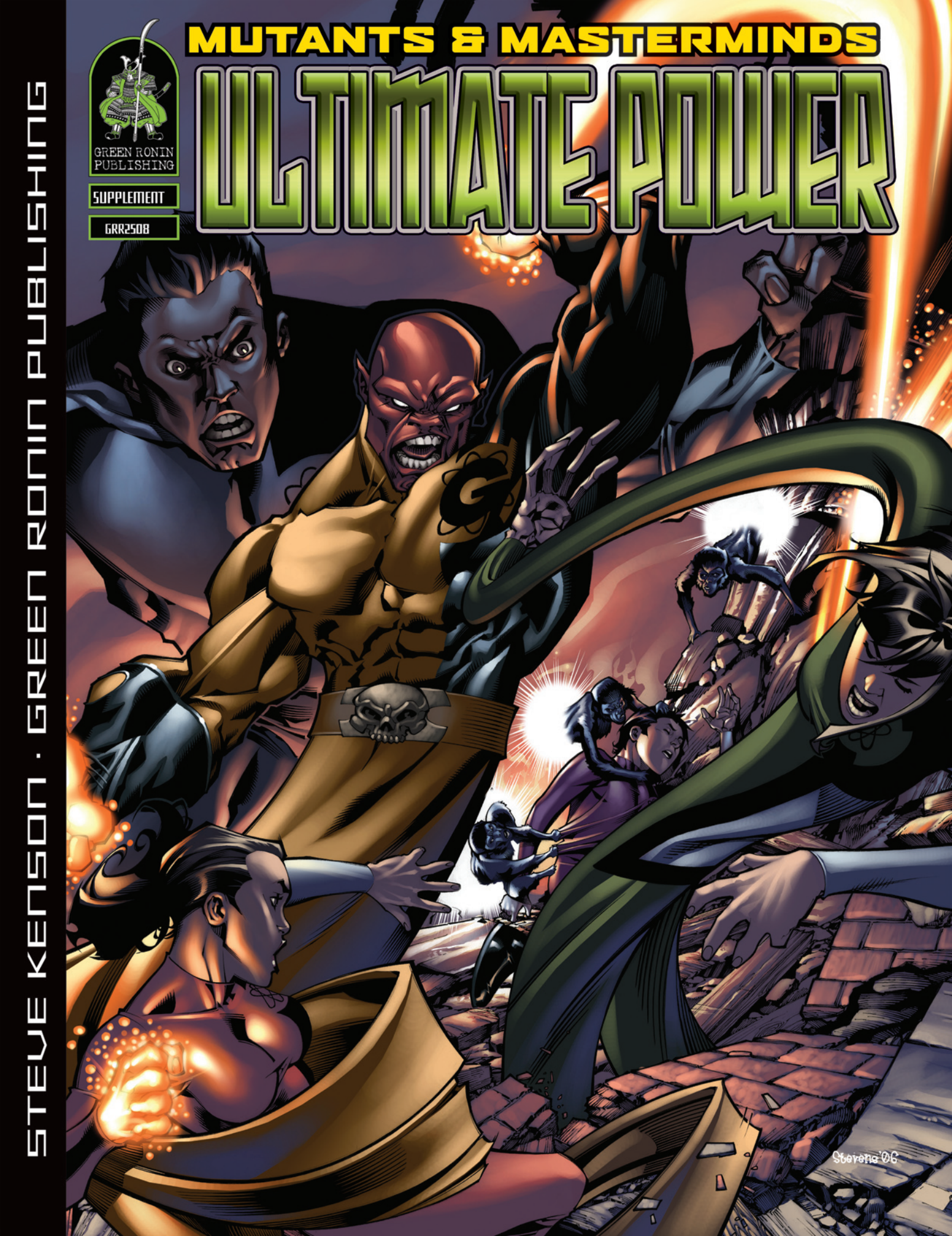

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TABLE OF CONTENTS

INTRODUCTION....6
Overview....6
How to Use This Book....6
Important Terms....7
CHAPTER 1: HOW POWERS WORK....8
Power Components....8
Effects....8
Modifiers....8
Feats....8
Drawbacks....8
Structure....8
Descriptors....10
Using Powers....10
Active and Passive Effects....10
Activating and Deactivating Effects 11
Power Checks....12
Range....13
Duration....13
Saving Throws Against Effects....14
Result....15
Noticing Power Effects....17
Countering Effects....18
Power and Skill Synergy....20
Effects and 21
Extra Effort....21
Effects and Hero Points....22
Combining Effects....22
CHAPTER 2: POWER CREATION....24
Effects....24
Effect Types....24
Effect Descriptions....26
Effect Name....26
Additional Limbs....26
Anatomic Separation....28
Array....29
Boost....29
Burrowing....30
Communication....32
Comprehend....33
Concealment....34
Confuse....35
Container....36
Create Object....36
Damage....38
Dazzle....39
Deflect....40
Density....42
Drain (Trait)....43
Elongation....45
Emotion Control....46
Enhanced (Trait)....47
Environmental Control....48
ESP....49
Fatigue....50
Features....50
Flight....51
Growth....53
Healing....55
Illusion....57
Immovable....58
Immunity....59
Insubstantial....60
Leaping....62
Luck Control....62
Mind Control....63
Mind Reading....65
Morph....67
Move Object....67
Nauseate....68
Nullify (Effect)....68
Obscure....69
Paralyze....70
Probability Control....70
Protection....71
Quickness....72
Regeneration....73
Shrinking....74
Snare....76
Space Travel....77
Speed....78
Stun....79
Suffocate....79
Summon (Minion)....79
Super-Movement....80
Super-Senses....82
Super-Strength....87
Swimming....88
Teleport....90
Transform....91
Trip....93
Variable....93
Power Feats....93
Power Modifiers....96
Applying Modifiers....96
Extra Descriptions....97
Action....97
Affects Corporeal....97
Affects Objects....97
Affects Others....97
(Alternate) Save....97
Area....97
Attack....98
Aura....99
Autofire....99
Contagious....100
Disease....100
Duration....100
Explosion....100
Impervious....100
Independent....100
Insidious....101
Knockback....101
Linked....101
Mental....101
No Saving Throw....101
Poison....+101
Range....102
Secondary Effect....102
Selective Attack....102
Sleep....102
Total Fade....102
Vampiric....102
Flaws....102
Action....102
Additional Save....102
Check Required....102
Distracting....103
Duration....103
Fades....103
Feedback....104
Limited....104
Permanent....104
Phantasm....104
Range....104
Requires Grapple....105
Restorative....105
Saving Throw....105
Sense-Dependent....105
Side Effect....105
Tiring....105
Uncontrolled....105
Unreliable....105
Power Drawbacks....106
Drawback Value....106
Drawback Descriptions....106
Action....106
Full Power....107
Involuntary Transformation....107
Normal Identity....107
Noticeable....108
One-Way Transformation....108
Power Loss....108
Reduced Range....108

Temporary Disability 108
Weak Point 108
Power Structures 108
Array 108
Container 111
Variable 113
Descriptors 115
Types of Descriptors *115*
Applying Descriptors *117*
Creating Powers 118
Power Creation Checklist *118*
Available Power Sources *118*
From Effect to Cause *119*
PC vs. NPC Powers *120*
Buffing Powers *120*
Improving and Adding Powers 122
Methods of Improvement *122*
Types of Improvement *122*
Availability of Improvement *123*

CHAPTER 3: POWERS 124

Power Name *124*
Absorption *124*
Acid *128*
Adaptation *129*
Adrenal Surge *131*
Age Shift *131*
Air Control *131*
Alternate Form *133*
Animal Control *134*
Animal Mimicry *134*
Animate Objects *136*
Astral Form *137*
Blast *139*
Blending *139*
Blur *139*
Bouncing *139*
Chi *140*
Clairaudience *140*
Clairvoyance *140*
Cold Control *140*
Color Control *142*
Corrosion *143*
Cosmic Energy Control *143*
Darkness Control *144*
Datalink *144*
Death Touch *145*
Device *145*
Dimensional Control *146*
Dimensional Pocket *147*
Disease *148*
Disintegration *149*
Displacement *149*
Dream Control *150*
Dream Travel *150*
Duplication *151*
Earth Control *152*
Elasticity *153*
Electrical Control *153*
Empowerment *154*
Energy Aura *154*
Evolutionary Shift *155*
Exorcism *156*
Fire Control *156*
Force Constructs *157*
Force Field *158*
Friction Control *158*
Gadgets *159*
Gestalt *159*
Grafting *160*
Gravity Control *161*
Hellfire Control *162*
Hypnosis *163*
Ignite *163*
Immortality *163*
Immutable *164*
Invisibility *164*
Kinetic Control *164*
Life Control *165*
Light Control *165*
Machine Animation *166*
Magic *167*
Magnetic Control *170*
Matter-Eater *172*
Mental Blast *172*
Mental Duplication *172*
Microwave Control *173*
Mimic *173*
Mind Shield *174*
Mind Switch *175*
Mirror Image *175*
Mutation *175*
Nemesis *176*
Object Mimicry *176*
Pain *177*
Petrification *177*
Pheromones *178*
Plant Control *179*
Plant Mimicry *180*
Plasma Control *180*
Possession *181*
Power Control *182*
Power Reserve *183*
Power Resistance *184*
Prehensile Hair *184*
Radiation Control *185*
Reflection Field *186*
Reflex Memory *187*
Sensory Link *187*
Sensory Shield *188*
Shape Matter *188*
Shapeshift *189*
Shield *189*
Silence *190*
Sleep *190*
Sonic Control *190*
Spatial Control *191*
Spinning *192*
Spirit Control *192*
Strike *192*
Super-Speed *193*
Super-Ventriloquism *194*
Suspended Animation *194*
Telekinesis *195*
Telelocation *196*
Telepathy *196*
Thermal Control *196*
Time Control *196*
Time Stop *197*
Transfer *197*
Transmit *198*
Transmutation *198*
Troubleseeker *199*
Universal Translator *199*
Vibration Control *199*
Ward *200*
Water Control *200*
Weapon Summoning *201*
Weather Control *202*

APPENDIX I: DESIGNER'S NOTES ... 204

The Effects of Effect-Based Powers . *204*
Point-Accounting: *205*
Threat or Menace? *205*
Problem Powers *206*
Variables: With Great Flexibility, ... *208*
Comes Great Responsibility *208*
Try, Try Again (or Not) *209*
Truly Ultimate Power *209*

APPENDIX II: MASTER POWER & EFFECTS TABLE 210

INDEX 214

CONTRIBUTORS 222

INTRODUCTION

Welcome to *Ultimate Power!* This sourcebook offers an expanded look at powers for the *Mutants & Masterminds* roleplaying game, including how to mix-and-match a variety of basic power effects to create virtually any power you might want to include in the game.

Superhuman powers are a cornerstone of comic book superheroes, and have been ever since the first true costumed hero debuted in *Action Comics #1* in 1938. Since then, comic book heroes have possessed virtually every power under the sun, from the most obscure and insignificant to the most powerful and universe-shaking abilities imaginable.

Ultimate Power seeks to add to the basic system of super-powers available in *Mutants & Masterminds* to allow the game to truly capture any sort of comic book hero or villain. It also refines rules for handling powers, clarifies and expands existing ones, and offers tools for creating your own unique abilities.

OVERVIEW

Ultimate Power is divided into three main sections dealing with powers in *Mutants & Masterminds:*

Chapter 1: How Powers Work describes the basic components of powers and how powers work in the context of the game.

Chapter 2: Power Creation describes the basic building blocks of powers in the game: what they do and how much they cost, along with how to modify and combine them to create entirely new powers.

Chapter 3: Powers puts the principles from *Chapter 2* into practice, providing numerous pre-fabricated powers using a variety of effects, modifiers, and power feats. You can use the powers from this chapter as they are or further modify them to suit a particular character or concept.

HOW TO USE THIS BOOK

The primary purpose of *Ultimate Power* is inspiration: this book contains hundreds of super-powers with different modifiers, power stunts, and variants, along with giving you the tools for creating your own unique powers.

Descriptions of power effects and modifiers have expanded, hopefully clarifying how they work and what you can do with them. Likewise, the number of sample powers has increased, giving you more examples of how to create your own powers as well as ready-to-use traits you can simply pick and choose for your *Mutants & Masterminds* characters.

UNDER THE HOOD

Throughout this book, you'll find various **Under the Hood** boxes (like this one). They take a look "behind the scenes" at the logic underlying some design decisions and rules, and offer advice on how to handle common problems or issues that might crop up. They give you an inside look at how the game works and how to ensure you and your group get the most out of it.

Ultimate Power also introduces *power structures* formally into the game: ways of organizing effects into different powers. These already exist in the core rules (as Arrays, Variable Powers, and so forth); but this book gives them a formal category of their own and looks at them in more detail, making it even easier to handle different power structures in play.

There's a lot of material in this book, but don't let it overwhelm you. The easiest approach is to go through step-by-step: review the effects in **Chapter 2**, followed by the various power feats, modifiers, and drawbacks. Take a look at how they're all put together into powers at the end of the chapter. Then look through the various powers in **Chapter 3**. You'll find many of them familiar from the core *Mutants & Masterminds* rules, simply expanded with more detail. Others are completely new; look them over to get a feel for what they do.

In **Chapter 2** and **Chapter 3**, you'll find a great many options. In particular, you'll see various Alternate Power feats listed for the powers in **Chapter 3**. Don't feel constrained by these lists; they're by no means the *only* possible Alternate Powers for those traits, just the most common ones. Likewise, while a great many modifiers are discussed with each effect or power, they aren't necessarily the only ones that can apply. Generally, if a particular modifier isn't discussed, you can assume it applies to that effect just like any other. Use the guidelines given in the modifier's description in **Chapter 2**.

WHAT THIS BOOK IS NOT

While *Ultimate Power* is intended to be a comprehensive guide to powers in *Mutants & Masterminds*, there are a number of things specifically not included in this book:

First, apart from discussion of the Device structure (see **Device** in **Chapter 2**), *Ultimate Power* does not include devices or equipment of any kind. It's not a catalog of super-science technology or magical artifacts (which warrant books of their own). You can certainly use the guidelines in this book to create such things on your own, but you won't find any worked examples in its pages.

Second, *Ultimate Power* doesn't go into depth on systems of magic and mysticism, apart from an expanded write-up of the Magic power. Such a detailed treatment of magic also warrants its own book.

Ultimate Power only addresses powers; it does not provide detailed treatments of skills or feats, or of characters based primarily on them. Its effect guidelines can be useful in terms of creating new feats (using the **Powers As Feats** guidelines, see *Mastermind's Manual*, page 36), but otherwise, all the material in this book is related solely to powers.

Finally, *Ultimate Power* is *not* the last word on powers in *Mutants & Masterminds.* That authority rests solely with the Gamemaster (GM): who decides what (if any) of the powers in this book should be included in the game, how they're acquired, and ultimately how they work. Just because a particular power is listed in this book doesn't mean players have *carte blanche* to give it to their characters. If the GM objects, then the "official" rules position say the GM is always right.

As always, keep Rule Number One (see **Rule Number One**, *M&M,* page 7) in mind when addressing any issues raised by the material in this book: **Do what is the most fun for your game!** Don't let any published set of guidelines tie your hands, either limiting what you want to do in your game or forcing you to do or include something you'd rather not.

IMPORTANT TERMS

The following are important game terms used throughout this book, collected here for easy reference. Readers may also with to refer to the **Important Terms** section on pages 12–13 of *Mutants & Masterminds*. Some terms are repeated here for ease of use and some basic definitions from *M&M* have been expanded.

accurately perceive (also accurately sense): To notice something with an accurate sense, necessary to target a perception range effect.

action: A character activity. There are standard actions, move actions, full actions, free actions, and reactions.

active: An effect requiring some amount of deliberate effort to use or maintain. This includes all effects with a required action other than reaction or none and a duration other than continuous or permanent.

alternate power: One power that may be substituted for another in an *array*, but not usable at the same time, giving a power different options or "settings." Alternate powers are acquired via the Alternate Power feat.

array: A power *structure* made up of a collection of *alternate powers*, not all usable at the same time.

configuration: How a power's power points are allocated among its effects, modifiers, feats, and drawbacks. Some power structures allow powers to change their configuration. Each configuration is considered a distinct and separate power.

descriptor: A term describing the nature of a power. A descriptor may define how certain effects appear or function.

drawback: A minor hindrance that awards additional power points to the character suffering from the drawback. A *power drawback* is a drawback that applies to a particular power.

duration: How long a power effect lasts. Effects can have a duration of instant, concentration, sustained, continuous, or permanent.

effect: An aspect of a power with defined game mechanics. Effects are the basic "building blocks" of powers.

extra: A *power modifier* that enhances an effect, increasing its cost. Extras permanently modify an effect.

flaw: A *power modifier* that limits a power, reducing its cost. Flaws permanently modify an effect.

lasting: An effect requiring additional saving throws to overcome. How often the additional saving throws occur is determined by the effect's duration.

mental effect: An active effect that targets the mind. Mental effects are noticeable only to the target and observers with ranged mental senses like Mental Awareness.

noticeable: An effect with a clearly noticeable display of some sort. All active effects are noticeable to one degree or another unless they have the Subtle power feat.

origin: A descriptor specifying where a power originates. For example, a power that comes from a mutant genetic quirk has a "mutant" origin.

passive: An effect requiring no real effort to use or maintain. This includes all effects with an *action* of reaction or none and a *duration* of continuous or permanent.

power: A superhuman trait, like the ability to fly or shoot blasts of energy. Powers are made up of one or more effects, possibly with modifiers, power feats, and drawbacks, with one or more descriptors.

power feat: A minor enhancement or alternate use of an effect. Unlike power modifiers, power feats are optional and can be used or not with a particular effect as desired.

power level (also level): A limit on overall power and ability in a campaign, also sometimes used to describe the overall power of a character.

power modifier: An increase or decrease in a power effect's capabilities, also increasing or decreasing its cost. *Extras* increase capabilities and cost while *flaws* decrease capabilities and cost. Power modifiers are permanent changes to an effect.

power points: Points allocated to a character's different traits during character creation, also awarded for advancement.

power stunt: A power feat—often an Alternate Power—acquired temporarily through extra effort.

rank: A measure of a character's level of ability with a skill or power.

source: A *descriptor* specifying from where a power draws its effect(s). For example, a mystical power might have "magic" as its source.

stack: Combine for a cumulative effect. If modifiers do not stack, it is specified in the rules. In most cases, modifiers to a given check or roll stack. If the modifiers of a particular roll do not stack, only the best bonus or worst penalty applies. Sometimes there is a limit to how high a stacked bonus or penalty can be, based on power level.

structure: A way power components are arranged to create a power. There are four power structures: normal, *array*, container, and variable.

subtle: An effect that is difficult to notice, or only noticeable to a specific and limited sense.

target (also subject): The intended recipient of an attack, action, or effect.

trait: Any of a character's game-defined qualities: abilities, bonuses, skills, feats, and powers are all traits.

unnoticeable: An effect that cannot be noticed, having no sort of display. All passive effects are unnoticeable by default, unless they have the Noticeable power drawback.

