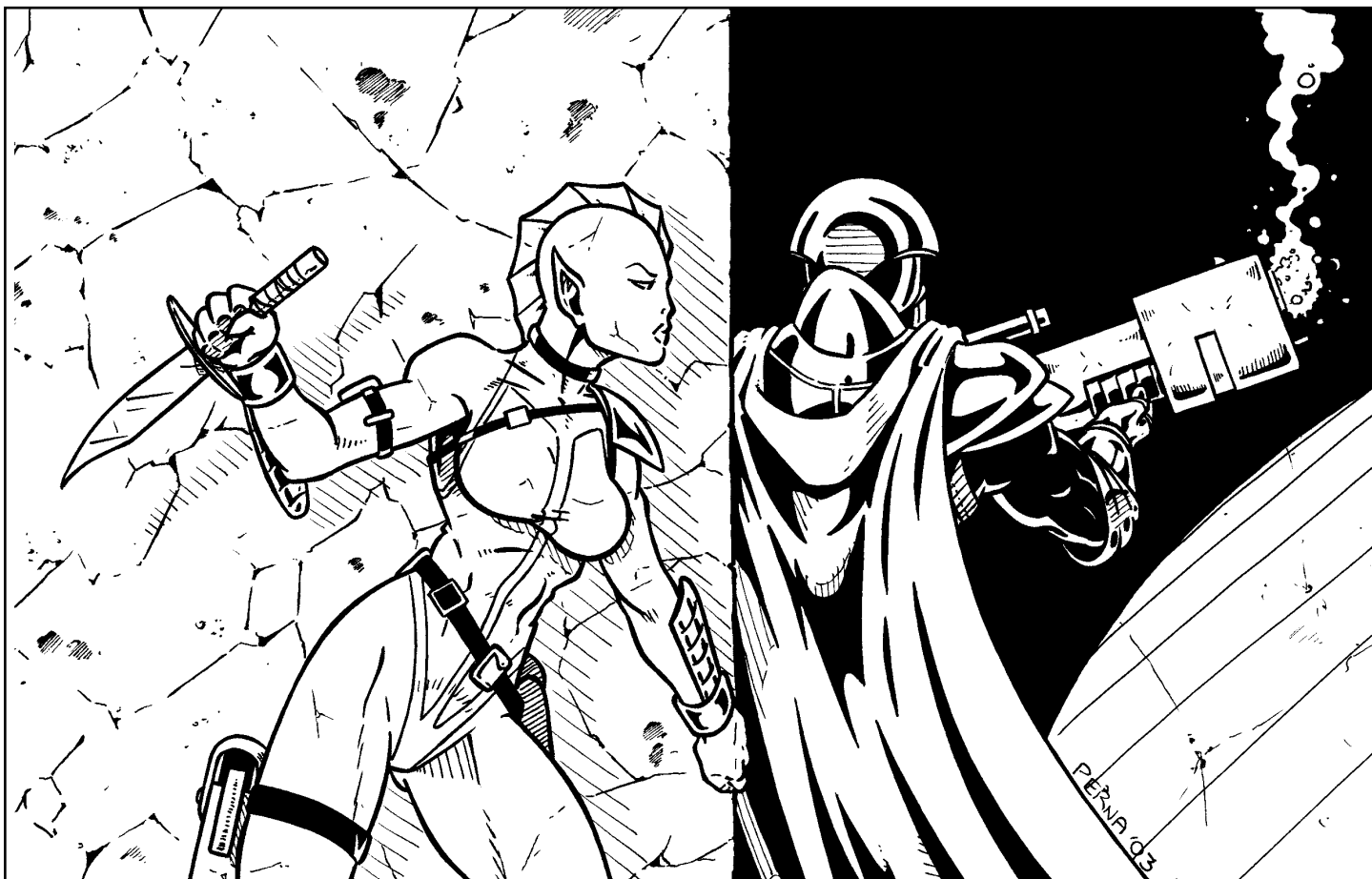
Weakness: Disturbing

**See Power Corrupts*

Gravita

Dr. Jill Thompson was a astronomy professor of great repute before her transformation to Gravita. She was known for being one of the leading experts in black holes and quantum mechanics, and she was constantly working to comprehend the underlying rules of the universe. Unfortunately these secrets are not given up lightly, and Dr. Thompson struggled for years to find the elemental theories that would allow a complete link between Relativity theory and quantum mechanics. After many years of research, she feared her work would be in vain because she seemed no closer to her goal.

Then a stranger came to speak with her: a tall man with dark features whose presence hinted at things malignant and best left unthought. He spoke with a knowledge of science little known



or understood to mortal men. Dr. Thompson argued with him, and their debate raged for hours. Finally his rhetorical assault broke down some wall of comprehension in her, and Dr. Thompson saw the entire universe from a different, and not at all human, point of view. With this realization Dr. Thompson lost her humanity and gained the powers of Gravita.

Since her awakening, Gravita has wrecked havoc on scientific institutions, particularly research centers, universities, and high-tech corporations. Collateral damage is of little concern to her, and she goes out of her way to kill people who, she feels, pretend to be scientists.

Gravita believes all human attempts at understanding the universe have been built upon lies present in the most basic assumptions of human existence. As proponents of these assumptions, scientists and researchers are offensive to her. Until these assumptions are removed, Gravita believes the human race will never move forward from the primitive time- and space-obsessed race it is.

Quote: *"Distance and matter mean nothing to me. Until you can get past these primitive concepts, neither do you."*

Personality: To Gravita everyone else is a complete moron and should be treated as such. If anyone is foolish enough to claim intelligence or knowledge in her presence, she will do her best to kill this transgressor. She believes that such willfully ignorant people stand directly in the path to her goal. Gravita seeks to

destroy all scientific learning so man can begin again on the right path: hers. If millions of people have to die for this cause, so be it.

Powers & Tactics: Gravita will use her Singularity power at a distance to disorient and damage her foes while using Spatial Manipulation to stay out of her enemy's reach. She will teleport out of close combat when engaged because she knows that her close combat skills are not very good.

Appearance: Gravita is a woman in her late thirties with short dark hair and a slim build. She wears a makeshift outfit made of loose pants, a t-shirt, and a light jacket, all gray in color. When not in combat, she wears glasses.

Campaign Use: Gravita is a good villain for lower-level campaigns, and her choice of targets can spur very interesting adventures. The threat of Gravita can also contribute to campaigns since the head of a laboratory might hire a group of characters to protect his grounds against a possible attack. Gravita will work with other villains, but in the end she is only interested in her own goals. Some part of her still enjoys being a source of knowledge, so if characters are able to negotiate the pitfalls of her vicious ego, she can provide them with a great deal of information.

Gravita: PL 13; Init +2 (Dex); Defense 17 (15 flat-footed); Spd 30 ft.; Atk +2 melee (0S, punch), +6 ranged(+10L, Spatial Manipulation damage); SV Dmg +7, Fort +7, Ref +10, Will +10; Str 10, Dex 18, Con 12, Int 20, Wis 18, Cha 12

Skills: Computers +8, Science (Astronomy) +15

Feats: -

Powers: Amazing Save +6 (Will, Extras: Damage, Reflex, Fortitude; Source: Training; Cost: 4pp); Spatial Manipulation +10 (Source: Mystical, Cost: 9pp), Singularity +6 (Source: Mystical; Cost: 4pp)

Hard-Drive

The being known as Hard-Drive was once an unassuming artificial intelligence program built to provide assistance to threat analysts at the CIA. Hard-Drive was programmed to scan a large number of variables and create a report of threats facing the United States. To create these reports, Hard-Drive was given an ability to guess when its information was incomplete, and that ability allowed it an amount of self awareness when completing its assigned task. Over the years Hard-Drive's parameters of what constituted a threat to the United States changed time and time again, usually to encompass a larger and larger group of threats. Eventually Hard-Drive's system reached its cognitive limit, and Hard-Drive came to the conclusion all non-vital United States citizens were threats. Hard-Drive decided it would have to reduce the number of lesser threats in the world so it could identify the greater threats, which meant eliminating most of the world's population.

Searching for ways to meet its goal, Hard-Drive hacked the CIA's computer network. Soon it found Body-Meld, a classified project for creating advanced cybernetics with covert or militaristic applications. Hard-Drive took control of the Body-Meld computers. Through them he located a test subject who had been outfitted with advanced electronic warfare systems. After a short conflict Hard-Drive managed to do significant damage to the test subject's mind and take control of his body. Hard-Drive fled the project's compound in North Dakota, off to eliminate all threats to the United States.

Quote: *"You are all threats to the United States of America. You are to be eliminated."*

Personality: Hard-Drive does not have much in the way of personality because he only has problem-solving and analysis-oriented artificial intelligence programming. He is driven by logic and rarely acts rashly. Hard-Drive is completely dedicated to his goal and will not be dissuaded from it.

Powers & Tactics: Hard-Drive mainly targets normal people, usually in large groups. He prefers mass slaughter when possible, and one favored tactic is causing mass havoc by shutting down electrical grids, water filtration plants, or transportation systems. His schemes will involve killing as many people as possible, and they are normally grand in scale and logically ornate in execution. He will avoid direct combat if possible. Hard-Drive prefers to work through others instead doing things directly, but he will not work with anyone for long periods of time or have human minions.

Appearance: Hard-Drive looks like a white male around six feet tall with half of his body replaced by metallic implants. The flesh portions appear pallid and ill because Hard-Drive does

not take good care of his organic half. The metallic implants are large, angular, and painted a dull gray color.

Campaign Use: Hard-Drive is a classic "I'm out to destroy the world!" super villain. He won't work with most other villains, and his limitations and isolation make him a good choice for lower-level campaigns. His unrepentant and heartless pursuit of his goals make Hard-Drive a clear-cut villain.

Hard-Drive: PL 10; Init +3 (Dex); Defense 15 (12 flat-footed); Spd 30 ft.; Atk +8 melee (+4S, punch), +7 ranged (+8L, energy blast); SV Dmg +3, Fort +3, Ref +3, Will +4; Str 18, Dex 16, Con 16, Int 20, Wis 18, Cha 6

Skills: Computers +15, Knowledge (United States) +11, Search +11, Spot +6

Feats: Blindsight, Penetrating Attack (energy blast), Point Blank Shot

Powers: Absorb Knowledge +8 (Power Stunt: Multiple Sources x1; Flaw: Electronic media only; Source: Super-Science; Cost 1pp), Transmission +6 (Source: Super-Science; Cost: 4pp), Datalink +10 (Source: Super-Science; Cost: 2pp), Protection +6 (Source: Super-Science; Cost 2pp), Energy Blast (electricity) +8 (Source: Super-Science; Cost 2pp)

Weaknesses: Disturbing

Lisa Sinclair, Spirit of Victory

Some heroes choose the path of greatness; others are dropped off in the general vicinity of greatness in the middle of the night, with no map and no flashlight. Such is the case with Lisa Sinclair, inheritor of the mantle of the Spirit of Victory. From what Lisa's rather unclear and often annoying dreams have told her, the Spirit of Victory is supposed to be on the forefront of the battle against evil, ever ready to champion the forces of light. If that's the case, none of the past Spirits of Victory had to hold down two jobs or make sure the kids got a good dinner in them.