CHAPTER 1: HOW POWERS WORK

In *Mutants & Masterminds* game-terms, a *power* is a collection of effects, possibly including certain modifiers, feats, and/or drawbacks, put together in a particular structure with one or more descriptors explaining what the effects are and where they come from in the context of the setting.

In broader terms, a "power" is any extraordinary trait not normally possessed by an ordinary human being. Generally speaking, "normal" humans in *M&M* don't have powers. They may still be quite extraordinary—a "normal" with 150 power points to spend can have incredible abilities, skills, and numerous feats—and may be able to hold their own against foes who do have powers, but they still fall within a particular range of what's possible.

Powers allow characters to "break the rules" of ordinary reality as we know it and do the sorts of amazing things you see in the comics: fly, walk through walls, lift hundreds of tons, shoot beams of energy that melt through steel, and much, much more.

This chapter looks at how powers are put together and how they are used, expanding on material from **Chapter 5** of *Mutants & Masterminds.*

POWER COMPONENTS

Powers in *Mutants & Masterminds* are made up of certain basic components: each power includes one or more *effects* and one or more *descriptors* of those effects and their *source*. A power may also include one or more *modifiers*—power *extras* or *flaws*—that change how the basic effect works, one or more *power feats*, particular stunts available to the power, and one or more *power drawbacks,* specific limitations or restrictions on the power. All these components are assembled in a particular *structure* to create the power.

EFFECTS

The basic component of a power is its *effect*, what the power actually does. Effects are defined in game terms with little or no regard for the actual cause of the effect, what it looks like, or how it is described. The actual mechanics—what the effect does in the game—is the important thing. This means one game-system effect may encompass a wide number of "actual" effects. For example, the Damage effect is used for anything that causes damage, which includes a tremendous variety of damaging attacks, from more powerful unarmed strikes to melee weapons, physical projectiles, harmful energy emissions, chemicals, and so forth.

MODIFIERS

Modifiers, much as you might expect, change the way basic effects work. They customize an effect, retaining most of how it works and adjusting a few things to suit a particular idea. For example, a modifier might change an effect's default range, either improving it (allowing a normally touch range effect to work at a distance) or limiting it (forcing a ranged effect to only work by touch). Modifiers that enhance effects are called *extras* and increase an effect's cost along with its capabilities. Modifiers that limit effects are called *flaws* and decrease the effect's cost as well as its capabilities.

Modifiers are permanent changes to an effect, essentially creating an all-new effect out of the base effect. So a power that needs an effect both with and without a modifier has to pay for two different effects rather than just one.

FEATS

Just as characters can have particular feats so can powers have *power feats;* stunts or special capabilities of a particular effect. Power feats work much like regular feats in that they are optional, things an effect *can* do, but which the power user can choose to use or not, as desired.

Power feats, as a general rule, tend to be less comprehensive and sweeping than modifiers, since they don't entirely change how the effect works. Instead, they tend to provide more options or small benefits that aren't significant enough to qualify as modifiers, or that are optional and better handled as feats or "stunts" of a power.

Power feats are also significant because characters can use extra effort to acquire them temporarily as power stunts (see **Power Stunts** in **Chapter 6** of *Mutants & Masterminds*).

DRAWBACKS

Also just as characters may have drawbacks, some powers and power effects have drawbacks of their own. These are minor limitations on an effect, usually things that aren't always a concern. Like power feats, power drawbacks tend to be things that aren't significant enough to qualify as modifiers but still significant in the power's use. A drawback reduces an effect's cost by a particular amount, although generally not as much as a flaw.

STRUCTURE

A power's components are put together in a particular *structure,* a way of assembling them to "build" a power. The normal power structure is simple: add up the value of the power's effects and extras, subtract the value of its flaws to arrive at its cost per rank. Multiply by the desired rank. Add the cost of its power feats, and subtract the value of its power drawbacks to arrive at the final cost:

Power cost = (effect + extras – flaws) x rank + (feats – drawbacks)

The normal power structure is used for most powers in *Mutants & Masterminds* to one degree or another. However, the game also offers other power structures that provide more flexibility, particularly the ability to *reconfigure* a power during play, at the expense of certain disadvantages, additional power point cost, or both:

- Array structures have a common "pool" of power points that are shared among a number of different effects the user can switch between from round to round. Essentially, the power has a number of distinct "settings" that can be used one at a time. Arrays provide a way to build powers with a great deal of flexibility without a huge increase in cost.



- Container structures group a number of effects together into a single power and affect how flaws and other overall modifiers apply to them. They're best suited for lots of effects grouped into a single power and usable (or at least accessible) all at once.
- Variable structures provide a "pool" of points much like Arrays, except those points can apply to any power of a particular descriptor, but with a greater cost than a comparable Array. Variable structures provide the ultimate in versatility with a commensurate cost, useful for building powers with highly variable effects (often dependent on circumstances).

DESCRIPTORS

Lastly, powers have *descriptors* to tie together all the other components. A descriptor is a term that describes what the power is, how it functions, where it comes from, or some other aspect not covered by its other components. Effects, modifiers, feats, and drawbacks explain how the power works in game-terms. Descriptors provide the flesh for that mechanical skeleton, explaining what the power is in terms of the setting and the character wielding it.

Take the power to shoot laser beams, for example. In game terms, this is a Damage effect (since it inflicts damage). Let's say it also has the Penetrating extra, the Improved Range power feat and the Full Power drawback. Now, a character in the context of the setting isn't going to say, "I've got a Penetrating Improved Range Full Power Damage effect." Instead, she'll say, "I have the mutant power to shoot focused beams of laser light." Terms like *mutant, laser,* and *light* (and, to a certain degree, *focused*) are the power's descriptors. That same effect could also have the descriptors, "I can shoot armor-piercing spears over great distances" or "I have the magical power to summon talons of energy that can rend targets far away," along with many others.

Descriptors allow the basic power components to create many different powers that have the same basic effect. So instead of a hundred types of energy blasts, for example, there's a single Ranged Damage effect, with lots of possible descriptors. This saves space and provides a "common language" for powers.

Of course, descriptors are not solely for "color," they also serve a function in terms of how any given power works. For one thing, certain effects are actually based on descriptors, such as a Nullify effect that works on powers of a particular descriptor, or Immunity to effects of a certain descriptor. Likewise, certain descriptors imply various side effects and common sense things about a power: an electrical power can conduct through water and certain metals, but is insulated by rubber and other materials, a biological power doesn't work on robots or other unliving constructs, and so forth.

SOURCE

One particular type of descriptor is a power's *source,* that is, where it derives its energy or effectiveness. In the laser beam example, the power's source is a *mutant* ability, from a quirk in the character's physiology, as well as *light,* since lasers are coherent beams of light.

A power's source may be used to define certain things about a power, including how it interacts with other powers and how the character may lose (and regain) use of the power under certain circumstances. A campaign might also have particular limits on power sources set by the Gamemaster.

USING POWERS

The whole point of having amazing superhuman powers is *using* them—hopefully in the never-ending fight for truth and justice. While the previous section looked at the basic components of powers, this section discusses how to use those powers in play.

"Using powers" technically refers to using a power's various *effects.* For many powers, which have only one effect, this is the same thing, for others, it can make a difference since a power's various effects can have different requirements in terms of action, duration, result, and so forth. For example, a laser light effect might be scattered by prisms or thick banks of fog or mist. This isn't a power drawback per se, simply a consequence of the power's descriptors.

ACTIVE AND PASSIVE EFFECTS

Power effects can be defined as *active* or *passive*: active effects require an action to use, and often an attack roll or check. Active abilities normally only work when the user wishes them to do so, unless they are out of the user's control (see **Losing Control**, page 14). Active effects are noticeable by default, having some kind of display associated with them. Examples of active abilities include attack effects (Damage, Fatigue, Stun, etc.), movement effects (Flight, Speed, Swimming, etc.), and some sensory effects (Concealment, Illusion, Obscure, etc.).

Passive effects do not require an action to use or maintain: this means they must have an action of reaction or none, and continuous or permanent duration. They work automatically (whether the user wants them to or not, if they're permanent). Passive effects

OPTION: CONCENTRATION AND MULTIPLE FREE ACTIONS

The Gamemaster sets the limit on the number of free actions a character can perform in a round. This also limits the number of free action effects you can activate *or* deactivate in a given round (since both things require a free action).

Rather than setting a hard limit or choosing the limit from round to round, some GMs may prefer to use the following guidelines for determining how many free action activation and deactivations a character can perform in a given round:

The first power-related free action is automatic. For additional power-related free actions that round, a Concentration check is required, DC 10 + the additional number of free actions (so DC 11 for one extra free action, DC 12 for two, and so forth). If the check succeeds, the free actions all occur normally. If the check fails, the character may only perform extra free actions equal to the amount by which the check result exceeds 10, or none, if it is 10 or less. You can take 10 on this check if circumstances allow, meaning you can routinely take power-related free actions equal to your Concentration bonus each round, so long as you're not distracted (such as in combat).

Gamemasters using the optional Power Use skill from the *Mastermind's Manual* (see *Mastermind's Manual*, page 28) may wish to use it in place of Concentration for this check.



are unnoticeable by default, having no particular outward display unless otherwise dictated by the power's descriptor in which case, the Noticeable power drawback applies. Examples of passive abilities include most defense effects (Immovable, Immunity, Protection, etc.) and some sensory effects (like Super-Senses).

ACTIVATING AND DEACTIVATING EFFECTS

Activating or deactivating an effect takes a particular amount of time, with the type of action determined by the effect: none, reaction, free, move, standard, or full-round action:

NONE

The effect does not require an action to use; it is always in operation. Effects like this are always passive and have either a continuous or permanent duration.

REACTION

The effect operates automatically in response to some other circumstance, such as an attack. This is much like a ready action (see *M&M*, page 158) except it requires no effort on the character's part and does not count as an action (meaning a reaction is possible even if the character is stunned or otherwise unable to take actions). The circumstance that activates a reaction effect should be defined when the effect is acquired and must be approved by the GM. A reaction can occur outside of a character's normal place in the initiative order, and does not affect the initiative order.

FREE

The effect requires a free action to use or activate. Once an effect is activated or deactivated, it remains so until your next round. As with all free actions, the GM may limit the total number of effects a hero can turn on or off in a single round.

MOVE

The effect requires a move action to use. For movement effects, the move action is part of the character's normal movement that round.

STANDARD

The effect requires a standard action to use. Since characters are limited to one standard action per round, this generally means you can only use one standard action effect per round. Because of this Gamemasters are cautioned against allowing standard action effects to have their required action reduced to move or free, although reaction may be appropriate for some powers.

FULL

The effect requires a full-round action to use. Some effects require even longer than a full action to use, as given in their descriptions, although generally this is only the case for effects modified with flaws and power drawbacks.

See *M&M*, page 12, for details about the different types of actions. Power modifiers may change the action a power's effect requires.

If you're unable to take the required action, then you cannot activate the effect. You *can* activate a full action effect by taking a standard action at the end of one round and another standard action at the start of the following round, but the second standard action *must* be your first action that round, or else the activation fails.

Generally, so long as you're able to take the required action unhindered, the effect activates. In some circumstances, the GM may require a Concentration skill check to successfully activate an effect, but this is usually reserved for maintaining an effect under difficult circumstances (see **Duration** later in this chapter).

Note that you can only activate *or* deactivate an effect in a round, not both. This is an important consideration for a variety of tricks, including deactivating a defensive power like Insubstantial (free action), making an attack (standard action), and becoming insubstantial again (free action), not normally an option.

MULTIPLE ACTIVATIONS

Activating effects is limited by your available actions, which usually means you can only activate one standard action effect and one move action effect, two move action effects, or one full action effect in a round, along with as many free action effects as you wish (and the GM sees fit to allow).

A set of Linked effects (see the **Linked** power modifier in **Chapter 2**) may all be activated as a single effect with a single action (indeed, they *must* be activated this way). Container structures can also be activated all at once, although their effects can also be used individually.

The additional standard or move action granted by a surge use of a hero point can also be used to activate an effect, up to and including using it in conjunction with your normal standard action to activate a full action effect in the same round as a move action.

POWER CHECKS

In some cases, you may be required to make a *power check* to determine how well an effect works. A power check is just like any other check: d20, plus the power's rank, plus any applicable modifiers, against a Difficulty Class set by the Gamemaster. Unlike skill checks, ability modifiers are not added to power checks. The results of various power checks are described in this chapter.

Power Check = d20 + power rank + modifiers vs. Difficulty Class

TAKING 10 OR 20 ON POWER CHECKS

You can take 10 on a power check if you are not under pressure, the same as with a skill check. You can take 20 on a power check if you are not under pressure, there is no penalty for failure, and you can take approximately twenty times the normal time required, also the same as a skill check. If a power requires extra effort to retry (see the following), and imposes a penalty for failure, you cannot take 20 with checks involving that power.

RETRYING POWER CHECKS

Retrying a power check is sometimes more difficult than just retrying an ability or skill check. Some effects require extra effort in order to retry them against the same target in the same encounter or scene (see **Extra Effort**, *M&M,* page 120). This does not usually apply to power checks in response to something else, such as the opposed power check to avoid having an effect countered or nullified. Specific instances of retrying power checks are detailed in the various effect descriptions.

When you have failed to successfully use an effect that requires extra effort to retry, you must either expend the necessary fatigue (possibly using a hero point to offset it) or you have to wait until the conditions change before trying again. Generally, this means until the current scene is over, however long that might be. The GM decides the exact amount of time that must pass in order to retry an effect without extra effort, according to the circumstances of the scene and the adventure.

Power checks for passive effects (if any) are never subject to extra effort for trying again. Likewise, rolls and checks other than power checks are not subject to fatigue from trying again, such as attack rolls with a particular power, or skill checks involving an enhanced skill (which is also usually a passive effect, and already exempt).

OPPOSED POWER CHECKS

In some cases, usually when one power is used directly against another, an opposed power check is called for (see **Opposed Checks**, *M&M,* page 9). If a contest is entirely a matter of whose power is greater, a comparison check (see *M&M,* page 10) may apply: the character with the higher power rank wins automatically.

For a particular use of opposed power checks, see **Countering Effects** later in this section.

POWER CHECK VS. SAVING THROW

Some effects require compare the result of a power check against the result of the target's saving throw to determine the result of the effect. The opposed check is made immediately when the effect is used.

POWER VS. SKILL CHECKS

On occasion a power may be opposed by a skill or vice versa. This is a normal opposed check, comparing the power's check result against the skill's check result. The same is true when an ability score opposes a power (and vice versa), such as the Trip effect, which is opposed by the target's Dexterity or Strength check.

OPTION: CHECK PENALTY FOR SUSTAINED EFFECTS

As with activating free action effects, you can normally maintain an unlimited number of sustained effects. The GM may wish to impose a limit on the number of sustained effects characters can maintain at once. Alternately, you can apply a penalty for maintaining multiple effects: either a –1 per effect to any further power checks, or a required Concentration check (DC 10 + number of sustained effects) to use additional effects. For example, if you're flying and maintaining a force field, you either suffer a –2 penalty on further power checks, or you need to make a Concentration check (DC 12) to use an additional effect, as the GM chooses.

This option is best reserved for settings where characters are expected to use effects one or two at a time rather than juggling a number of different powers at once. It tends to encourage Arrays (since they're only usable one at a time anyway) and discourages sustained duration effects (since they're the ones that impose a penalty).

RANGE

Each effect has a default range at which it functions, that can be changed using modifiers. Effect ranges are: personal, touch, ranged, and perception.