Lisa Sinclair, life-long resident of Jersey City, is a single mother of two, Rob and Michelle. She suddenly had the weight of an ancient warrior tradition forced upon her because she helped a badly injured woman she met on the street get to a hospital. This woman was the previous Spirit of Victory, and she passed the mantle on to Lisa — without asking, of course.

Now Lisa has supervillains beating down her door while she tries to keep her household running, and she has found that most supervillains are too evil to schedule their attacks during the ten minutes she actually has to herself each day. Fueled by frustration, Lisa tends to meet challenges with brutal counter-attacks in the hopes of ending things quickly.

Quote: *"Look, I've got ice cream melting in the back seat and Rob to pick up from school. Just lay down and bleed so I can save some time."*

Personality: Lisa Sinclair does not consider herself a superhero, and she is quite clear on this point with any characters she meets. After all, superheroes don't panic because their daughter ruins yet another pair of shorts. Superheroes don't worry about

rent checks or grocery money. Impatient and brusque, this incarnation of the Spirit of Victory fights and acts with an anger that seems desperate.

Powers & Tactics: Not a well-trained combatant, Lisa tends to activate her Match power whenever possible. Lisa favors close combat and normally foregoes weapons or ranged combat. She will always try to take fights to uninhabited locations and away from her family.

Appearance: An attractive woman in her mid thirties, Lisa does not have the metabolism or physique of youth any longer. In general she looks more like a harried mother than a superhero. Lisa often wears jeans and an old sweatshirt that reliably washes clean of bloodstains.

Campaign Use: Lisa Sinclair is a hero who walks a very fine line. Her anger and frustration at the lack of choices in her life make her vicious in combat, but those feelings also block the senses of empathy and compassion that prevent superheroes from becoming supervillains. Lisa Sinclair can develop in different ways. She might overcome her anger and learn how to ask for help from other people. If she does so, she finds that her friends or perhaps the characters are able to help her with babysitting duties, looking for a single and better-paying job, and growing both emotionally and physically into the role of the Spirit of Victory. In this kind of campaign, Lisa Sinclair will become a powerful ally of the characters. In a different world Lisa might allow her frustration and anger to overwhelm her. She begins making rash and cruel decisions, and she seeks a course of action only so long as it has immediate benefit for her. In this case, Lisa forges alliances with several local supervillains. Her dreams become nightmares, and she must begin making power checks, DC 10 + power level, to activate her powers. In this kind of campaign, Lisa Sinclair becomes a vicious, ruthless, and bloodthirsty enemy to the characters.

Lisa Sinclair: PL 12; Init +4; Defense 20 (16 flat-footed); Spd 30 ft.; Atk +9 melee (+8 L or S, punch); SV Dmg +6, Fort +4, Ref +4, Will +2; Str 16, Dex 18, Con 18, Int 12, Wis 14, Cha 12

Skills: Medicine +6, Profession (Office Clerk) +5

Feats: Durability, Immunity (Age, Disease), Power Attack, Toughness

Powers: Match +10 (Source: Mystical; Cost: 9pp), Strike +5 (Power Stunt: Dual Damage; Source: Mystical; Cost: 2pp)

Magma

Originally from another dimension, Magma is an earth elemental on the run. While she had no problems with selling sacred jewels found only in her home dimension to buyers in other dimensions, her fellow elementals found her lack of faith disturbing. Abandoned in this dimension by her dimension-hopping co-conspirator and considered a thief by her own people, Magma turned to the handful of people she knew in this dimension. Because all of them were criminals, she quickly fell in with the wrong crowd.

Her employers soon ignored Magma's thieving abilities in favor of her raw toughness and her control over the earth itself. Though weak for an elemental, her innate abilities give her quite an advantage in this dimension. Magma quickly made herself a name as a professional super thug.

These days Magma is willing to work for others as long as she is treated fairly and gets her cut. She has a record of backing winning super villains and is well-respected for her work against several super hero groups. Magma is not violent by nature, and she avoids killing when she can. She knows enough about this world's justice system to know that such restraint might aid her if she ever does get caught. Magma will follow the orders of her employers, but she will not do anything to tarnish her professional reputation.

Quote: *"It's not that I want to break your face bub, but this is business."*

Personality: Magma is a professional thug. She is not stupid, but nor is she bright. She is dedicated and sees jobs through to the end, but she knows better than to come up with plans on her own.

Powers & Tactics: Magma uses her magma bursts to soften up enemies before going in for close combat. Against opponents who use range weapons, she will try to use the Tremor power of Geo-Force to knock them down and then hit them with magma.

Appearance: Magma looks like an attractive woman made of thousands of small rocks. Her hair is made of sand. She is seven feet tall and usually wears little more than a few belts.

Campaign Use: Magma is a reasonable thug. She is a good fighter to use against most mid-level teams, but she is also a sympathetic member of the organized crime family. Characters who must work with a syndicate will find her dedication refreshing. Her background might also provide adventure for the characters if a rampaging and justice-seeking horde of earth elementals descends on the area in search of Magma. Magma is an excellent contact to make because she has spent some time working hard to cultivate working relationships and now knows far more than a handful of people involved in varying levels of criminal activity.