PERSONAL

A personal range effect works only on you, the user. Personal effects are therefore usually beneficial in nature. For a personal range effect that works on others, apply the Affects Others extra to the base effect (see **Affects Others** in the **Extras** section of **Chapter 2**).

TOUCH

A touch range effect works on anyone or anything you can touch (which usually includes yourself). Touching an unwilling subject within reach requires a melee attack roll against the subject's Defense, like an unarmed attack. Successfully touching the target allows the effect to occur, although a normal saving throw against the effect is permitted (if there is one).

RANGED

A ranged effect works at a distance with a range increment of (rank x 10 feet) and a maximum range of (rank x 100 feet), normally ten increments. So a ranged rank 10 effect has a range increment of 100 feet and a maximum range of 1,000 feet. A ranged effect suffers a –2 penalty to attack rolls for every range increment past the first, to –18 at maximum range.

The Progression power feat can increase an effect's maximum range, while the Improved Range power feat can increase its range increment (see **Power Feats** in **Chapter 2**). So one Progression (range) power feat moves the effect's maximum range from 10 increments to 25 increments (then 50, 100, etc.). One Improved Range feat moves range increment from 10 feet to 25 feet, then 50, 100, and so forth on the **Progression Table**. For effects without increased maximum range, this reduces the total number of increments the effect has; if range increment and maximum range are the same (the effect has only one range increment) then it takes no penalties for range out to its maximum distance.

PERCEPTION

A perception range effect works on any target you can perceive with an accurate sense—usually sight—without any need for an attack roll. If the target has total cover or concealment from all your accurate senses, your perception range effects cannot affect it. The GM may require a Notice check to determine if you can perceive the target accurately enough to affect it. Since perception range effects do not require attack rolls, they cannot score critical hits, nor benefit from traits that modify attack rolls, such as Power Attack.

DURATION

Each effect lasts for a particular amount of time, which may be changed by power modifiers. Effect durations are instant, concentration, sustained, continuous, and permanent.

INSTANT

An instant effect occurs and ends instantly, although its results may linger. Most attack effects are instant; the attack's effect happens immediately, although it may take some time for the target to recover from it.



CONCENTRATION

A concentration effect lasts as long as you concentrate on maintaining it. Concentration is a standard action and distractions may cause your concentration to lapse (see the **Concentration** skill, *M&M,* page 44, for details). If your concentration lapses, the effect stops. Failing to take the necessary action to concentrate means your concentration lapses automatically.

You can maintain a concentration effect as a move action rather than a standard action for one round with a Concentration skill check (DC 10 + power rank). Make the check each round you maintain the effect as a move action. A failed check means the effect lapses.

SUSTAINED

A sustained effect lasts as long as you take a free action each round to maintain it. Since you are capable of taking as many free actions as you wish, you can generally maintain any number of sustained effects, limited only by the Gamemaster's judgment (see **Check Penalty for Sustained Effects** on page 12). If you are incapable of taking free actions (stunned or unconscious, for example) then the effect lapses.

You can maintain a sustained effect as a reaction (allowing you to attempt to maintain it if you are stunned, for example) for one round with a Concentration skill check (DC 10 + power rank). Make the check each round you maintain the effect as a reaction. A failed check means the effect lapses.

OPTION: ESCALATING CONCENTRATION DIFFICULTY

Concentration checks to maintain effects with a lower-than-normal required action are intended as a stopgap measure. However, a character with a high enough Concentration bonus can theoretically maintain a concentration or sustained duration effect with a lesser action indefinitely, which somewhat lessens the impact of those durations. The additional point cost helps to balance this somewhat (sufficient ranks in Concentration do cost something), but may not always do so entirely. In games where this becomes an issue, the Gamemaster may wish to institute the following optional rule.

The Difficulty Class of a Concentration check to maintain an effect as a lesser action increases by +1 per succeeding round that effect is maintained in that way. So, for example, to maintain a sustained effect as a reaction rather than a free action is DC (10 + power rank) for the first round, then DC (11 + power rank) for the second, DC (12 + rank) for the third, and so forth. If the character either resumes maintaining the effect at the normal rate or stops maintaining it altogether for at least one round, the Difficulty increase resets to normal, and begins increasing again if the effect is maintained at a lesser action for longer than a round.

This option means nobody can maintain an effect with a lesser action indefinitely; sooner or later the penalty is sufficient that no one can succeed on the required Concentration check. This helps to reinforce the temporary nature of such measures, but doesn't really affect their routine use, since it's normally no more than a round or two (to avoid the effects of being stunned, for example).

CONTINUOUS

A continuous effect lasts as long as you wish, without any effort on your part. Once activated, it stays that way until you choose to deactivate it, even if you are stunned or unconscious. Continuous effects can still generally be countered or nullified to stop them from working.

PERMANENT

A permanent effect is always active and *cannot* be turned off, even if you want to. Permanent effects can only counter other effects at the GM's discretion, although they may sometimes be countered and can be nullified unless they also have the Innate power feat.

INVOLUNTARY DEACTIVATION

There are a number of ways in which characters may lose the ability to maintain an effect: damage, distraction, or interference of some kind or another. If conditions cause involuntary deactivation of an effect, it occurs *immediately*, not on the user's next action. So, for example, if you're stunned by an opponent's attack (and don't successfully make a Concentration check), then any concentration or sustained effects immediately stop working. Lasting effects remain (see **Lasting Results** under the **Result** section), but they're no longer under your control.

Once an *active* effect is deactivated (voluntarily or not) it must be reactivated normally once you're capable of doing so. This is trivial for a free action effect, but can be significant for effects requiring longer actions, particularly ones with flaws adding other activation requirements.

LOSING CONTROL

In addition to losing the ability to maintain an effect, it's possible to lose the ability to *control* it, which is not necessarily the same thing. An out of control effect may deactivate, but could do other things as well.

A subject under Mind Control can be ordered to activate, deactivate, or use any power under his control. So you can order a mind-controlled thrall to lower his Force Field, for example, or stop maintaining any other effect. Targets may be strongly opposed to certain power-related actions: turning off your Force Field is one thing, shutting off your Flight power while high in the air is another!

You can't use Mind Control to command a target to do something he can't normally do, like turn off Protection (or any other permanent effect) or exert active control over a passive effect. Likewise, Mind Control doesn't abrogate any modifiers on the target's powers: if they don't work at night, for example, then your control isn't going to change that.

Power Control gives you control over all of the target's *active* powers: just as with Mind Control, you can make the subject's powers do anything they could normally do, but you have no control over what the target does physically. So you can activate your victim's Blast power, for example, but you can't aim it (since that's a physical action), you could raise or lower a Force Field; you can turn off a target's Flight so he falls, or turn it on so he hovers, but you can't direct where he goes (since that's also considered a physical action). You can, however, cause a subject to teleport to a place you determine, so long as it's within his capabilities. If the subject has an Area effect, you can also set it off!

The Possession power gives you control of the subject's physical traits, including powers, while you retain your own mental traits (including powers). So you can possess a target with powers like Blast, Flight, and Force Field, and use them all normally, but you can't use the target's Mental Communication or Mental Blast powers any more than you can use his Craft or Knowledge skills.

An effect with the Uncontrolled flaw is *never* under your control! Although it may sometimes do something useful, an Uncontrolled effect is always under the Gamemaster's control and is considered a passive effect. Among other things, this means someone usurping control of your powers doesn't gain any more control over it than you have. It also means the effect may operate even when you're normally incapable of using other effects, if the GM sees fit.

An Unreliable effect, on the other hand, just doesn't work sometimes. When you fail a reliability check, treat it as an involuntary deactivation of the effect: it stops working immediately (if it was active) and can't be reactivated until you recover the effect in some way. (See the **Unreliable** flaw description for details).

SAVING THROWS AGAINST EFFECTS

Active effects that work on other characters allow a saving throw to resist them. The type of save (Toughness, Fortitude, Reflex, or Will) depends on the effect and its modifiers. The DC of the saving throw is 10 + power rank. So the DC of a Reflex save against a rank

LOSING CONTROL AND EXTRA EFFORT

If you are in control of someone else or their powers, you can order them to use extra effort to enhance those powers, if you wish. However, ordering this requires extra effort on your part, and may constitute a strongly opposed order for some uses of extra effort (GM's discretion). So, for example, if you use Power Control to push a target's Explosion Damage effect, either for additional damage or for a power stunt, both you and the subject suffer a fatigue result.

Both you and your subject may use a hero point (or GM Fiat) to negate the fatigue for the extra effort; even a Mind Control or Possession victim may do so. GM Fiat awards player characters a hero point normally, but it cannot be used to negate the fatigue of the extra effort, since that falls under the clause of using a hero point to eliminate the setback that granted it. Gamemasters, beware players attempting to use this as a scheme to "mine" extra hero points from a thrall! Fortunately, the character is either going to suffer increasing fatigue or simply "break even," spending his own hero points to overcome the fatigue and replacing them with points earned from the victim offsetting his own.

12 Snare effect is 22 (10 + rank 12). Toughness saves have a DC of 15 + the attack's damage bonus (equal to the Damage effect's rank). A successful save means the effect doesn't work.

Saving Throw Difficulty Class = 10 + power rank (15 + rank for Toughness)

HARMLESS EFFECTS

Some effects are listed as "(harmless)" after the saving throw type, meaning the effect is usually beneficial, but recipients may save against it, if they wish. A successful save against a harmless effect means the effect doesn't work. This particularly comes into play with passive saving throw bonuses, like Immunity (see the following sections).

STAGED EFFECTS

Some effects are listed as "(staged)" after the save type, meaning the amount by which the saving throw fails determines the outcome of the effect. The exact results of the failed save are given in the effect's description.

FORGOING SAVING THROWS

Willing characters can forgo their saving throw against an effect, if they wish. The player declares the intention to do so *before* the effect is used. This includes characters that *think* they're receiving the benefit of a harmless effect, even if they're not! You can't forgo Toughness saves and there's no such thing as a "harmless" Toughness effect.

IMMUNITY

The Immunity effect (see **Immunity** in **Chapter 2**) allows characters to automatically succeed on saving throws against certain effects. Moreover, since Immunity is normally permanent, the character cannot choose to forgo the save, even if the effect is harmless. Characters with continuous or sustained Immunity can choose to turn the effect off in order to forgo their save and receive the benefit of harmless effects, if desired. Even in those cases, you can't forgo the save while Immunity is active, and it requires a free action to voluntarily lower your Immunity.

RESULT

The result of any given effect is given in the effect's description in **Chapter 2**, but effect results share certain common terms and systems, described in this section.

PROGRESSION

Many power effects are measured in terms of a progression in area, mass, speed, and so forth. The **Progression Table** handles these measurements for effect results in *Mutants & Masterminds*. Uses of the table are referenced in the individual effects and modifier descriptions.

PROGRESSION TABLE

Rank	Value
1	1
2	2
3	5
4	10
5	25
6	50
7	100
8	250
9	500
10	1,000
11	2,500
12	5,000
13	10,000
14	25,000
15	50,000
16	100,000
17	250,000
18	500,000
19	1 million
20	2.5 million

USING THE PROGRESSION TABLE

An effect's description will generally say something like, "the effect begins at a value of X and each rank moves it one step up the **Progression Table**," where X is the starting value of the effect's result.

So, for example, the Flight effect starts out with a speed of 10 miles per hour (100 feet per move action) at rank 1. Each Flight rank moves speed one step up the **Progression Table**. Since the value after 10 on the table is 25, Flight 2 is 25 MPH, Flight 3 is 50 MPH, and so forth.

Note that not all effects start their progression at the rank 1 on the table; many start off with a higher base value and progress from there. If necessary, you can extend the **Progression Table** by following the same progression of 1, 2.5, and 5 then starting over, increasing by a factor of 10.

EXTENDED RANGE OR AREA

An extended range power works at a particular distance (or over a particular area) determined by its rank, as shown on the **Extended Range Table**. Because the effect's range or area is determined by rank, it cannot be changed using Range or Area modifiers. To alter range or area, increase or decrease the effect's rank instead. If an effect does not have area based on rank, it uses the Area extra to work over an area.

Technically, extended range effects are personal, in that they affect the user, but their "reach" is given on the **Extended Range Table**. So, for example, ESP is a personal effect, in that it only modifies the user's senses, but the distance you can displace your point of perception with it is based on the **Extended Range Table**. Likewise, Teleport is a personal effect—it allows you to move instantly from place to place—but the distance covered is based on its rank and the **Extended Range Table**.

Extended area effects are generally not personal, the effect covering a particular area, either radiating from you (if the effect is touch range) or that you can center on a point within range (if the effect is ranged).

EXTENDED RANGED & AREA

Rank	Range	Area
1	10 feet	5 ft. radius
2	100 feet	10 ft. radius
3	1,000 feet	25 ft. radius
4	1 mile	50 ft. radius
5	5 miles	100 ft. radius
6	20 miles	250 ft. radius
7	200 miles	500 ft. radius
8	2,000 miles	1,000 ft. radius
9	20,000 miles	2,500 ft. radius
10	200,000 miles	1 mile radius
11	2 million miles	2 mile radius
12	20 million miles	5 mile radius
13	200 million miles	10 mile radius
14	2 billion miles	25 mile radius
15	Same solar system	50 mile radius
16	Nearby star systems	100 mile radius
17	Distant star systems	250 mile radius
18	Same galaxy	500 mile radius
19	Nearby galaxies	1,000 mile radius
20	Anywhere in the universe	2,500 mile radius



LASTING RESULTS

An effect with "(lasting)" listed after its duration means the target must recover from the effect by making additional saving throws, with a cumulative +1 bonus per previous save. A successful save eliminates the lingering effect (and the need for further saves).

An instant duration lasting effect allows a new saving throw each round on the initiative count when the effect occurred. So an instant lasting effect that takes place on initiative count 12 of a round offers a new saving throw at initiative count 12 on the following round, even if the effect-user or the target's place in the initiative order changes.

A concentration duration lasting effect allows a new save for each interval on the **Time Table**, starting one minute after the effect occurs (then 5 minutes, 20 minutes, and so on). The effect lasts until the target successfully saves or the user stops concentrating whichever comes first. If you stop concentrating, the subject gains a

new save every round (like an instant lasting effect), with a +1 bonus per save, until the effect is eliminated. Once you stop concentrating on the effect, you can't start again without an entirely new use of the effect.

A sustained duration lasting effect allows a new save for each interval on the **Time Table**, the same as with concentration duration, but does not require an action to maintain; its effects continue until the target successfully saves. If you concentrate during an *entire* time interval (taking a standard action each round), the subject does not gain the cumulative +1 save bonus for that interval. Once you stop concentrating on a sustained lasting effect, you cannot start concentrating on it again without an entirely new use of the effect.

A continuous duration lasting effect does not allow new saves at all; if the initial save fails, the effect lasts until countered or reversed in some way. The GM should carefully regulate sustained and continuous lasting effects in the game. Generally, there should be some reasonable way to reverse a continuous lasting effect other than countering or nullifying it, such as a medical treatment, folk remedy, other powers, or the like. The GM decides what's reasonable for any given effect.

It should be boted that there is no such thing as a "permanent lasting" effect; continuous is as close as it gets, and the Permanent flaw does not apply to the duration of lasting effects. No effect in *Mutants & Masterminds* should be completely irreversible unless it is a plot device controlled by the GM, and even then Gamemasters should consider carefully whether or not such an absolute effect is fair.

EXTRA EFFORT AND LASTING RESULTS

The Willpower option of extra effort (see **Extra Effort**, *M&M*, page 120) allows you to gain an additional saving throw to recover from the lasting result of a power. The save occurs immediately as a free action on your turn and does not count as one of the normal saves you make, although it does add to the cumulative save bonus if it fails. If you're entitled to a normal save on that round, you get to make it as well. You can spend a hero point to negate the fatigue from the extra effort as usual.

TIME TABLE

Rank	Time	Rank	Time
1	3 seconds (1 action)	11	3 months
2	6 seconds (1 round)	12	1 year
3	1 minute (10 rounds)	13	5 years
4	5 minutes	14	10 years (decade)
5	20 minutes	15	50 years
6	1 hour	16	100 years (century)
7	5 hours	17	500 years
8	1 day	18	1,000 years (millennium)
9	1 week	19	5,000 years
10	1 month	20	10,000 years

OPTION: PARTIAL SAVES AGAINST STAGED LASTING EFFECTS

Given that a saving throw against a lasting effect is still a save, the GM may choose to allow a failed save against a staged lasting effect to still reduce the effect, if the save result is better than previous results.

For example, failing the saving throw against the Stun power by 5 or more results in the target being stunned. The victim gets a new saving throw each round to overcome the stun effect. A failed save normally results in no recovery, but the GM could rule that a successive save that fails by only 4 or less changes the victim's condition to dazed, just like failing the original save by 4 or less would have done. This allows for incremental improvement in the victim's condition before complete recovery.

Note that a victim making a partial save against a lasting effect does not suffer any *worsening* of the effect for failing the save more than previously; so a Stun victim who fails the recovery save by 10 or more does not fall unconscious, for example.