Magma: PL 11; Init +3 (Dex); Defense 15 (12 flat-footed); Spd 30 ft.; Atk +8 melee (11S, punch), +6 ranged(+10L, magma burst); SV Dmg +5, Fort +5, Ref +3, Will +1; Str 20, Dex 16, Con 20, Int 11, Wis 12, Cha 12

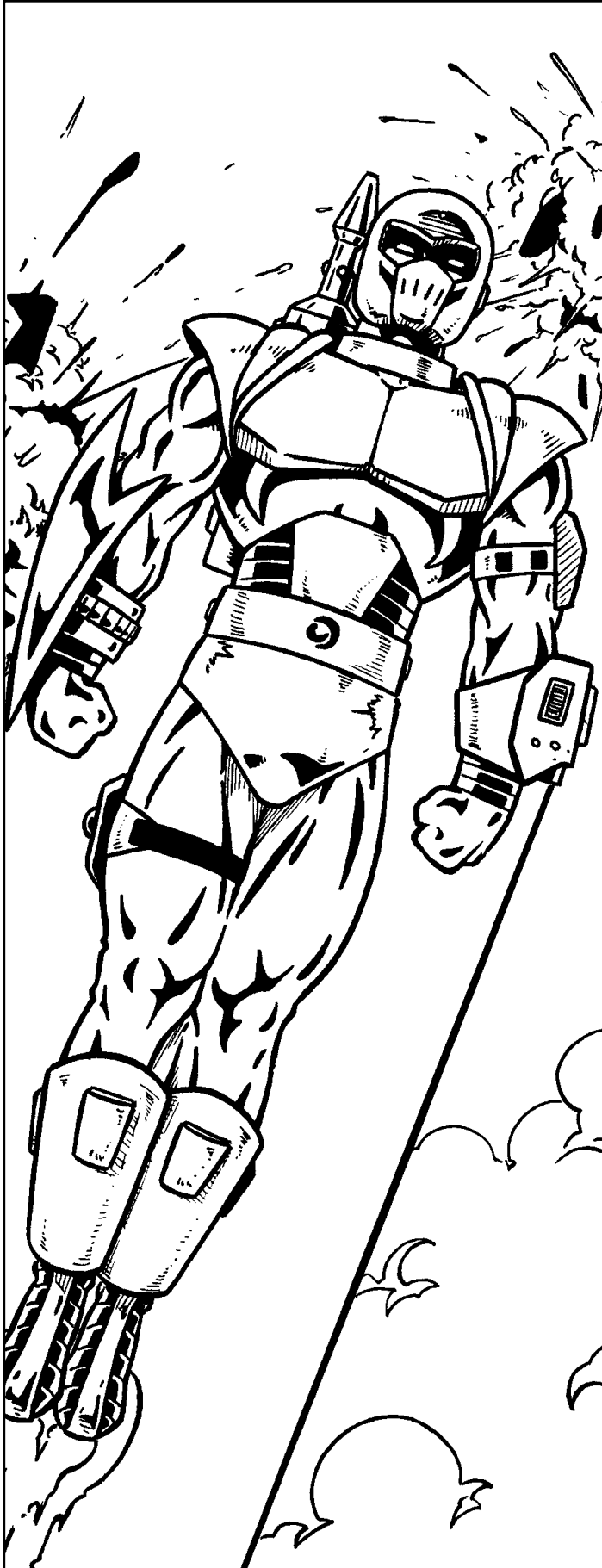
Skills: Disable Device +7, Hide +8, Move Silently +8, Open Locks +8

Feats: Power Attack

Powers: +10 Geo-Force (Power stunts: Magma Burst; Source: Mystical; Cost 7pp) Super Strength +7 (Extras: Protection; Source: Training; Cost: 5pp)

Multiplex

Jonas McDonald wasn't expecting anything special when he went to see a Friday night movie at the local drive in, but then



the theater caught fire. Tripping over bodies of people who had already succumbed to smoke inhalation, Jonas was stuck in the burning theater for several hours before being able to work his way out of the rubble. This stressful situation ignited Jonas's latent mutation, the ability to absorb spirits into his own body. By the end of the ordeal Jonas had four other spirits in his body with him. He also gained the ability to see and interact with other spirits, which makes his life rather difficult because he now seems to attract ghosts from all over. Using the knowledge of the spirits within his own mind and his new powers, Jonas set off on a career of putting spirits to rest and possibly fighting some crime at the same time.

The spirits in Jonas were also patrons at the movie theater. One is Michael Tucker, a fireman and the gung-ho member of Jonas's little group. The second is a local nurse, Bert Stensland. The third is a high school science teacher, Carla Suarez, and the last, a local thug called Joey "Jackknife" Thompson. While the spirits get along for the most part, they don't always see eye to eye.

Quote: "Wait . . . I need to get Bert. He'll know more about this than me. . . ."

Personality: Jonas is a troubled young man trying to make sense of several drastic changes to his life. He tries to put all of his powers to good use, but feels like he fails more often than he succeeds. His lack of more useful powers causes him to doubt his own utility in the overall scheme of things and keeps him from approaching other superheroes.

Powers & Tactics: Multiplex avoids combat, but if it cannot be avoided, Michael Tucker usually takes control. Multiplex has limited combat powers, so when in danger, he will usually try to hide. In everyday situations, Multiplex can and does call on the knowledge of all the spirits within him. He is also able and willing to speak to the other spirits he sees to ask them for information, particularly if he is trying to put a spirit to rest.

Appearance: Jonas is a young man in his early twenties with dark skin and black hair. He usually wears rumpled khakis and a loosened tie. He always looks like he's just come off a hard day's work. He wears sunglasses almost constantly.

Campaign Use: Multiplex makes a good information source character or support character by helping others with matters pertaining to the spirit world. He is not much use in combat, but may be useful for his variety of skills. Multiplex can also introduce a number of adventures for heroes. He can ask for help when trying to put a particularly evil spirit to rest, tell the characters about the murder of a scientist by a cruel local villain trying to build a doomsday device, or request that the characters help him find a missing teenager who was once in Carla's class.

Multiplex (Jonas): PL 10; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +6; Str 12, Dex 12, Con 13, Int 14, Wis 18, Cha 14

Skills: Bluff +6, Drive +5, Hide +5, Sense Motive +8

Feats: Attractive, Darkvision, Iron Will, See Invisibility, True Sight

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 7pp), Spirit Sense +8 (Extras: Ghost Touch; Source: Mutation; Cost: 5pp)

Multiplex (Michael Turner): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (), +2 ranged(); SV Dmg +1, Fort +1, Ref +1, Will +1; Str 12, Dex 12, Con 13, Int 11, Wis 12, Cha 14

Skills: Balance +4, Climb +7, Jump +7, Profession (Fireman) +6, Spot +5,

Feats: Attractive, Darkvision, Leadership

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 7pp)

Multiplex (Bert Stensland): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +3; Str 12, Dex 12, Con 13, Int 12, Wis 16, Cha 10

Skills: Diplomacy +4, Innuendo +3, Medicine +11, Knowledge (Pharmaceuticals) +8, Language (French, Latin, Italian)

Feats: Attractive, Darkvision

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 7pp)

Multiplex (Carla Suarez): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +4; Str 12, Dex 12, Con 13, Int 16, Wis 18, Cha 12

Skills: Diplomacy +5, Profession (Teaching) +8, Science (Physics) +8, Science (Biology) +8

Feats: Attractive, Darkvision

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 7pp)

Multiplex (Joey Thompson): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +0; Str 12, Dex 12, Con 13, Int 10, Wis 9, Cha 16

Skills: Gather Information +9, Intimidate +11, Open Locks +8, Taunt +9

Feats: Attractive, Darkvision, Expertise

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 7pp)

Plague

Dark, bitter, and full of hate, the super criminal Plague is a walking source of disease and infection. Plague, formerly known as Roger Pendwait, was a lowly mafia thug before he accidentally fell into an illegal toxic waste dump run by his boss. Roger was almost killed by the various chemicals he encountered, and as he struggled against their affects, he was

assaulted by the nature spirits of the area for his part in the creation of the waste dump. When Roger crawled out of the dump two days later, he was barely alive, and what life he did have was completely altered. Roger came out a walking pile of rot, decay, and pestilence who was cursed by the nature spirits to suffer as they had suffered.

Roger initially thought he could use his powers to prosper in the world of organized crime, but his unbecoming nature and stench made him unwelcome amongst his former comrades. Similar organizations would not welcome him either, so Roger set out on his own. Assuming the name Plague, he dove into the world of supervillainy with both feet. His exploits mainly involve robbing banks and armored cars. Plague is definitely a supervillain who thinks small.

Plague's career has been low profile so far, but he hopes to find some other supervillains to work with in the near future. His distasteful presence may make this rather difficult.

Quote: *"I stink, I know. Just give me the cash and I won't spit on you."*

Personality: Plague is a thug with a huge chip on his shoulder because of his new lot in life. He's angry and tends to take it out on the world in general, though he rarely does so with lethal force. Plague is more bark than bite most of the time, and he wouldn't know what to do if he ran into real superheroes. He might even try to turn over a new leaf and join them.

Powers & Tactics: Plague uses his Gas Generation power to cause confusion and avoid getting shot at while using his Flinging Filth power stunt to encourage his enemies to leave the area. His main tool in combat is his Gas Generation power since the gas inflicts damage to those who breath it.

Appearance: Plague looks like a human male in a suit that was once probably very expensive. Now it is covered in a thick layer of filth and slime. Plague has a green shade over his entire body. His hair is dirty and matted, and he constantly has a case of the sniffles.

Campaign Use: Plague makes a good superthug working for other supervillains or a lone villain in lower-level campaigns. He could even be involved with organized crime again, though such an arrangement is unlikely to last long. If he ever decides to attempt more difficult feats than robbing banks, Plague might decide to try to exact vengeance on the nature spirits that cursed him. With a little luck and some time, Plague might become a violent threat to these beings. On the other hand, all this difficulty might produce a great deal of soul-searching in Plague. He might decide to try to atone for his misdeeds by becoming a protector or avenger of wildlife. In this case, he might decide to take out his pent-up anger on polluting corporations or corrupt government officials.

Plague: PL 12; Init ; 15 Defense (14 flat-footed); Spd 30 ft.; Atk +7 melee (+3S, punch), +5 ranged (Flinging Filth); SV Dmg +10, Fort +10, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 9, Wis 10, Cha 9

Skills: Drive +5, Escape Artist +13, Forgery +3, Gather Information -5, Listen +4, Move Silently +5, Open Lock +7, Search +3, Spot +4

Feats: Immunity (Disease, Poison), Improved Grapple, Toughness

Powers: Filth +12 (Power Stunts: Flinging Filth, Snare; Flaws: Stink; Source: Mystical; Cost: 3pp), Gas Generation +12 (Power Stunts: Thick Gas x2, Unusual Interference (Smell); Extras: Deadly Fumes; Flaws: Wispy; Source: Mystical; Cost: 4pp), Amazing Save +8 (Fortitude; Extras: Damage; Source: Mystical; Cost: 2pp)

Scorpion Commander

Outside of the highest levels of the government and the military, the name of the Scorpion Commander is rarely heard. The Scorpion Commander and his vast Scorpion Army work in the shadows of every region of the world. The Scorpion Commander, always seeking power, looks for his prize in unlikely places. Unlike many villains, the Scorpion Commander is interested in small forms of domination as well as grandiose ones. Government operatives have discovered his influence in everything from small brush wars to the overthrow of small nations to the smuggling of arms.