NOTICING POWER EFFECTS

The ability to notice power effects follows certain basic guidelines:

- Active effects are noticeable in some way: a visible display, an audible noise, a powerful vibration, and so forth. The exact display associated with the effect depends on the powers descriptors, approved by the GM.
- Passive effects are unnoticeable, although they can be noticeable, if you wish (with the application of the Noticeable power drawback).
- If a passive effect's duration is changed, it becomes noticeable, unless the Subtle power feat is applied. This includes passive effects added to an active Container structure. Active effects remain noticeable, even if their duration is changed, unless the Subtle power feat is applied to them.
- Sensory effects are by definition noticeable to the sense(s) they affect. So a sight-dependent effect is noticeable visually, and so forth. This means mental sensory effects are noticeable only to mental senses. The Subtle power feat can conceal the source of a sensory effect, but not its actual effect on the senses. A Subtle Visual Dazzle, for example, might use an undetectable medium to cause temporary blindness, but victims of the effect still know they're unable to see. Likewise, the Concealment effect is "noticeable" in that concealed subjects actually "disappear" from the affected sense, but they do not otherwise call attention to themselves.

NOTICEABLE EFFECTS

Noticeable power effects are automatically detected by whatever senses are appropriate, depending on their descriptors. Normally, no Notice check is required, but the GM can ask for one if the circumstances wouldn't allow observers to take 10. The DC of the Notice check is 10 (since observers can normally take 10 to automatically succeed).

SENSORY EFFECTS

Sensory effects like Illusion and Obscure can conceal other effects just as they do anything else. So the flash of an energy blast is

OPTION: OBVIOUS EFFECTS

If the Gamemaster allows, the Noticeable power drawback can apply to already noticeable effects, making them *obvious*. This is a step above just noticeable: the effect truly draws attention to itself! An obvious effect is automatically detected by the appropriate sense(s). The base Difficulty Class to notice it is –10, and any use of the effect imposes a +20 increase in DC for Stealth checks. Thus, rather than a hum or whoosh, Obvious Flight might announce itself with the roar of rockets and a bright contrail. An Obvious Force Field more than just glows; it *shines*, making the user clearly visible for some distance (200 feet, in fact, for the average observer taking 10 on a Notice check).

Gamemasters should adjudicate each instance of obvious power effects individually, and should beware of players trying to use the drawback simply to gain "free" power points by applying it in cases where it isn't really a drawback at all, such as a character with no Stealth skill and no real need for subtlety. Some GMs may prefer to handle obvious powers as a complication rather than a drawback, awarding a hero point to the player when the obvious effect hinders the character in some way (see **Temporary Drawbacks as Complications**, *M&M,* page 127 for details).

concealed by a Visual Obscure effect just like an ordinary flashbulb would be. Concealment hides personal range effects, but not others, so an invisible hero's force field cannot be seen, but his force blast can, unless it's Subtle.

MENTAL EFFECTS

Mental sensory effects are noticeable only to those directly affected by them (who sense them automatically) and to observers with a ranged mental sense, such as Mental Awareness.

Unnoticeable effects become noticeable with an application of the Noticeable power drawback.

SUBTLE EFFECTS

Subtle power effects are either noticeable only with a Notice check (DC 20) or automatically with a specialized sense other than the standard visual, auditory, olfactory, tactile, and mental senses. This usually means a Super-Sense based in a different sense type (particularly detect, see **Super-Senses**). For example, an effect based on invisible radiation is noticeable to a detect radiation sense (or perhaps to infravision or ultravision, if it's the right wavelength), but unnoticeable to other senses.



Noticeable effects can be made subtle with the application of one rank of the Subtle power feat.

UNNOTICEABLE EFFECTS

Unnoticeable power effects are truly undetectable by any sense, although their consequences may still be noticeable. So, for example, the Protection effect (which is permanent) is normally unnoticeable: you can't tell by looking at or even touching someone with Protection whether or not they have an increased Toughness save. However, you can certainly see (or at least surmise) that someone has Impervious Protection when you see bullets bouncing off them! Likewise, although a Subtle Mental Blast may be completely undetectable, the power's victim still knows he's hurt (if the attack damaged him), as do others if the attack does enough damage to visibly stun the target or worse (although neither will necessarily know the *cause* of the damage).

Noticeable effects can be made unnoticeable with the application of two ranks of the Subtle power feat.

COUNTERING EFFECTS

In some circumstances one effect may *counter* another, negating it. Generally for two effects to counter each other they must have opposed descriptors. For example, light and darkness effects can counter each other as can heat and cold, water and fire, and so forth. In some cases effects of the same descriptor can also counter each other. The GM is the final arbiter as to whether or not an effect of a particular descriptor can counter another. The Nullify effect can counter *any* effect of a particular descriptor (or even any effect at all) depending on how it is configured (see **Nullify** in **Chapter 2**).

HOW COUNTERING WORKS

To counter an effect, take a ready action. In doing so, you wait to complete your action until your opponent tries to use an effect. You may still move, since ready is a standard action.

You must be able to use the countering effect as a standard, move, or free action to ready it. Effects usable as a reaction do not require a ready action; you can use them to counter at any time. Effects requiring a full action or longer cannot counter another effect in combat, although they may potentially counter ongoing effects (see the following section).

OPTION: COUNTERING CONTESTS

Countering normally has no effect beyond negating an incoming effect. However, the GM may optionally wish to apply the following optional system for handling situations where two combatants are contesting against each other, with the loser of the contest the target for the opponent's effect: The defending character counters normally. However, if the countering effect is one that could potentially affect the attacker (e.g., Blast, Fatigue, etc.), then the attacker *also* gets an opportunity to counter. If it fails, the attacker is hit by the defender's countering effect, which works normally. If the attacker's counter succeeds, then it goes back to the defender, who may counter again, and so forth. Each full exchange of countering attempts (one on each side) takes a round, and the contestants can only take free actions and reactions while so engaged. The first contestant to fail two countering attempts in a row loses.

> ***Example:*** *Dr. Stratos blasts Bolt with a lightning bolt. The young hero uses his own Blast power to counter it (since it's also lightning). The GM rolls a Blast power check for Dr. Stratos, getting a 5 for a total of (5 + rank 13) 18. Bolt's player rolls a power check for him as well, getting an 11 for a total of (8 + 11) 19, success! The two lightning bolts meet in mid-air in a crackling ball of energy that pushes back toward Stratos. The villain sneers and pushes back, and both sides make power checks again. This time Dr. Stratos beats Bolt easily, a total of 27 versus 12, and the ball lightning presses very close to the young hero. Gritting his teeth, Bolt pours it on. The GM rolls another power check for Dr. Stratos: a result of 25! Bolt's player needs to roll a 17 in order to even tie! The roll is only a 15, not enough, so Bolt's player spends a hero point to re-roll, he gets an 8, which becomes an 18 for a total of 26. The energy shifts back toward Dr. Stratos. In the final contest, Bolt manages to win again and the ball of lightning strikes the surprised villain for his full +13 Blast damage!*

ESCALATING CONTESTS

An optional add-on to the countering contest system is to increase the final rank of the successful effect by +1 for each full round of the contest, reflecting the slow build-up of power over that time, so the final effect is more powerful than it would otherwise have been. In the previous example, Dr. Stratos would not only have taken +13 damage from the effect of the initial Blast, but an additional +2 for the two rounds of the countering contest for +15 damage. This makes losing a countering contest more likely to become a "knockout punch" to end a fight, although some foes will still be kicking. If the contesting effects are the same, use the higher-ranked one as the base rank, plus the modifier. If they're two different effects, use the winner's effect, plus the modifier for the contest. The GM can set an upper limit on the bonus, as desired.

If an opponent attempts to use an effect you are able to counter, use your countering effect as your readied action. You and the opposing character make power checks (d20 + power rank). If you win, your two effects cancel each other out and there is no effect from either. If the opposing character wins, your attempt to counter is unsuccessful. The opposing effect works normally.

> ***Example:*** *Siren, goddess of the seas, is fighting the White Knight. The hate-mongering villain hurls a blast of white-hot fire (a Ranged Damage effect of his Fire Control). Having prepared an action, Siren's player says she wants to counter White Knight's fire blast with her Water Control (a Move Object effect). The GM agrees the two effects should be able to counter each other, so he asks Siren's player to make a Water Control check, while he makes a Fire Control power check for White Knight. Siren's player rolls a result of 26 while the GM rolls a result of 19 for White Knight. Siren successfully counters the flame blast, which fizzles out in a gout of steam.*

COUNTERING ONGOING EFFECTS

You can also counter a maintained or lasting effect, or the lingering results of an instant effect (like flames ignited by fiery Damage). This requires a normal use of the countering effect and an opposed power check, as above. If you are successful, you negate the effect (although the opposing character can attempt to re-establish it normally).

> ***Example:*** *Mastermind has placed Johnny Rocket under his Mind Control. Lady Liberty has the power to break such bonds (the Nullify effect). She shines the light of liberty on her teammate and makes a power check (d20 + her Nullify rank). The GM makes a power check of d20 + Mastermind's Mind Control rank. If Lady Liberty wins, Johnny is free of Mastermind's control. If she fails, the Freedom League will have to come up with another plan to neutralize their super-fast teammate without hurting him.*

If countering a lingering effect no longer under the user's control, the countering character makes a power check as usual, but the Difficulty is simply 10 plus the rank or bonus of the effect, since there's no real opposition.

> ***Example:*** *Freed from Mastermind's control, Johnny Rocket sees a fire threatening people nearby. He uses his Super-Speed 10 power to create a strong enough backwash to pull air away from the fire and extinguish it. The GM has Johnny's player make a Super-Speed check (d20+ 10, his power rank) against 14 (the intensity of the flames, plus 10). Johnny wins and the flames are extinguished.*

INSTANT COUNTERING

You can spend a hero point to counter another effect as a reaction using an effect that normally requires a free, move, or standard action, without the need to ready an action to do so.

> ***Example:*** *The witch Seven and her teammates face off against Malador the Mystic, who hurls a powerful spell at them. Seven's player chooses to spend a hero point, allowing Seven a shot at countering the incoming spell with her own Magic before it hits. She and Malador make power checks (d20 + Magic rank). Seven manages to win and counter the necromancer's spell... this time.*

You can also apply a Surge use of extra effort to the action required to counter, although you still need to use that action to ready the countering effect, so this is less effective than spending a hero point for an instant counter.

> ***Example:*** *Siren uses extra effort to gain an additional standard action on her round so along with her planned attack and move, she can ready her Water Control power to counter the flame attack she's expecting Pyre to make later in the round. When Pyre's attack happens, Siren's player says she's using her readied action to try and counter it.*

POWER AND SKILL SYNERGY

In some cases, powers and skills may be able to aid each other, providing a bonus on checks similar to an aid bonus (see **Aiding Another**, *M&M,* page 10). This is for powers that *don't* normally provide skill check bonuses; effects like Morph, for example, always provide a set bonus based on rank. Some examples of possible synergies include the following, although this list is by no means comprehensive. Players and GMs should feel free to come up with additional combinations as suits the circumstances of the adventure.

ACROBATICS

Movement effects can provide a bonus on Acrobatics checks to impress an audience or to handle certain difficult maneuvers (such as tricky aerobatics aided by Flight).

BLUFF

A properly planned Illusion can provide a bonus to back up a Bluff. Mind Reading can provide a bonus on Bluff checks by picking up what a subject is thinking at the moment and adjusting the story to match.

CLIMB

While the wall-crawling effect of Super-Movement makes Climb checks superfluous, a power like claws (or a similar melee Damage effect) or a Snare might be grant a Climb bonus by cutting handholds or helping the user stick to a surface, respectively.

COMPUTERS

Datalink allows you to use this skill at a distance but, if you're close enough to operate a computer normally, it may provide you with a bonus by increasing your reaction and response time. Comprehend Machines may provide a bonus by providing useful information.

CRAFT

Various matter and material shaping effects like Transform can provide a bonus to Craft checks or simply allow you to make checks in considerably less time.

DIPLOMACY

A successful use of Mind Reading can provide a Diplomacy bonus by allowing you to tailor your message or argument to your audience. Emotion Control and Diplomacy can be a devastating combination for influencing attitudes.

DISGUISE

Effects like Morph and Shapeshift provide a +5 bonus per rank on Disguise checks rather than a synergy bonus. Mind Reading can enhance your ability to *act* like whatever you appear as (see Bluff).

ESCAPE ARTIST

Elongation already provides its rank as a bonus to Escape Artist checks, while Insubstantial allows you to automatically succeed on such checks. Anatomic Separation may grant a synergy bonus or automatic success on an Escape Artist check, depending on the situation. For example, being able to detach your hands allows you to automatically slip out of handcuffs, but may only provide you a bonus in getting out of a straightjacket. Move Object either grants automatic success (if you're able to see and affect whatever is binding you) or a bonus (if you can't, but can still use your effect as "extra hands"). Shrinking may also provide automatic success on some escape attempts (shrinking out of bonds, for example) and no help on others (such as escaping from an airtight cage).

GATHER INFORMATION

Various sensory effects, including Mind Reading or Super-Senses, can provide a synergy bonus on Gather Information checks.

OPTION: INCREASE POWER AND POWER COST

The increase power option of extra effort provides a flat +2 ranks by default. This ignores the power's cost per rank and generally ignores power level limits as well. The fact that it's more effective for high-cost powers is balanced against being less effective for low-cost powers and only lasts for a single use of the power at the cost of fatigue or a hero point.

Some Gamemasters may prefer to change the effect of increase power so it adds either 2 ranks or 4 power points to the power's effect, whichever is *less.* So a power costing 2 points per rank or less gains 2 ranks but more expensive effects gain only 1, or even none, if they cost more than 4 points per rank. Alternately, the GM can set a minimum gain of +1 rank, regardless of cost. This makes extra effort a bit less efficient but more consistent across the board.

In either case, the increase power use of extra effort applies all the normal benefits of the additional ranks in the effect: more damage, greater range (for effects where range is based on rank), increased saving throw DC, and so forth. This is most effective for instant effects, since they only last for one use anyway, although a one round increase in a sustained or continuous effect can be useful at times.

There are two particular cases where the increase power option does not apply. The first is any effect that has or provides carrying capacity, such as Move Object. For this, apply the increase carrying capacity option instead (doubling the effect's capacity for one round). For Affects Others effects, apply the power stunt option for a rank in the Progression power feat to improve the mass the effect can carry. Second, movement effects do not benefit from the increase power option; use the increase movement option instead to double the effect's movement rate for one round.

HANDLE ANIMAL
Comprehend Animals can grant a bonus by allowing you to actually talk to animals, the same for Mind Reading to pick up on an animal's mood and reactions.

INTIMIDATE
Any number of flashy or impressive effects can provide a bonus on Intimidate checks, although effects like Growth or Shrinking already apply an Intimidate modifier by default.

INVESTIGATE
Super-Senses, particularly microscopic vision and scent, can provide a bonus to Investigate checks to find evidence.

MEDICINE
Diagnosis checks can benefit from Super-Senses, particularly X-ray vision. Move Object can provide a bonus on surgery checks.

PERFORM
Flashy and impressive effects of any kind can provide a bonus on some Perform checks to impress an audience.

SLEIGHT OF HAND
Precise Move Object can provide a bonus for this skill, while being able to sneak up on someone unseen via a Concealment effect can do much the same.

STEALTH
While Concealment and Obscure make this skill superfluous, other effects can provide synergy bonuses, like Super-Senses to "scout out" your surroundings, or some forms of Super-Movement.

SURVIVAL
In addition to effects like Immunity abrogating the need for Survival checks, various things can make Survival easier, from Super-Senses and Super-Movement to detect and avoid hazards to attack effects to aid hunting.

EFFECTS AND EXTRA EFFORT
You can use extra effort to improve your effects (as described in *Mutants & Masterminds* on page 120), at the cost of suffering some fatigue (or spending a hero point so you don't suffer fatigue).

Generally speaking, you can only apply one benefit from extra effort to an effect at any given time. If using the optional rules for extraordinary or last-ditch effort from the *Mastermind's Manual,* multiple benefits and stacked benefits may be possible (see **Extraordinary Effort**, *Mastermind's Manual*, page 82).

Extra effort only applies to active effects, since passive effects by definition don't require effort. At the GM's discretion an active use of an otherwise passive effect might be eligible for extra effort, provided the effect's duration is not permanent, since permanent effects cannot use extra effort regardless.

POWER STUNTS AND FLAWS
An Alternate Power stunt of an effect with one or more flaws on it may remain limited by those flaws, at the GM's discretion. At the very least, the Alternate Power will have fewer power points to work with: Ranged Damage is worth 20 points, while normal (touch range) Damage is worth only 10 points. So any Alternate Power of the latter cannot have a value of more than 10 power points.

It *may* be possible to perform an Alternate Power version of an effect without its flaws, using extra effort to temporarily overcome them. This depends heavily on the flaw(s), the effect's descriptors, and the Gamemaster's judgment. For example, a power stunt that removes the Full Action requirement from the Damage effect mentioned previously, results in a Damage 5 effect (10 points). Alternately, it might apply another flaw (like Distracting) in place of the normal flaw; you can use the effect faster but suffer a loss of defense in this example.

The GM may decide some flaws cannot be overcome in this way. Uncontrolled is a particularly good example since dodges around it tend to invalidate how the flaw works. The same is true for flaws like Permanent (which prevents the use of extra effort anyway) and Sense-Dependent.

Likewise, you may wish to set limits on the flaws that can be applied to Alternate Power stunts. Since the stunt is a one-time effect, flaws like Limited are highly situational. Limited to Men, for example, isn't really a flaw if the intended target of the effect is a man and you don't get to use it again without additional effort. As usual, the guideline is that a flaw with no real downside is not actually a flaw and does not reduce an effect's cost.