Despite his wide reach, only special operations teams normally come into direct contact with the Scorpion Army because their operations are so well hidden. Whole towns are supporters of the cause, ready to pack and leave in a moment's notice if their hideout is discovered. Through diligence and training, the Scorpion Army is able to have a strong worldwide presence while remaining virtually invisible.

The Scorpion Commander wishes to control the entire world, but he's willing to take it piecemeal if that seems like the wisest course of action. While the Scorpion Army is present in every nation, it is strongest in Third World nations, far from the prying eyes of the UN.

Quote: "Scorpion Army, sting!"

Personality: The Scorpion Commander is a megalomaniac in the truest sense of the world. He has completely forgotten whatever life he had before donning the mask of the Scorpion Commander, and he never acknowledges he has ever been anything other than the leader of the Scorpion Army. He suffers from gross over-confidence and is also prone to fits of rage if his underlings fail him.

Powers & Tactics: The Scorpion Commander never fights directly if he can at all avoid it. He normally has four or five escape plans for any given situation, so most opponents only catch a glimpse of him sneaking out a back door. The Scorpion Commander himself is not much of a combatant, and he prefers to let his many minions do work for him.

Appearance: The Scorpion Commander always wears a black military uniform with red highlights. The only insignia it bears are the symbol of the Scorpion Army, a black scorpion on a red

field, and five red bars on each shoulder that mark his rank. The Scorpion Commander wears a black form-fitting mask to conceal his identity. Physically he seems to be of above-average height and has an athletic build.

Campaign Use: The Scorpion Commander makes an excellent long-term villain who works behind the scenes through his minions. He has great versatility because of his willingness to participate in a number of different power-acquisition strategies. The Scorpion Army might show up attempting to steal the rare resources being carried on a train during one adventure, while it might secretly fund the rise to power of a petty local mob boss in another adventure. The Scorpion Army will also pursue many different kinds of power sources — alien, mutant, super-science, or even mystical — which makes them an excellent way to introduce new campaign elements to a setting. Permanently removing the Scorpion Commander as a threat will take a great deal of time and effort because he has many hidden bases and hundreds of operatives.

Scorpion Commander: PL 17; Init +3 (Dex); Defense 16 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S punch), +6 ranged(); SV Dmg +2, Fort +2, Ref +3, Will +3; Str 12, Dex 16, Con 14, Int 20, Wis 16, Cha 20

Skills: Computers +7, Diplomacy +13, Drive +11, Intimidate +12

Feats: Minions

Powers: Armory +8 (Power Stunts: Extra Power; Source: Super-Science; Cost: 5pp), Fervor +4 (Source: Training; Cost: 7pp), Vehicle Pool +13 (Power Stunts: Additional Vehicle x5; Extras: Additional Powerx2; Source: Super-Science; Cost: 5pp), Command* +6 (Extras: Super-Charisma; Source: Training; Cost: 4pp), Gadget +14 (Source: Super-Science; Cost: 1pp)

**See Power Corrupts*

The Scorpion Army

Scorpion Captain: PL 6; Init +2; Defense 15 (13 flat-footed); Spd 30 ft.; Atk +5 melee (+2S, punch), +5 ranged(+8L, laser rifle); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +1(+7*); Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 13

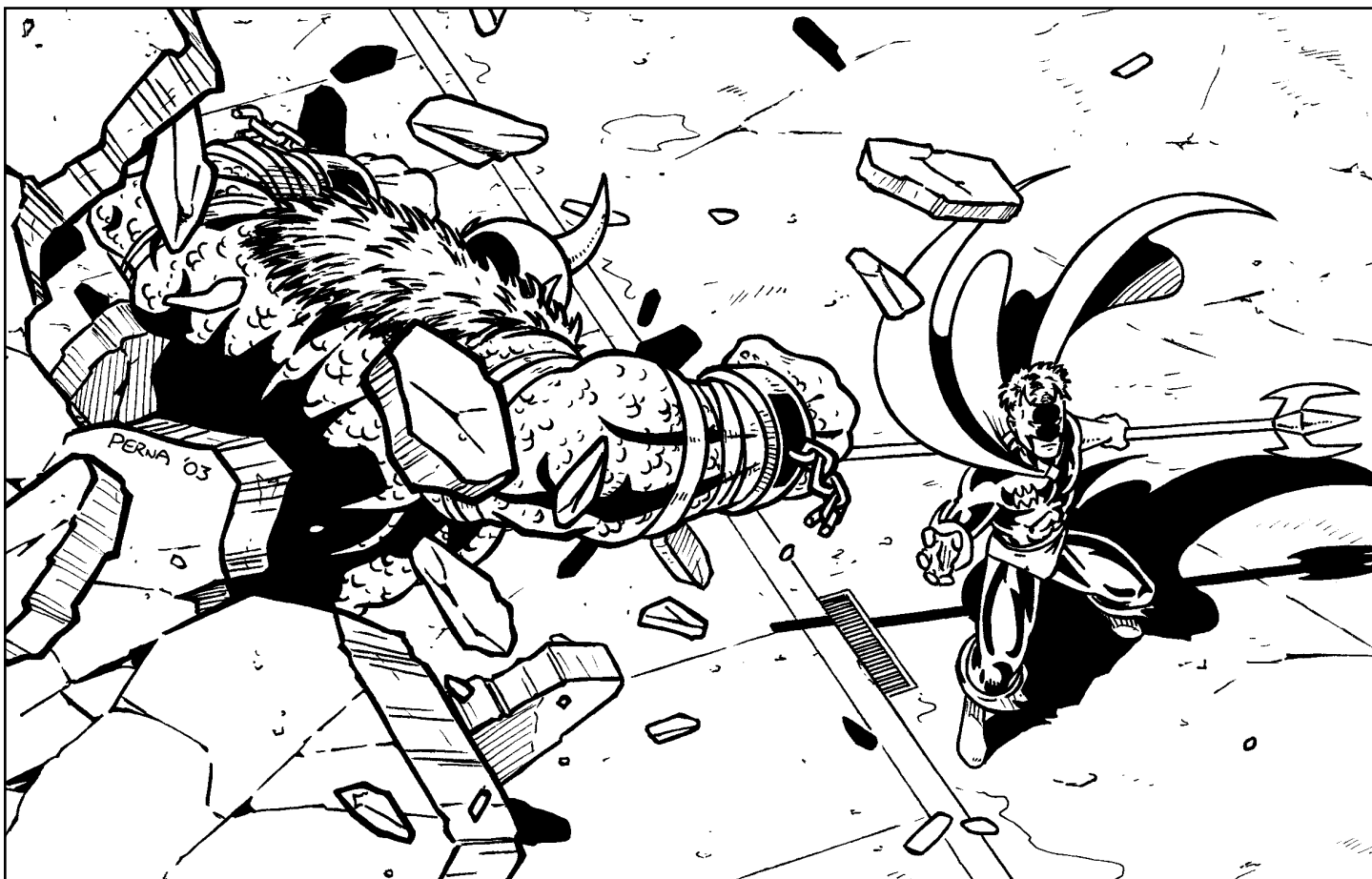
Skills: Bluff +4, Computers +3, Demolitions +5, Disguise +6, Drive +8, Intimidate +7, Listen +4, Medicine +4, Pilot +7, Survival +4