WILLPOWER AND LASTING RESULTS
The willpower application of extra effort allows an immediate new saving throw against the lasting result

of an effect. This is regardless of the save required: Fortitude, Reflex, or Will (lasting results don't require Toughness saves). You can even make your normal save for that time interval and, if you're unsatisfied with the results, use extra effort to make an additional one immediately. Note this is not the same as spending a hero point to re-roll: the additional save result is whatever is rolled on the die plus your modifier; however, it does gain the cumulative bonus from previous failed saves (if any).

An additional save from willpower also comes regardless of when the effect normally permits new saves. So, for example, if you're fighting a lasting sustained effect and you're not due a new save for an hour, you can still use willpower to gain a new save immediately. This is particularly important for fighting off lasting continuous effects, which don't allow new saves at all; willpower still gives you a save, even though you're not otherwise allowed one.

If you are fighting some sort of outside control with a lasting result, such as Mind Control or Possession, the fatigue imposed by extra effort for additional saving throws isn't applied until you are free from the effect. This is primarily to stop characters from simply using extra effort successively each round until they pass out in order to deny their attacker control. It also imposes a certain risk: if the GM uses the last-ditch effort option from *Mastermind's Manual* (see **Last-Ditch Effort**, *Mastermind's Manual*, page 82), fatigue results beyond unconscious may be treated as actual damage, resulting in serious harm or even death once the effect ends if you've strained yourself to your limit. Otherwise, once you've accumulated enough "fatigue debt," you simply can't use extra effort for willpower any further: you're limited to the additional saves the effect normally allows.

EFFECTS AND HERO POINTS

The uses of hero points include enhancing power effects (see *M&M*, beginning on page 121). A primary use of hero points is overcoming the fatigue from extra effort, essentially making all of the extra effort options hero point options as well. Note, however, the character is still using extra effort in those cases, even if no fatigue is accumulated.

In some cases, the benefits of extra effort and hero points may be cumulative, such as using extra effort for a check bonus and spending a hero point to improve the roll by rolling twice and taking the better result, in which case the check bonus applies to the best check result.

A particular example is the power stunt option of extra effort and the heroic feat option of hero points, which can stack, allowing you to temporarily acquire *two* feats for one round, either two separate feats or two ranks of the same feat. Note that power stunts have to be *power* feats, while the heroic feat option extends to any non-fortune feat available in the campaign. So you can use extra effort to gain a Progression power feat and spend a hero point to gain another, for example.

Although you can potentially gain more than one Alternate Power feat, they'd have to apply to different effects, since you can only use one Alternate Power in an Array at a time. You can also use a power stunt to gain an Alternate Power feat and heroic feat to make it Dynamic, so you only need to allocate some of the power points from the base effect into the Alternate Power.

HERO POINTS AND FLAWS

In addition to the option of using extra effort and a power stunt to acquire a version of a flawed effect without the flaw(s), Gamemasters may allow players to spend a hero point to automatically overcome some flaws on effects for a round, using the effect at its full rank rather than the reduced rank of an Alternate Power stunt.

This option already exists to some degree: spending a hero point to avoid the fatigue of a Tiring effect, to re-roll the saving throw against a Side-Effect, or to succeed on a check for an Unreliable effect. This option just makes it simpler: the player declares and spends the hero point and the chosen flaw doesn't apply for that round. As with power stunts and flaws, the GM will want to ban this option with regard to certain flaws, since the ability to overcome them severely reduces their value.

COMBINING EFFECTS

On some occasions, characters may attempt to combine their powers in order to complete a difficult task. There are three ways to deal with this:

1) For individuals operating independently—such as a group trying to lift a large, heavy object—simply add their separate capabilities together. For example, three heroes with heavy load carrying capacities of 10 tons, 24 tons, and 60 tons working together have a heavy load capacity of 94 tons.

2) Groups coordinating their attacks to overcome an opponent's defenses should use the rules for combined attacks (see **Combined Attack**, *M&M*, page 155). This applies to most effects involving a saving throw.

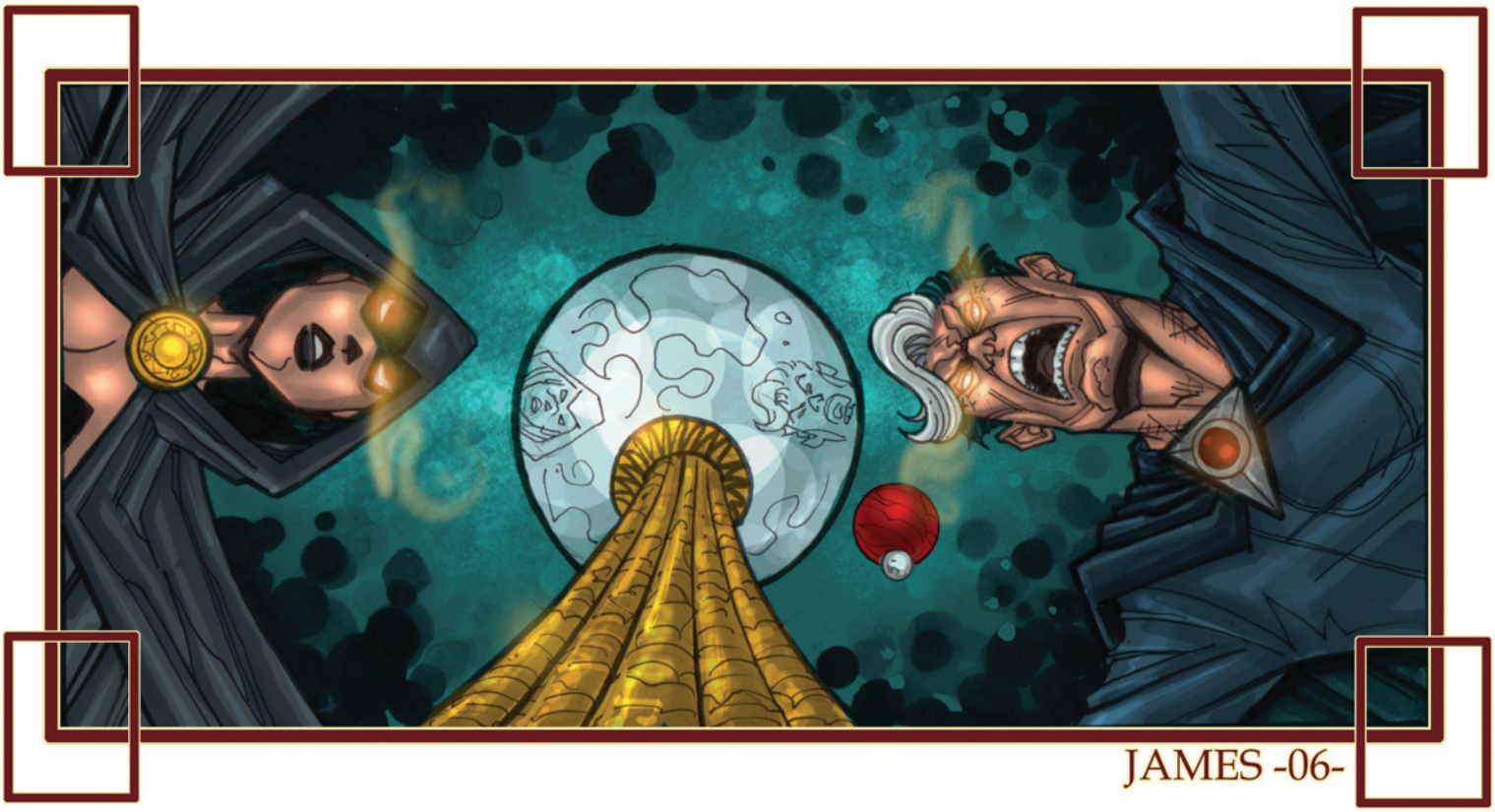
3) Finally, characters trying to combine their powers into a single, more effective, unit can use the following guidelines: the members of the group must all be in contact, either physically touching (each other or a common subject) or mentally linked (via Mental

OPTION: DISABLED EFFECTS

In this option, when you use extra effort on an effect that *fails* (doesn't generate a high enough check result, doesn't increase power sufficiently, etc.) you've pushed your power too hard and caused your effect to become temporarily disabled, much like failing a roll for the Unreliable power flaw (see **Unreliable**, *M&M,* page 115, for details). The effect stops working and doesn't work until you're able to recover it. This might require some rest and a successful Constitution check, repairing a Device, performing a particular ritual, meditating quietly, or what have you, as approved by the GM. Until you're able to recover the disabled effect, it doesn't work.

This can be particularly problematic for other power structures: if an Array or Variable effect is disabled, the entire structure is disabled until it recovers. If an effect in a Container is disabled, only that effect stops working, but if extra effort is applied to the entire Container, failure disables the whole thing.

Gamemasters may also wish to allow Disabled Effects as a power drawback of some specific powers or as a consequence of extraordinary effort (if that option from the *Mastermind's Manual* is in use).



Communication). Coordinating the group in this way requires a move action on the part of each person joining in the effort.

One character—usually the one with the highest rank in the desired effect—is designated as the leader. Add together the ranks the rest of the group has in the effect with the same power source, then add half the ranks of effects with a different power source. Use this total rank for a single aid check (DC 10). A successful check adds +2 to the leader's check, with an additional +1 for every 10 points the check exceeds DC 10 (see **Aiding Another**, *M&M,* page 10).

Example: *In a case of unusual allies, Baron Samedi (Magic 12), Lantern Jack (Magic 14), Medea (Magic 11), and Seven (Magic 10) are aiding Eldrich (Magic 16) in casting a spell to prevent the Unspeakable One from entering (and destroying) Earth's dimension. They are all gathered in a mystic circle, with Eldrich as the leader.*

The other mystics pool their Magic power ranks for a total of (12 + 14 + 11 + 10) or 47. They then make an aid check, rolling a 12, for a total of 59. That's enough for a +6 bonus to Eldrich's Magic rank: +2 for exceeding DC 10 (which the circle would have done regardless), plus 4 more for exceeding the DC by 49; one point more on the roll and the bonus would have been +7.

Although Overshadow is also present at the ritual, he does not possess the Magic power, and so cannot assist. However, he is using his Ritualist feat and Knowledge (arcane lore) to secretly attempt to usurp control of the spell so he can claim the power of the Unspeakable One for himself...

EXTRA EFFORT AND HERO POINTS

Extra effort and hero points are both usable when combining powers, but if the assistants wish to use a hero point to re-roll the aid check, they must *all* spend one (GM's can waive this requirement for non-player characters, if desired, or treat it as a normal use of GM Fiat). Extra effort can add to the effective power rank of the leader or an assistant; the improved rank has its normal effect, and an assistant's improved rank counts towards the total rank for the aid check.

DISCONNECTING

An aiding character who is stunned, knocked out, or otherwise unable to assist is disconnected from the group and no longer counted towards the aid bonus. So, continuing with the previous example, if Eldrich's first combined check failed and a mystic backlash rendered Seven unconscious, her 10 ranks of Magic would not count for the next aid check.

Stunned participants can make a Concentration check (DC 10 + rank of the cooperating power) in order to remain connected to the group; at the GM's discretion, partial success may be possible, with a number of effective power ranks equal to the check result, minus 10 (that is, the amount by which the check result exceeds DC 10).

Assistants relying on physical contact to combine powers are disconnected if they lose contact for any reason, including knockback, being pushed, pulled, or otherwise moved from their place. The same is true for participants using Mental Communication who lose contact due to sensory effects like a Mental Dazzle or Obscure (or just loss of the Mental Communication effect).

CHAPTER 2: POWER CREATION

The *Mutants & Masterminds* rulebook covers the majority of powers seen in the comic books and suitable for characters in the game, but the full range of powers is vast. This chapter is i ntended to provide *Mutants & Masterminds* players and Gamemasters with the necessary tools to build virtually any power they wish for their games, expanding upon and refining the material found in the *M&M* rulebook.

This chapter looks at the components of powers, starting with effects and proceeding through modifiers, power feats, power drawbacks, power structures, and descriptors. It then looks at how to use these components to create powers.

EFFECTS

A power is made up of one or more *effects*. You can see examples of how effects combine to produce powers in the **Powers** chapter. This section looks at the various types of effects available in *Mutants & Masterminds*. These effects are the basic "building blocks" of the powers in the game; with them, you can create virtually any power you want.

EFFECT TYPES

Effects fall into certain categories or *types.* Effects of the same type follow similar rules and provide descriptors for certain uses of other effects. This section discusses the different effect types and the rules governing them.

ALTERATION

Alteration effects change or transform in some way. Most alteration effects work on their user, but can be modified to work on others as well. Alteration effects targeting others require a standard action and an attack roll as a default and always offer a saving throw.

ATTACK

Attack effects are used offensively in combat. They generally require an attack roll and can damage, hinder, or otherwise harm their target in some way. Attack effects require a standard action by default and always offer a saving throw. Their duration is usually instant although their results—whether damage or hindrance—may linger until the target recovers from them.

DEFENSE

Defense effects protect in various ways, typically offering a bonus to saving throws, or granting immunity (automatic success on a save) against particular effects or conditions. Most defense effects work only on the user. Defense effects tend to be passive in nature, functioning at all times.

GENERAL

General power effects don't fit into any other particular category. They're not governed by any special rules other than those given in the effect's description.

MOVEMENT

Movement effects allow characters to get around in various ways. There are three types of movement: normal move, accelerated move, and all out movement. A normal move is a move action and allows you to move your speed. An accelerated move is a full action (two move actions) and doubles your speed. All out movement is also a full action and quadruples your speed. You lose your dodge bonus while moving all out but gain a Defense bonus based on your speed (see **Movement Pace**, *M&M,* page 33, for more information).

Movement effects always require at least a move action to use, but the move action is counted as part of the character's normal movement.

SENSORY

Sensory effects enhance, alter, or work via the senses. Some sensory effects improve the user's senses while others grant new senses or influence the senses in some way.

Sensory effects that improve the user's senses are typically passive and continuous or permanent in duration, requiring no action to use apart from that required to make the necessary skill checks (such as Notice, Search, or Sense Motive). Sensory effects that work on unwilling subjects are active, require a standard action as a default, and allow a saving throw.

SENSE TYPES

Senses are grouped into *sense types*, descriptors for how different sensory effects work. The different sense types, and the senses included in them, are:

- **Visual:** normal sight, darkvision, detect, infravision, low-light vision, microscopic vision, ultravision, X-Ray vision
- **Auditory:** normal hearing, detect, sonar, ultrasonic hearing
- **Olfactory:** normal smell and taste,, detect, scent
- **Tactile:** normal touch, blindsight (vibration), detect, tremorsense
- **Radio:** detect, microwaves, radar, radio
- **Mental:** detect, mental awareness, Mind Reading, Precognition, Postcognition

MENTAL EFFECTS

Mental senses are a special case for sensory effects that work on unwilling subjects: the subject must have an Intelligence score of at least 1 in order for the effect to work. Non-intelligent subjects are mindless and therefore unaffected. These sensory effects are noted as "(mental)" after their type.

Mental effects are given as a separate effect type in the *Mutants & Masterminds* rulebook, but in this book (and future *Mutants & Masterminds* products) they're defined as a particular type of sensory effect.



TRAIT

Trait effects influence a target's traits: abilities, saves, skills, powers, and so forth. Most trait effects are touch range, require a standard action, and allow a saving throw. Trait effects don't work on traits with the Innate power feat, since they cannot be altered (see the **Power Feats** section for details).

TRAIT TYPES

Traits are grouped into *trait types*, descriptors for how different trait effects work. The different trait types, and the traits included in them, are:

- **Abilities:** all ability scores and saving throws
- **Skills:** all skills, attack bonus, and defense bonus (including limited, but permanent, skill, attack, and defense bonuses)
- **Feats:** all feats
- **Effects:** each effect type is considered a separate trait type. Alternately, all effects of a particular descriptor (regardless of type) may be considered a single trait type, such as all magical effects or all fire effects.

EFFECT DESCRIPTIONS

This section describes various effects available in *Mutants & Masterminds*. Here is the format for effect descriptions:

EFFECT NAME

Type: The effect's type.

Action: The action required to use the effect. Passive effects have "(passive)" listed after their action, while active effects have "(active)" listed after it.

Range: The effect's range.

Duration: The effect's duration. Effects with lasting results have "(lasting)" listed after their duration.

Saving Throw: The saving throw used to resist the effect. Harmless effects have "(harmless)" listed after the save type. Staged effects have "(staged)" listed after.

Cost: How many power points the effect costs (per rank, if it is available in ranks).

A description of the effect and what it does in game terms follows.

POWER FEATS

This section describes power feats relevant to the effect.

EXTRAS

This section describes extras relevant to the effect.

FLAWS

This section describes flaws relevant to the effect.

DRAWBACKS

This section describes power drawbacks relevant to the effect.

ASSOCIATED EFFECTS

This section describes other effects commonly associated with the effect and how they may work together.

If any of these later entries do not apply, they are omitted. So if an effect has no particular extras associated with it, for example, the **Extras** entry is omitted.

In various parts of an effect's description, certain circumstances may require multiplying the effect's normal rank by a fraction (one-half, two-thirds, and so forth). Unless specified otherwise, round the results of all such fractions down to the nearest whole number.

ADDITIONAL LIMBS

Type: Alteration	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 1 point per rank

You have one or more additional limbs, such as arms, legs, tentacles, or a prehensile tail (among others). You have one extra limb at rank 1. Each additional rank moves your number of extra limbs one step up the **Progression Table**: two at rank 2, five at rank 3, and so forth. In-between numbers of additional limbs should be considered the nearest higher rank. So four extra limbs, for example, is considered rank 3.

Additional Limbs do *not* allow you to take extra actions in a round, although they do provide the benefits of the Improved Grapple feat—grappling with some of your limbs and leaving others free—and may make you more resistant to trip attacks (granting you a +4 bonus on the resistance check if they make your stance more stable). All additional limbs except your dominant limb are considered your "off-hand." If you have the Ambidexterity feat, you have no off-hand penalties with any of your limbs.

If you apply all of your Additional Limbs to a grapple attempt (rather than using the benefits of Improved Grapple to leave some of them free), you gain a +1 grapple bonus per rank in Additional Limbs.

POWER FEATS

- **Extended Reach:** Since Additional Limbs is a personal range effect this power feat does not affect it. To extend the reach of your limbs (additional or otherwise), use the Elongation effect.
- **Innate:** Additional Limbs are often innate qualities of a character or creature's physiology, making this power feat appropriate.
- **Split Attack:** While Additional Limbs do not grant any additional attacks, applying this power feat to the character's unarmed attacks can reflect the ability of multiple limbs to strike at different targets.
- **Subtle:** The "effect" of Additional Limbs—namely having additional limbs—is not Subtle, an exception to the normal guidelines on passive effects. At the GM's discretion, this power feat can give a character "invisible" Additional Limbs, detectable only by certain unusual senses (rank 1) or not at all (rank 2). This works well in conjunction with the Projection extra (see the following) and may make the Additional Limbs capable of surprise attacks.

POWER EFFECTS

Name	Type	Action	Range	Duration	Save	Cost
Additional Limbs	Alteration	None	Personal	Permanent	None	1/rank
Anatomic Separation	Alteration	Move	Personal	Continuous	None	2/rank
Array	Special	Special	Special	Special	Special	Special
Boost (Trait)	Trait	Standard	Touch	Instant	Fortitude (H)	1–5/rank
Burrowing	Movement	Move	Personal	Sustained	None	1/rank
Communication	Sensory	Free	Extended	Sustained	None	1/rank
Comprehend	Sensory	None	Personal	Continuous	None	2/rank
Concealment	Sensory	Free	Personal	Sustained	None	2/rank
Confuse	Sensory	Standard	Ranged	Instant (L)	Will	1/rank
Container	Special	Special	Special	Special	Special	Special
Create Object	General	Standard	Ranged	Sustained	None	2/rank
Damage	Attack	Standard	Touch	Instant	Toughness (S)	1/rank
Dazzle	Sensory	Standard	Ranged	Instant (L)	Reflex/Fortitude	1–4/rank
Deflect	Defense	Standard	Touch	Instant	None	1–3/rank
Density	Alteration	Free	Personal	Sustained	None	3/rank
Drain (Trait)	Trait	Standard	Touch	Instant	Fortitude (S)	1–5/rank
Elongation	Alteration	Move	Personal	Sustained	None	1/rank
Emotion Control	Sensory	Standard	Perception	Sustained (L)	Will (S)	2/rank
Enhanced (Trait)	Trait	None	Personal	Continuous	None	Varies
Environmental Control	General	Standard	Ranged	Sustained	None	1–2/rank
ESP	Sensory	Move	Extended	Concentration	None	1–4/rank
Fatigue	Attack	Standard	Touch	Instant	Fortitude (S)	2/rank
Features	General	None	Personal	Permanent	None	1/rank
Flight	Movement	Move	Personal	Sustained	None	2/rank
Growth	Alteration	Free	Personal	Sustained	None	3/rank
Healing	Alteration	Full	Touch	Instant	Fortitude (H)	2/rank
Illusion	Sensory	Standard	Perception	Concentration	Will	1–4/rank
Immovable	Defense	Reaction	Personal	Permanent	None	1/rank
Immunity	Defense	None	Personal	Permanent	None	1/rank
Insubstantial	Alteration	Free	Personal	Sustained	None	5/rank
Leaping	Movement	Move	Personal	Instant	None	1/rank
Luck Control	General	Reaction	Perception	Instant	None	3/rank
Mind Control	Sensory	Standard	Perception	Concentration (L)	Will	2/rank
Mind Reading	Sensory	Standard/Full	Perception	Concentration (L)	Will	1/rank
Morph	Alteration	Free	Personal	Sustained	None	1–3/rank
Move Object	General	Standard	Ranged	Sustained	None	2/rank
Nauseate	Attack	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Nullify (Effect)	Trait	Standard	Ranged	Instant	Will	1–3/rank
Obscure	Sensory	Standard	Ranged	Sustained	None	1–4/rank
Paralyze	Attack	Standard	Touch	Instant (L)	Will (S)	2/rank
Probability Control	Alteration	Reaction	Personal	Instant	Will (H)	4/rank
Protection	Defense	None	Personal	Permanent	None	1/rank
Quickness	General	Free	Personal	Continuous	None	1/rank
Regeneration	Alteration	None	Personal	Permanent	Fortitude (H)	1/rank
Shrinking	Alteration	Free	Personal	Sustained	None	1/rank
Snare	Attack	Standard	Ranged	Instant	Reflex (S)	2/rank
Space Travel	Movement	Move	Personal	Sustained	None	1/rank
Speed	Movement	Move	Personal	Sustained	None	1/rank
Stun	Attack	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Suffocate	Attack	Standard	Touch	Concentration	Fortitude	2/rank
Summon (Minion)	General	Standard	Touch	Sustained	None	2/rank
Super-Movement	Movement	Move	Personal	Sustained	None	2/rank
Super-Senses	Sensory	None	Personal	Continuous	None	1/rank
Super-Strength	Trait	None	Personal	Continuous	None	2/rank
Swimming	Movement	Move	Personal	Sustained	None	1/rank
Teleport	Movement	Move	Personal	Instant	Reflex (H)	2/rank
Transform	Alteration	Standard	Ranged	Sustained (L)	Fortitude	3–6/rank
Trip	Attack	Standard	Ranged	Instant	None	1/rank
Variable	Special	Special	Special	Special	Special	Special

Bold *text indicates a power structure. (H) = harmless, (L) = lasting, (S) = staged*

UNDER THE HOOD: ADDITIONAL LIMBS AND EXTRA ATTACKS

As a default, Additional Limbs do *not* grant characters the ability to attack multiple times in a round, as is the case with most traits in *Mutants & Masterminds,* simply because multiple attacks tend to slow down and unbalance play. You can use any of the options presented in the *Mastermind's Manual* (see *Mastermind's Manual*, page 110) for multiple or extra attacks if you wish to include them in your *M&M* game.

As an option for including the combat benefits of Additional Limbs in a game, consider allowing the application of the Autofire extra (see **Autofire**, *M&M,* page 112) to the Strength bonus of a character with Additional Limbs, reflecting the ability to launch a flurry of melee attacks at a single opponent, or to "spread" those attacks among a number of nearby opponents. This has the usual cost and effects of Autofire: 1 power point per point of Strength bonus (not Strength score) so enhanced.

EXTRAS

In general, power modifiers affecting attacks (e.g. Affects Corporeal, Area, Penetrating, etc.) should apply to the Strength of a character with Additional Limbs rather than to the Additional Limbs effect itself. Such modifiers applied to Strength affect all of the character's limbs.

- **Duration:** Additional Limbs can be made sustained in duration for a net +0 modifier. This reflects the type of power a character can turn on or off (growing or forming the additional limbs and then making them disappear just as easily). This is also the case for Additional Limbs made continuous (a +1 modifier) except the extra limbs remain until you choose to eliminate them, even if you are stunned or unconscious.
- **Projection (+1):** Your Additional Limbs are merely a projection of your power rather than an extension of you. Therefore, they are not vulnerable to attack on their own; any attacks specifically against your Additional Limb(s) have no effect. So, for example, one of your additional limbs could reach into a container of acid to pull out an object without any risk of harm. The GM may require Additional Limbs with this extra to modify their duration to continuous or sustained, but this is not essential. It's likely that Additional Limbs with this extra are not eligible for the Innate power feat.
- **Range:** Like the Extended Reach feat, this modifier does not improve the "reach" of the Additional Limbs themselves. For that, use the Elongation effect.

FLAWS

- **Distracting (–1):** Coordinating the actions of multiple limbs may be distracting indeed, applying this flaw to the Additional Limbs effect results in the character losing any dodge bonus while applying any extra limbs to an action. This flaw should generally not apply to any creature that has Innate Additional Limbs, especially if they are part of its natural physiology.

DRAWBACKS

- **Noticeable:** As noted under Subtle, Additional Limbs are noticeable by default and probably shouldn't have this drawback unless they're a Projection or something truly unusual.

ASSOCIATED EFFECTS

Additional Limbs assumes the limbs are usable as arms or legs (or both). Other sorts of limbs—wings, for example—are better handled by other traits, such as Flight.

Common effects associated with Additional Limbs include:

- **Elongation:** Additional Limbs often take the form of tentacles, pseudopods, or prehensile hair with unusual stretching properties, making Elongation an appropriate additional effect. It is often Limited solely to the Additional Limbs, the rest of the character's body unable to elongate.
- **Enhanced Strength:** Additional Limbs may come with Enhanced Strength or Super-Strength, particularly mechanical or grafted-on limbs. As with Elongation, these effects may be Limited solely to the Additional Limbs.
- **Strike:** A character's Additional Limbs might have natural weapons such as claws or simply greater striking power, providing this bonus to melee damage. Note that Limited to Additional Limbs is generally not a suitable flaw for Strike, although the GM may approve a Power Loss drawback for Strike if the characters extra limbs are easier to restrain or avoid than normal limbs.

ANATOMIC SEPARATION

Type: Alteration	**Action:** Move (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 2 points per rank

You can split off parts of your body and keep all of them functioning (relatively) normally. The process of separation causes you no harm, although it can be disconcerting to watch. You can split off a number of segments equal to your power rank; so rank 1 might allow you to detach a hand, arm, or foot (or even your head). Rank 5 could allow you to detach all your limbs (including your head), and so forth. You choose how you separate when you acquire the effect and it cannot be changed. Separating or reassembling your segments requires a move action.

Your separate parts remain fully functional, so you can see out of a separated eye, manipulate things with a separated hand, and so forth. Separated parts are limited to whatever movement their form allows, so a hand can crawl and a leg can hop, for example, an eyeball can even roll, but a separated head or torso isn't capable of much movement. You can use movement effects (such as Flight) in conjunction with your separated parts. Separate parts have modifiers based on their size (see **Size**, *M&M,* page 34) and retain your powers, so long as they're related to that body part.

Each segment gets a move action each round, but you can only take one standard action among them, regardless of how many segments you break into. The GM assesses any suitable modifiers to your actions based on your current state of disassembly.

Separated parts have your normal Toughness save, but any failed save renders a separated part staggered or disabled. A second failed save renders the separate part immobile. When the damaged part is reattached, remove its damage and add a bruised or injured condition to your character's damage track. Your recover from this damage normally.

EXTRAS

- **Affects Others:** With this modifier, you can use this power on others, separating the body parts of another willing character. To affect an unwilling subject, you need the Attack modifier (see the following).
- **Attack**: An Anatomic Separation Attack allows you to forcibly remove someone's body parts! However, the target retains control of any separated body parts, like a normal use of the Anatomic Separation effect. Although you control which part(s) separate, the target still controls them. For the ability to control body parts you separate from the target, increase the extra to +1 to represent the addition of a Linked Mind Control effect, Limited to the target's separated body parts. This control has a concentration duration, independent from the Anatomic Separation Attack, which can be increased normally with the Duration extra.
- **Range:** An Anatomic Separation Attack can have this extra, allowing it to work at normal range. A +2 extra extends it to perception range.
- **Variable Split (+1):** You can choose how you separate when you use the effect. So at rank 1, you can choose to detach any individual body part.

FLAWS

- **Action:** With this flaw, separating your parts takes longer than a move action. A standard action is a –1 flaw, while a full-round action is a –2 flaw. Longer than one full round is a power drawback (see the Action power drawback).
- **Permanent:** If applied to Anatomic Separation, the Permanent flaw means you cannot re-combine your body into a whole; you are always separated into a number of segments equal to the effect's rank. You cannot have the Variable Split extra, and maintaining any sort of secret identity is difficult, to say the least.

DRAWBACKS

- **Involuntary Transformation:** If you have circumstances where you lose control of your Anatomic Separation and literally "go to pieces," apply this drawback.
- **One-Way Transformation:** If you can freely separate your segments, but reattaching or reuniting them is more involved, requiring special tools or extra time, for example, apply this drawback.

ARRAY

The Array power structure is located in the **Power Structures** section (see page 108).

BOOST

Effect: Trait	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude (harmless)	**Cost:** 1-5 points per rank

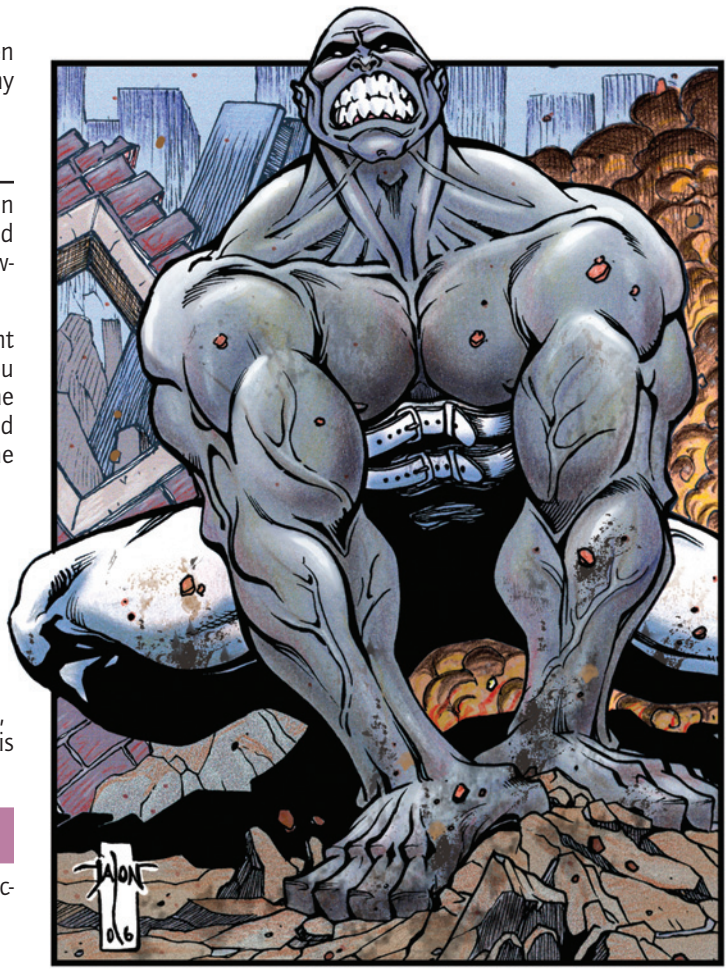
You can improve a trait or traits temporarily. You can boost yourself or others by touch.

Take a standard action to use Boost. Each rank improves the targeted trait by 1 power point. These temporary points fade at a rate of 1 per round until they are gone and the trait returns to its normal value (this rate can be slowed using the Slow Fade power feat). Temporary power points that restore a trait back to its normal starting value do not fade.

You can boost the trait again before the temporary power points have faded, but you cannot add more than your Boost rank in power points to a trait. Boosts are not cumulative; only the highest-ranked one applies to any given trait at any given time. So combining Boost 3 and Boost 8 results in an increase of 8 power points, not 11, and applying Boost 10 to a trait after 5 power points have faded raises the temporary power points back to 10, not 15.

The cost per rank determines the effect of Boost:

- **1 point:** Boost improves a single trait, chosen when the effect is acquired (such as Strength, the Blast power, etc.). If the subject does not have the targeted trait they may gain it temporarily,



UNDER THE HOOD: BOOST

Boost poses two primary concerns in play. The first is the campaign's power level limits. Generally, the GM shouldn't allow Boost to improve the heroes' traits beyond these limits. The second is using Boost to improve all or a significant portion of a subject's traits at once for a bargain price. Gamemasters should be cautious about allowing this type of Boost. Heroes who rely on some outside source of power, occasionally losing their powers rather than having them fade over time, should consider the Power Loss drawback instead.

at the GM's discretion. To affect a list of specific traits, one at a time, acquire different Boosts as Alternate Power feats.

- **2 points:** Boost can affect any trait suiting your descriptors, one at a time. If the subject does not have the targeted trait they may gain it temporarily, at the GM's discretion.
- **3 points:** Boost affects all of a group of traits at once (ability scores, skills, feats, or effects of a particular type or descriptor). Each affected trait gains the benefits of the Boost. The subject must have the targeted trait(s).
- **4 points:** Boost affects all of the subject's powers at once.
- **5 points:** Boost affects all of the subject's traits at once.

You cannot Boost permanent or innate effects. Boosted traits must generally remain within the campaign's power level limits, although the GM should feel free to waive or modify this requirement as best suits the needs of the game (see **Buffing Powers** on page 120 for further discussion).