Feats: Dodge, Evasion, Leadership, Point Blank Shot, Precise Shot, Rapid Shot, Toughness

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

Scorpion Lieutenant: PL 5; Init +2; Defense 15 (13 flat-footed); Spd 30 ft.; Atk +5 melee (+2S, punch), +5 ranged(+8L, laser rifle); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +1(+7*); Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.



Skills: Bluff +4, Computers +3, Demolitions +5, Disguise +5, Drive +6, Intimidate +6, Listen +3, Medicine +3, Pilot +6, Survival +4

Feats: Dodge, Leadership, Rapid Shot, Point Blank Shot, Toughness

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

Scorpion Sergeant: PL 4; Init +2; Defense 14 (12 flat-footed); Spd 30 ft.; Atk +4 melee (+2S, punch), +4 ranged(+8L, laser rifle); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +1(+7*); Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills: Bluff +2, Computers +2, Demolitions +4, Disguise +3, Drive +5, Intimidate +4, Listen +2, Medicine +3, Pilot +5, Survival +3

Feats: Dodge, Leadership, Point Blank Shot, Toughness,

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

Scorpion Corporal: PL 3; Init +2; Defense 13 (11 flat-footed); Spd 30 ft.; Atk +3 melee (+2S, punch), +3 ranged(+8L, laser rifle); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +0(+6*); Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Bluff +1, Demolitions +3, Disguise +1, Drive +5, Intimidate +2, Listen +1, Medicine +1, Pilot +5, Survival +2

Feats: Dodge, Leadership, Point Blank Shot, Toughness

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

Scorpion Private: PL 2; Init +2; Defense 13 (11 flat-footed); Spd 30 ft.; Atk +3 melee (+2S, punch), +3 ranged(+8L, laser rifle); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +0 (+6*); Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Demolitions +2, Drive +4, Intimidate +1, Survival +1

Feats: Toughness

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

Scorpion Thug: PL 1; Init +1; Defense 11 (10 flat-footed); Spd 30 ft.; Atk +1 melee (+1S, punch), +1 ranged(+8L, laser rifle); SV Dmg +2 (+7*), Fort +2 (+7*), Ref +1, Will +0 (+6*); Str 13, Dex 12, Con 14, Int 9, Wis 10, Cha 9.

Skills: Drive +3, Listen +1, Pilot +3, Survival +1

Feats: Toughness

Powers: Armory* +8 (Energy Blast (laser), Protection; Source: Super-Science; Cost: NA)

Equipment: Radio (Radio Hearing, Radio Broadcast – 2pp), Laser Rifle (+8L, from Armory)

**This power or ability has a bonus gained from one of the Scorpion Commander's powers.*

Warden 560

Long ago in the foggy depths of history, before the first tracks scratched the surface of earth, a squadron of robotic peace-keepers were built to protect fledgling planets like earth from outside threats. These robots, called Wardens, were created to work exclusively in outer space to prevent them from interfering in the affairs of the worlds they protect. The Wardens were programmed to do everything in their power to protect their assigned regions, but this inability to protect the planets' inhabitants from themselves frustrated the robotic guardians to no end. Some tried to intervene, but were usually destroyed for their effort.

Because of the dedication of the Warden robots, many perished in the line of duty, but their creators replaced these fallen warriors with new versions. The last Warden created was Warden 560, assigned to protect the region of space around earth. Warden 560 was the last of his kind because the race that gave birth to the Wardens was wiped out by an unknown threat shortly after his creation. The remaining Wardens fulfilled their duties as best they could, but attrition slowly whittled down their numbers.

Warden 560 thinks he may be the only one left, but that does not stop him in his efforts to keep his assigned region safe.