POWER FEATS

- **Slow Fade:** This power feat reduces the rate at which boosted traits fade. The GM may set a limit on ranks in Slow Fade to prevent abuse (such as boosts that take days or even longer to fade).
- **Subtle:** Boost is not Subtle by default and requires this power feat for its effects to go unnoticed.
- **Triggered:** This power feat allows you to set a trigger for Boost under a particular circumstance. Note that a Triggered Boost is only good for one use before the trigger must be reset. For a triggered type Boost usable over and over when circumstances recur, change the power's action to a reaction with the Action modifier (see the following).

EXTRAS

- **Action:** Boost usable as a reaction can occur automatically in response to a particular circumstance, such as when you become angry or suffer damage, for example. Choose the circumstance when you apply the modifier.
- **Affects Others:** Boost Affects Others by default. If it only Affects Others, then it has a flaw (see Flaws, following).
- **Alternate Save:** You can change Boost's save to Will to reflect a more mental-based effect.
- **Duration:** Boost's duration can only be changed with the Slow Fade power feat and the Total Fade extra (see Total Fade, following). For long-lasting enhancements to traits, see the Enhanced Trait effect.
- **Range:** Boost is normally touch range. A +1 extra enhances it to ranged, while a +2 extra makes it perception range. Personal range Boost has a flaw (see Flaws, following).
- **Selective Attack:** An Area Boost can have his extra, which is quite useful in ensuring only the user's allies receive the benefits of the Boost.
- **Total Fade:** A Boost effect with this modifier does not fade slowly, but all at once when its normal duration is up. This is useful for "binary" Boosts that are on/off rather than fading slowly; one moment the Boost is full-strength, then it's gone.

FLAWS

- **Emotional (–1):** Your Boost is limited to either when you are feeling a particular strong emotion or when others around you are, such as only when you as particularly angry, or only when you are surrounded by love, fear, or such. Among other things, this means your Boost effect may be countered (or enabled) by effects like Emotion Control. If your Boost activates automatically in response to an emotion, apply the Action extra to reduce it to a reaction instead; this flaw does not apply (since reactions are already limited by circumstance).
- **Fades:** This flaw is already a part of the Boost effect and cannot be applied to it (or removed from it).
- **Others Only (–1):** You can Boost other characters, but not yourself.
- **Permanent:** Since Boost's duration cannot be altered this flaw cannot apply to it.
- **Personal (–1):** Your Boost is personal range and affects only you.
- **Restorative (–1):** A Boost effect with this flaw only improves traits up to their normal (purchased) values and is therefore only good for restoring power points lost to some other effect, like Drain. Traits restored to their normal value do not fade, just as with a normal use of Boost.
- **Tiring:** A Boost may represent some sort of superhuman extra effort (see Extra Effort, *M&M*, page 120). In this case, the Tiring flaw is appropriate, making the effect work just like normal extra effort by fatiguing the user.

BURROWING

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can burrow through the ground, leaving a tunnel behind if you choose. You move at a speed of 1 MPH at rank 1. Each additional rank moves your speed one step up the **Progression Table**, to a speed of around 5,000 miles per *round* at rank 20, allowing you to dig straight through the Earth to the other side! (Provided you can survive the conditions near the planet's molten core.) Speeds per rank are shown on the **Burrowing Movement** table.

BURROWING MOVEMENT

Rank	Speed
1	1 MPH
2	2.5 MPH
3	5 MPH
4	10 MPH
5	25 MPH
6	50 MPH
7	100 MPH
8	250 MPH
9	500 MPH
10	1,000 MPH
11	2,500 MPH
12	5,000 MPH
13	10,000 MPH
14	25,000 MPH
15	50,000 MPH
16	100,000 MPH
17	250,000 MPH
18	500,000 MPH
19	1,000,000 MPH
20	2,500,000 MPH

You burrow through soil and sand at your normal speed. Burrowing through hard clay and packed earth reduces speed one rank. Burrowing through solid rock reduces it by two ranks. The tunnel you leave behind is either permanent or collapses behind you immediately (your choice when you begin burrowing each new tunnel).

Note that Burrowing differs from the Permeate effect of Super-Movement, which allows you to pass through an obstacle like the ground at your normal speed without disturbing it at all (see **Super-Movement** for details).

POWER FEATS

- **Subtle:** Your burrowing effect somehow dampens the usual vibrations and noise associated with rapidly tunneling through the ground, making it more difficult (or even impossible) for those on the surface to detect your approach and movements with effects like tremorsense (see the Super-Senses effect for details).

EXTRAS

- **Action:** The action required to use Burrowing cannot be decreased, since it includes moving through the tunnel, and reducing the action needed for a character to move is not recommended.



- **Affects Others:** The +0 version of this extra grants another character the Burrowing effect. The +1 version is not required to bring others along with you as you burrow unless you want them to automatically keep pace with you; others can still follow down the tunnel you leave behind at their own pace, even without the Affects Others extra.
- **Area:** At the GM's discretion, this extra—specifically the Burst Area—can widen the size of the tunnel you burrow from large enough to accommodate you to (rank x 5 feet) in radius, allowing you to excavate large tunnels and even artificial caverns.
- **Penetrating:** Normally, the hardness of the ground affects only the speed at which you burrow. At the GM's discretion, some super-hard materials may be considered Impervious to Burrowing, in which case this extra allows you to dig through them, provided your Penetrating rank reduces the material's Impervious Toughness to equal to your less than your Burrowing rank.
- **Range:** This extra either allows you to create tunnels at a greater distance (without having to be at the end-point of the tunnel as it forms) or, in conjunction with Affects Others, allows you to grant the Burrowing effect to someone else at a distance. Doing both requires two applications of the extra.

FLAWS

- **Distracting:** Burrowing may well be distracting, reducing your dodge bonus while you are moving through the earth (and leaving you more vulnerable to attack while doing so).

If combat while you are burrowing is unlikely in the GM's opinion, this flaw may be disallowed or reduced to a complication.

- **Limited:** Burrowing may be limited to certain circumstances or materials, such as only loose sand and soil (leaving the character unable to burrow through dense clay or solid rock), or only snow and ice (being unable to burrow through earth and soil at all).

ASSOCIATED EFFECTS

- **Damage:** The same trait that allows a character to burrow through the earth—claws, drill-bits, digging beams—may also grant the ability to inflict damage as an attack.
- **Immunity:** Burrowing assumes a pocket of atmosphere fills the tunnel as it forms. However, for especially lengthy periods underground, or trips that may involve pockets of natural gas or the intense heat of the planet's core, the Immunity effect (particularly life support, possibly with Affects Others) is desirable.
- **Super-Senses:** Burrowing does not include the ability to see where you are going while underground, so Super-Senses may be helpful for long-range or rapid burrowing. Tremorsense and X-Ray Vision are particularly useful in this regard (see the Super-Senses effect for details).

COMMUNICATION

Type: Sensory	**Action:** Free (active)
Range: Extended	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can communicate over a distance using a medium other than your normal voice. Choose a sense type as the medium for your communication (see the list of examples). You may also use a special sense type (neutrinos, gravitons, magical sendings, and so forth) noticeable only to an appropriate form of the detect Super-Sense (see **Super-Senses** in this chapter).

The following are some types of communication associated with particular sense types. This is by no means an exhaustive list, and the Gamemaster is free to allow other sorts of Communication, as best suits the character and the setting.

- **Visual:** laser or fiber optic link.
- **Auditory:** ultrasonic or infrasonic beam, "ventriloquism."
- **Olfactory:** pheromones or chemical markers.
- **Tactile:** vibratory carrier wave.
- **Radio:** AM, FM, and short-wave radio bands, microwaves.
- **Mental:** telepathic transmission, psychic link, mystical sending.

Base range for Communication is 10 feet at rank 1. Each additional rank increases range as shown on the **Extended Range Table**. Communication is instantaneous with any subject within your range.

The recipient of your communication must be within range and have a means of receiving your transmission (super-sense, or a receiver of some sort; a score of 1 or more in all mental abilities is all that's needed to "receive" Mental Communication). You can receive Communication of the same medium as your own. Receivers can choose to ignore your Communication, if they wish. Communication is language-dependent; you and the subject must share a common language (see **Comprehend** to communicate across language barriers). Your Communication is point-to-point (sent to a single receiver within your range).

Activating your Communication effect is a free action. Communicating, however, takes the normal amount of time. You can apply the Rapid power feat to speed things up, provided your recipient is capable of receiving communication at that speed.

Others with an acute sense able to detect your Communication medium can "tap into" your transmissions with a Notice check (DC 15 + your Communication rank). The eavesdropper must be within normal sensory range of you or the receiver. Your Communication can be blocked or "jammed" by sensory effects such as Dazzle or Obscure affecting your transmission medium.

POWER FEATS

- **Affects Insubstantial:** As a sensory effect, Communication does not need this power feat for insubstantial subjects to perceive it.
- **Dimensional:** Communication with this power feat can bridge dimensional barriers, reaching into other dimensions and planes of existence. The Communication effect still has its proximate range, and the GM may rule certain subjects "out of range" of the effect, depending on their relative position in the other dimension.
- **Rapid:** Your communication occurs 10 times faster than normal speech. Each additional rank of this feat increases communication speed by a factor of 10. This is useful for high-speed computer links, "deep sharing" psychic rapports, and so forth.
- **Selective:** If you have the Area extra, you can choose which receiver(s) within range get your Communication, excluding everyone else. This allows you to go from a single receiver (point-to-point) to all potential receivers in range (omni-directional) or anywhere in between.
- **Subtle:** Your Communication cannot be "overheard" (it is encrypted, scrambled, or otherwise protected). If you apply the feat twice, your Communication cannot even be detected (that is, no one can even tell you are transmitting, much less what you're saying).

EXTRAS

- **Area:** You can broadcast omni-directionally to every receiver within your maximum Communication range at once. Note this extra is only strictly necessary to communicate with everyone over a wide area at once; since using and maintaining Communication are free actions, the GM may allow a communicator to establish and maintain contact with multiple discrete receivers—such as the members of the same team—all in the same round.

UNDER THE HOOD: REALISTIC COMMUNICATION

Communication is instantaneous within its range largely out of simplicity–and because instantaneous long-distance communication is a staple of the comic books, which often feature galaxy-spanning alien civilizations. Realistic Communication effects are limited by the speed of light, and therefore shouldn't be higher than rank 10, which is about the extent of instantaneous transmission at that speed.

If you wish, you can allow such realistic Communication to travel beyond its "maximum" range, it just takes longer to reach its destination: minutes or hours within a solar system, and years (perhaps hundreds or even *thousands* of years) to cross the interstellar void. The ability to extend beyond its normal range and the length of time it takes to do so generally even out, so costs can remain the same. It simply depends on the realism level of the setting.

FLAWS

- **Duration:** As a default, Communication requires only a modicum of attention to maintain, making it sustained. Some Communication effects may require greater focus, making them concentration duration (and essentially limiting the user to move and free actions while communicating).
- **Distracting:** Communication use may be distracting, particularly if it requires a degree of concentration to maintain (see Duration, previously).
- **Limited:** Communication may be limited to only members of a particular group, such as a species, family, members of an organization, and so forth. This is in addition to limitations imposed by medium (that is, requiring subjects to have a means of picking up on the Communication). Particularly limited groups may qualify for a greater flaw (–2 or more) as the GM sees fit.
- **Sense-Dependent:** Communication itself is already sense-dependent (in that the subject(s) must be able to sense your communication medium to pick up your transmissions) and so cannot have this flaw. However, other perception range effects can be Communication-Dependent, meaning you must be in communication with your subject for them to work (using your Communication medium as a "carrier" for the other effect). If your Communication is blocked in any way, the other effect doesn't work. An example is a mental power that is Mental Communication Dependent.

ASSOCIATED EFFECTS

- **Comprehend:** Since Communication isn't much use if the person on the other end can't understand you, or you can't understand them, Comprehend Languages is a common effect associated with Communication.
- **ESP:** Communication is often Linked with ESP, allowing for "two-way" reception: the user can both send messages and perceive the subject's replies (assuming the subject does not also have Communication). Communication may also be linked to ESP to allow the user to both perceive a distant area and communicate with those present there.

COMPREHEND

Type: Sensory	**Action:** None (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 2 points per rank

You can comprehend different forms of communication; even communicate with subjects normally incapable of doing so. Each rank allows you to choose one of the following options:

- **Animals:** You can either speak to or comprehend animals (creatures with Int 1 or 2). You can ask questions and receive answers, although animals are not any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while especially stupid ones tend to make inane comments. If an animal is friendly toward you, it may do some favor or service for you. For two ranks you can both speak to and understand animals.
- **Codes:** You can decode various codes or ciphers automatically, understanding them as if they were written or spoken in your native language.
- **Electronics:** You can verbally communicate with electronic devices. Most are limited by their programming and peripherals in terms of what they "know," and may not be able to answer some inquiries. Machines tend to be cold and mechanical, and may not be cooperative. At the GM's discretion, you can use the Computers and Disable Device skills in place of Diplomacy and Bluff when speaking with machines. For two ranks you can both speak to machines and understand their replies.
- **Languages:** For one rank you can either speak or understand the language of any intelligent creature. You can speak only one language at a time, although you can understand several languages at once. For two ranks anyone able to hear you can understand what you're saying, regardless of language (you can effectively "speak" multiple languages at once). For three ranks you can both speak and understand all languages at once. Being able to read any language requires one more rank. This effect does not enable you to communicate with creatures that don't possess a language; see the other Comprehend effects for that.
- **Objects:** You can communicate with inanimate objects (other than plants and electronics), granting them the ability to speak to you or simply "reading" impressions from them. This requires two Comprehend ranks. Objects only "know" about events directly affecting them or occurring in their immediate area. Gamemasters can apply the guidelines for Postcognition to this effect (see Super-Senses for details).
- **Plants:** You can either comprehend or communicate with plants, both normal plants and plant creatures. You can ask questions of and receive answers from plants. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about

events outside its immediate vicinity. For two ranks you can both speak to and understand plants.

- **Spirits:** You can communicate with incorporeal and normally invisible and inaudible spirit beings, such as ghosts or certain extradimensional entities, depending on what beings exist in the context of the setting. One rank essentially allows you to function as a "medium" of sorts, speaking to spirits and comprehending their replies. However, you do not gain any ability to summon or compel spirits. At the GM's discretion, this effect may extend to undead creatures, demons, or other supernatural entities, depending on the setting.

EXTRAS

- **Affects Others:** Comprehend only includes the ability to speak or understand the languages of others. If you wish to grant others the ability to do the same (speak and understand your language, for example, or give two others the ability to understand each other without you acting as a translator) then apply this modifier, usually at the +1 level to apply to yourself and others.
- **Area:** Comprehend that Affects Others can have this modifier to grant its benefits to everyone in the affected area. Area Comprehend can also have the Selective power feat to allow you to "filter out" who does and does not gain its benefits.

FLAWS

- **Distracting:** Since the use of Comprehend in combat may not be particularly important, the GM may wish to disallow this flaw, as appropriate for the setting.



- **Duration:** Comprehend is normally continuous. If it requires at least a modicum of focus to maintain, it may be sustained, if it requires considerable focus or effort to maintain, its duration may be lowered to concentration. The GM can require Concentration skill checks to maintain Comprehend under difficult circumstances if its duration is reduced, such as when dealing with a babble of conversation all at once.
- **Limited:** You can only comprehend a broad type of subject (only elves, canines, avians, or sea creatures, for example) as a –1 flaw. You can only comprehend a narrow type of subject (dogs, falcons, or dolphins, for example) as a –2 flaw.
- **Permanent:** Permanent duration is not considered a flaw for Comprehend, given its effects. It does not apply.
- **Unreliable:** At the GM's discretion, an Unreliable Comprehend effect may provide an incorrect or misleading translation on a failed roll rather than simply not working at all.

CONCEALMENT

Type: Sensory	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

Using this effect, you gain total concealment from a particular sense—usually sight or hearing—although you are still detectable to other senses (even other senses of the same sense type). Each additional rank gives you concealment from another sense; two ranks give you concealment for an entire sense type.

Concealment from visual senses costs double (2 ranks for one visual sense, 4 ranks for all visual senses). You cannot have concealment from tactile senses, since that requires being incorporeal (see **Insubstantial**). So at rank 5, you can have total concealment from all visual senses (4 ranks) and normal hearing (1 rank), for example. At rank 10 Concealment you have total concealment from all sense types other than tactile.

While concealed, you can make surprise attacks against targets unaware of your presence (see **Surprise Attacks**, *M&M,* page 163). Attackers have a 50% miss chance against you (a roll of 11 or better on d20), assuming they know where to attack at all! Attackers able to perceive you with an accurate sense suffer no penalties, and combat is resolved normally.

Someone can sense the presence of a concealed character within three Notice range increments with an acute sense (see **Super-Senses** for details) and a DC 20 Notice check, such as using hearing to detect a character concealed from sight. The observer gains a hunch that "something's there" but can't accurately perceive it (suffering the normal miss chance, for example). A concealed character holding still is harder to notice (DC 30). A concealed inanimate object or completely immobile creature is very hard to notice at close range (DC 40). It's practically impossible (+20 DC) to accurately pinpoint a concealed character's location using an acute sense.

POWER FEATS

- **Close Range:** The "close range" where someone can sense your presence with an acute sense is adjacent (5 feet) rather than three Notice range increments.