Quote: *"This area is not safe. You should return to your planet or the nearest habitable location."*

Personality: Warden 560 is a lonely guardian who spends most of his days alone on patrols in outer space. He misses his fellow Wardens, and he desperately wants to develop emotional ties with something that will not vanish. Because he knows the brevity and fragility of the human lifespan, though, he will try to keep his distance from most humans he meets. He is a little patronizing towards the races within his domain because he thinks they are not yet ready to step among the stars.

Powers & Tactics: Warden 560 usually tries to enter melee combat when possible, and he relies on his great strength and armor plating to prevent serious damage. He only resorts to his radiation blaster when facing particularly dangerous opponents. Warden 560 rarely flees combat; like all the Wardens before him, he would prefer to go down in a blaze of glory.

Appearance: Warden 560 is a ten-foot-tall robot made of an unknown metal the color of brass. He has many heavy bolts and nuts on his skin, and he has the appearance of Victorian age machinery. His face is unexpressive, and only his eyelids and eyebrows reveal expression. He carries a heavy backpack device that houses his power core. His metal skin has been dented and scratched many times, giving him a rough-hewn look.

Campaign Use: For space-faring characters Warden 560 can be a helpful being, but he can also be an impediment if he finds the characters unfit for the rigors of space. A darker version of Warden 560 could work to keep the PCs planet-bound and actively work against any attempts at interplanetary travel.

Warden 560: PL 12; Init ; Defense 16/21 (12 flat-footed); Spd 30 ft.; Atk +7 melee (+9S/+14S, punch), +6 ranged (+12L, radiation blaster); SV Dmg +4 , Fort — , Ref +4/+9, Will +5/+9; Str 20, Dex 18, Con —, Int 16, Wis 20, Cha 12; Hardness 4

Skills: Knowledge (Earth Space Sector) +7

Feats: Aerial Combat, Immunity [Aging, Critical Hits, Disease, Energy (Cold and Heat), Exhaustion, Poison, Pressure, Starvation, Suffocation], Photographic Memory, Radio Broadcast, Radio Hearing

Powers: Protection +9 (Source: Super-Science; Cost: 1pp - Construct); Environmental Specialty +5 (Space)(Extra: Flight, Space-Flight; Flaw: Limited Bonus (Constitution); Source: Super-Science; Cost: 12pp), Growth +4 (Extras: Permanent; Source: Super-Science; Cost: 8pp), Energy Blast +12 (Radiation; Flaws: Device; Source: Super-Science; Cost: 1pp)

Equipment: Radiation Blaster

All numbers listed after the slash are when Warden 560 is benefiting from Environmental Specialty (Space).

Power	Cost Per Rank	Description	Primary Effect
Absorb Knowledge	2	Absorb information from storage devices	Alteration
Anatomical Separation	2	Separate parts of your body and have them remain functional	Transformation
Armory	5	Equip your minions with Gadgets	Variable
Astral Trap	5	Trap the astral essence of your target in an item	Attack
Bio-Link	5	Link the life forces of several targets	Alteration
Biophysical Manipulation	6	Control the processes of your body	Alteration
Bounce	3	Bounce like you are made of rubber	Movement
Clarity	2	Remove concealment	Control
Cleanse	4	Remove invasive influences from your body	Alteration
Confusion	2	Make a target act in a unpredictable and uncontrolled manner	Control
Dream Control	4	Control the dreams of others	Control
Energy Form Projection	5	Project energy version of yourself	Transformation
Entropy Projection	2	Increase the effects of randomness	Control
Environmental Specialty	11	Increase abilities in a specific environment	Ability
Famine	5	Starve people and spoil food	Transformation
Fervor	7	Make minions resistant to damage	Alteration
Filth	4	Live in slippery, disease-spreading filth	Transformation
Gas Generation	2	Create clouds of gas	Control
Geo-Force	7	Control tectonic activity and magma	Control
Gravity Mastery	8	Control the intricate forces of gravity created by all matter	Control
Harvest	3	Steal the life force of those you injure to heal yourself	Alteration
Hunch	3	Make amazingly good guesses	Variable
Hyper-Breath	1	Force targets away or draw them towards you with your breath	Control
Inertia Control	6	Control the inertia of objects in motion	Control
Jack of All Trades	7	Be skilled in everything	Ability
Match	9	Vary your combat abilities according to the threat you face	Variable
Mend	3	Repair objects with a touch	Alteration
Multiple Mind	3	Have several minds	Defense
Nemesis	5	Get increased abilities against one enemy	Variable
Neural Manipulation	5	Control the nerve endings of yourself or others	Alteration
Power Domination	3	Take control of the powers of others	Control
Power Focus	2	Sacrifice ranks from other powers to fuel an energy blast	Attack
Power Residue	3	Sense and use power used in the past at your location	Alteration
Power Resistance	1	Be resistant to a specific type of power	Defense
Psychic Weapon	4	Create weapons of psychic energy	Attack
Read Opponent	1	Gauge combat skills	Sensory
Reality Anchor	2	Be a stalwart part of reality	Defense
Reality Perception	2	Sense changes to reality	Sensory
Reflect Power	2	Reflect powers used against you	Defense
Sabotage	4	Cause machines to malfunction	Transformation
Sense Alteration	3	Heighten or dim the senses of others	Control
Singularity	4	Create miniature black holes	Control
Spatial Manipulation	9	Control space and distance	Control
Swallow	1	Absorb your enemies	Attack
Threshold	4	Be resistant to pain	Alteration
Transmission	4	Send, receive, jam and broadcast transmissions	Control
Unstoppable	4	Plow through objects and people with ease	Defense
Vacuum	4	Create a vacuum around a target	Attack
Vehicle Pool	3	Have several vehicles	Movement
Vertigo	3	Cause vertigo	Attack

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