CONCEALMENT AND PERCEPTION RANGE

Perception range effects must accurately perceive a target in order to affect it. This generally means you cannot target subjects with total concealment from all of your accurate senses with perception range effects. Thus, foes with Visual Concealment (the most common accurate sense) can be quite effective against characters relying on perception range attacks, unless the attacker has an unusual accurate sense to circumvent the Concealment. This is one reason Visual Concealment costs extra.

At the Gamemaster's discretion, a successful Notice check to accurately locate a target with an acute sense *may* allow you to use perception range effects on that target; however, the target still benefits from total concealment, giving the effect a 50% miss chance, even though perception range effects don't normally require an attack roll and otherwise always "hit" their target.

- **Innate:** This power feat is appropriate for subjects with innate or natural concealment qualities that cannot be nullified.
- **Selective:** You can vary your Concealment at will (a free action): going from total to partial to no concealment, concealing some parts of you and not others, or anywhere in-between. If your Concealment affects multiple senses, you can choose to affect some and not others with this feat as well. Concealment is normally all-or-nothing: either you are concealed or you're not.
- **Subtle:** Concealment is Subtle by nature and does not require this power feat, since going unnoticed is part of its effect. It may also conceal the display of your personal range effects (see **Noticing Power Effects**, page 17).

EXTRAS

- **Affects Others:** The +1 level of this modifier allows others to benefit from your Concealment effect while you are touching them.
- **Area:** Concealment with Affects Others (previously) or Attack (immediately following) may have this extra, affecting all subjects in the area. To conceal an entire area, see the Obscure effect.
- **Attack:** Use this extra for a Concealment effect you can impose on others (whether they want to be concealed or not). An invisibility ray, for example, is a Visual Concealment Attack. A Concealment Attack calls for a saving throw, usually Reflex or Will.

FLAWS

- **Blending (–1):** You "blend" into the background. Your Concealment only functions as long as you move no faster than your normal pace, since your blending can't adapt faster than that.
- **Limited:** Your Concealment only works under certain conditions, such as in fog, shadows, or in urban locales.
- **Limited to Machines (–1):** Your Concealment is Limited only to senses with a technological descriptor. This includes ordinary things like cameras and microphones as well as intelligent robots (if such things exist in the setting).
- **Partial (–1):** Your effect provides partial rather than total concealment (see Concealment, *M&M*, page 161).
- **Passive (–1):** Your Concealment only lasts until you make an attack—defined as any action requiring a saving throw—at which point it stops working until you reactivate it, which you may do on the round after you attack.
- **Phantasm (–1):** Your Concealment is Limited to creatures with Intelligence 1 or greater; unintelligent creatures and machines (cameras, microphones, etc.) perceive you as if you were not concealed at all. This usually indicates Concealment that is some sort of mental or hallucinatory effect. This flaw does not apply to Mental Concealment (which is already so limited by definition).
- **Sense Dependent:** Concealment is already sense-dependent and cannot have this flaw.
- **Saving Throw (–1):** Your Concealment offers a saving throw (Fortitude, Reflex, or Will, chosen when the flaw is applied) for anyone aware of your presence and actively looking for you. Targets get a new save for each interval on the Time Table that passes. This flaw is often combined with Phantasm (previously).

CONFUSE

Type: Sensory (mental)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant (lasting)
Saving Throw: Will	**Cost:** 1 point per rank

The target of this effect becomes confused, unable to independently determine his or her actions. If the target's Will save fails, roll on the **Confused Behavior Table** at the beginning of the subject's turn each round to see what the subject does that round.

CONFUSED BEHAVIOR TABLE

d20	Behavior
1-2	Attack the user of the Confuse effect.
3-5	Act normally.
6-10	Do nothing but babble incoherently.
11-14	Flee at top possible speed.
15-20	Attack the nearest creature.

A confused character unable to carry out the indicated action does nothing (like a result of 6-10 on the table). Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attacker on its next turn, as long as it is still confused. The target gets a new Will save each round to shake off the Confuse effect, with a +1 bonus each round.

CUSTOMIZED CONFUSE

Gamemasters may allow substitutions on the **Confused Behavior Table** to customize the effect, such as changing "Do nothing but babble incoherently" to "Sing and dance Broadway show-tunes" or making "Flee at top possible speed" into "Close eyes and mutter 'go away, go away, go away,'" or the like. As a general rule of thumb, a 1–2 result should always be something detrimental to the power-user, and 3–5 should remain "Act normally" but otherwise feel free to modify (or expand) the **Confused Behavior Table** as desired.

POWER FEATS

- **Incurable:** At the GM's discretion, this power feat can simulate a Confuse effect that cannot be countered by other powers, only by time and the victim making a successful saving throw. It may be suitable for Confuse effects that are particularly powerful or unusual in nature.
- **Reversible:** You can reverse your Confuse effect at will as a free action.

EXTRAS

- **Alternate Save:** Confuse may be based on Fortitude rather than Will to reflect a biochemical effect, such as a drug or pathogen. Such forms of Confuse are also often touch range and may also have the Disease or Poison modifiers.
- **Contagious:** A Contagious Confuse effect might represent some sort of "plague of madness" or "telepathic virus" that spreads from subject to subject.

FLAWS

- **Sense-Dependent:** This flaw may reflect a Confuse effect requiring eye contact or based on flashing lights, maddening music, or an inhaled psycho-chemical, for example, rather than affecting a target automatically. These version of Confuse must be Perception range.

UNDER THE HOOD: CREATE OBJECT VS. SUMMON

Create Object and Summon are similar effects: both "create" things out of nowhere. So when should a character have one and not the other?

Generally, Create Object makes inanimate *objects*, while Summon creates or conjures *creatures* of some sort, capable of independent action (albeit limited in the case of mindless creatures like robots or zombies). So a character able to create "sculptures" of ice, for example: walls, slides, columns, and so forth, should have Create Object. A character able to call up animated snowmen, on the other hand, should have Summon, while a powerful "ice elemental" may very well have both effects!

Gamemasters looking for a good guideline to use in conjunction with Create Object can compare it to Summon of a similar power rank. Roughly, both effects create things with a power level equal to their power rank (limited by the campaign's power level, as usual), with about 15 power points per rank. This amount may be lowered to around 5 points per rank for Create Object, simply because objects have only one "ability score" (their Toughness) while creatures have many.

Use these additional points as a measure of the kinds of qualities characters can bestow upon their created objects, if an object needs to duplicate a particular effect as part of its structure or function.

For characters able to bring almost *anything* into existence, see the Variable structure, although such a power is generally best treated as a plot device and relegated solely to non-player characters.

CONTAINER

The Container power structure is located in the **Power Structures** section (see page 111).

CREATE OBJECT

Type: General	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: See description	**Cost:** 2 points per rank

You can form solid objects essentially out of nowhere. They may be made of solidified energy, "hard" water or air, transmuted bulk matter, ice, stone, or something else entirely, depending on the effect's descriptors.

You can form any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex for this effect. Generally, your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the effect.

You can create an object up to one 5-foot cube in size per power rank with Toughness up to your power rank. Created objects can be damaged or broken like ordinary objects (see **Damaging Objects**, *M&M,* page 166). They also vanish if you stop maintaining them. You can repair any damage to a created object at will by using your effect again (essentially "re-creating" the object).

CREATED OBJECTS, COVER, AND CONCEALMENT

A created object can provide cover or concealment (if the object is opaque) just like a normal object. Cover provided by a created object can block incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally. Indirect effects can bypass the cover a created object provides just like any other cover (see the **Indirect** power feat description). Selective Create Object allows you to vary the cover and concealment your objects provide.

TRAPPING WITH OBJECTS

You can trap a target inside a large enough hollow object (a cage or bubble, for example). The target gets a Reflex saving throw to avoid being trapped. A trapped character can break out of the object normally. Limiting the target's mobility in addition to trapping them requires a Snare effect rather than Create Object (see **Snare** in this chapter). You may wish to place a Snare in an Array with Create Object (see **Array** in this chapter).

DROPPING OBJECTS

Dropping a created object on a target is treated like an Area Attack based on the object's size (see **Area Attack**, *M&M,* page 159). The object inflicts damage equal to its Toughness, and targets get a Reflex saving throw to evade the falling object. A successful save results in no damage (rather than the usual half damage).

While a created object can potentially be wielded as an improvised weapon, the Create Objects effect cannot otherwise create attacks or other effects; you must acquire these separately (as Linked effects or Alternate Powers in an Array, for example).

SUPPORTING WEIGHT

If a created object needs to support weight—created as a bridge or support a weakened structure, for example—treat the object's effective heavy load strength as (Create Object rank x 5). So a rank 8 object can support 3 tons, the same as Strength 40 (or 8 x 5). More than a heavy load causes the object to collapse. You can "shore up" a created object by taking a full-round action and concentrating, allowing it to support twice its normal heavy load for one round. You can also use extra effort to double a created object's maximum support for one round, and these modifiers are cumulative.

POWER FEATS

- **Affects Insubstantial:** Created Objects with this power feat are also solid to insubstantial beings; half their normal Toughness for one rank, full normal Toughness for two. This allows a created object to block or entrap an incorporeal character, for example.
- **Innate:** Create Object with this feat makes objects that cannot be nullified, they're essentially "real" objects for all intents and purposes (although the user can "unmake" them at will unless the effect is permanent).
- **Precise:** You can create more precise and detailed objects. The exact parameters of Precise Create Object are up to the GM, but generally, you can create objects with moving parts, and considerable detail. A Craft skill check may be required in some cases to create an object properly, but this feat grants a +4 bonus on the check.
- **Progression:** Each time you apply this power feat, the base size of your objects per power rank increases one step on the Progression Table (10-foot cube per rank, then 25-feet, etc). Other attributes based on rank (such as Toughness and save DC) do not change.
- **Selective:** This feat allows you to make your created objects selectively "transparent" to attacks, blocking some while allowing others (yours and your allies', for example) to pass through them harmlessly. You can also selectively make your objects solid to some creatures and incorporeal to others, such as allowing one person to walk through a created wall, while blocking another. It takes a free action to change the selective nature of an object; permanent created objects cannot have their selectivity changed once they are created.
- **Stationary:** Your created objects can hang immobile in the air. They resist being moved with a Strength bonus equal to your power rank. Unless you have the Tether feat or the Movable extra, you cannot move a stationary created object once it's placed any more than anyone else can.
- **Subtle:** The Subtle feat either makes created objects not noticeable as such for 1 rank (they look just like real objects) or not noticeable at all for 2 ranks (such as objects composed of invisible force).



- **Tether:** Your created objects can move along with you at your normal movement speed, maintaining their position relative to yours.

EXTRAS

- **Area:** The size and area of created objects is improved by power rank and the Progression feat. This extra therefore does not apply to Create Object.
- **Duration:** Continuous Create Object makes objects that remain until they are destroyed, nullified, or you choose to dismiss them.
- **Impervious:** Applied to Create Object, this extra makes the objects' Toughness Impervious. As with Protection and related effects, the GM may choose to limit Impervious Toughness to no greater than the campaign's power level.
- **Movable:** You can move your created objects around with a Move Object effect at your Create Object rank (see Move Object in this chapter for details).

FLAWS

- **Feedback:** You may suffer damage when your created objects are damaged (see Feedback flaw description for details).
- **Permanent:** Permanent created objects last until destroyed or nullified. Unlike continuous Create Object, you cannot choose to dismiss such objects; they are truly permanent. You cannot repair permanent created objects or otherwise alter then once they're created.

DAMAGE

Type: Attack **Action:** Standard (active)

Range: Touch **Duration:** Instant

Saving Throw: Toughness (staged) **Cost:** 1 point per rank

You have a damaging attack. Make an attack roll to hit the target. The attack's damage bonus equals your rank. Damage is a basic damaging effect, but has many possible variations using different power feats and modifiers.

DAMAGE AND RANGE

The basic Damage effect is touch range, usable as a melee attack. It does not take the user's Strength modifier into account unless the effect has the Mighty power feat (see **Power Feats**, following), in which case the user's Strength adds to the damage bonus. A ranged Damage effect is usable at either melee or normal (rank x 100 feet) range. A perception range Damage effect works at any range, without the need for an attack roll, so long as the user can accurately perceive the target. So a Damage effect usable at melee and normal range that adds the user's Strength is a Mighty Ranged Damage effect. See the following power feats and modifiers for more information.

POWER FEATS

- **Accurate:** This power feat is functionally the same as the Attack Specialization feat, except it is a quality of the effect itself rather than a measure of the character's skill or talent in using it.
- **Affects Insubstantial:** Depending on the descriptors, this power feat can represent Damage attuned to a particular wavelength, dimensional phase, radiation band, or supernatural source, allowing it to affect insubstantial targets.
- **Mighty:** Damage effects with this power feat stack with your normal Strength damage, allowing you to apply your muscle-power to enhance the effect. One rank of the Mighty feat is sufficient for a touch range Damage effect to stack with Strength (which is also touch range). For a normal range Damage effect, each rank of Mighty allows 1 point of Strength damage bonus to stack with the effect. So a character with +4 unarmed damage needs Mighty 4 to add his entire Str bonus to his ranged Damage effect. For perception range Damage effects, every 2 ranks of Mighty allow 1 point of Strength damage bonus to stack. Strength over the amount allowed by the Mighty power feat rank doesn't stack and doesn't apply to the effect. The GM should decide on a case-by-case basis if ranged or perception Mighty feats are appropriate.
- **Precise:** A Damage effect with this feat may be capable of precision cutting, etching, welding, or the like, depending on its descriptors. Ranged Precise Damage effects also gain the benefits of the Precise Shot feat (see Precise Shot, *M&M*, page 63): ignoring the –4 penalty for allies in melee with a target.
- **Split Attack:** This power feat is commonly used with Damage effects to represent the ability to make a single "focused" attack or multiple smaller attacks against different targets and may suit characters with multiple clawed limbs, two- (or more) handed fighting styles, dual weapons, and so forth.
- **Subtle:** Damage with this power feat may involve a medium that's harder to notice: a near-invisible gas, for example, or an attack that occurs too quickly for the eye to follow. A Subtle Damage effect may be suitable for making surprise attacks under the right circumstances. To be most effective, Subtle Damage effects need to be normal or better range, since it's considerably easier to know the source of touch range Damage (although, if the Damage is delayed in some way, perhaps not even then).
- **Thrown:** You can "throw" your Damage effect to hit a target at a distance, with a range increment of (Thrown feat rank x 10) feet and a maximum range of five increments (Thrown feat rank x 50 feet). This feat may represent a throwing weapon or the ability to "throw" a natural melee attack like quills or claws. If you have a Mighty Thrown Damage effect, you can add your Strength bonus to the damage, but no more than the rank of the Damage effect or the Mighty feat, whichever is greater. Once you have used Thrown with a Damage effect, you cannot use it again until you recover it. This may involve picking up a thrown weapon, re-growing a natural weapon, building up a sufficient charge, or the like. The exact circumstances are up to the GM, but it should usually be something you can do automatically at the end of a combat. For a "throwing attack" you can use every round, either because of unlimited ammunition or a weapon that automatically returns to you after it hits, apply the Range extra to make your Damage effect normal or perception range, possibly with the Reduced Range drawback.

EXTRAS

- **Action:** It's recommended the GM not allow move action and free action Damage effects, due to their potential to allow characters to make an overwhelming number of multiple attacks. Reaction Damage effects are best handled by the Aura extra (see the following) although the GM may find other suitable applications of Reaction Damage effects, provided the circumstance doesn't create an effect so useful as to be unbalancing.
- **Alternate Save:** Since Damage requires a Toughness saving throw this extra is a +1 modifier when changing that save to Fortitude or Will. A Fortitude Damage effect may involve direct damage to a target's physiology, bypass normal physical protection, perhaps even an insidious physical degradation. Will Damage bypasses the body altogether to strike at the mind or even soul. In either case, the result of the saving throw is the same, it's just a different save bonus that's used, and damage is applied in the same manner, regardless of its source; characters don't have separate tracks for "physical" and "mental" damage, for example.
- **Area:** This is a common extra for Damage involving explosions or spreading or engulfing attacks like gases, fiery clouds, and so forth (see the Area extra description for details).
- **Aura:** Damage is a common basic effect for an Aura. It may represent a damaging energy surrounding you or some sort of automatic or reflexive counterattack against anyone who attacks you (see the Aura extra description for details).

UNDER THE HOOD: STRENGTH AND MIGHTY DAMAGE

The primary reason why the Mighty power feat pays a premium on extras like range is to prevent a strong character from taking Mighty Damage 1 with a lot of extras, adding Strength bonus on top of it, and getting all the benefits of a high tricked-out Damage effect with almost none of the cost.

If you want a halfway point between requiring additional ranks of Mighty and not having Strength stack with Damage at all, you can allow unmodified Strength to add to Damage at a lesser bonus, based on the Damage effect's cost.

Essentially, each point of Strength *bonus* provides an extra "power point" for adding to the Mighty Damage effect. For unmodified Damage—with a cost of 1 point per rank—this is a 1-to-1 increase, 1 point of Str bonus equals +1 Damage. For Damage effects costing more, divide Str bonus accordingly. So Damage with +2 in modifiers (costing 3 points per rank), divides Str bonus by 3 before stacking it; a +6 Str bonus would add only +2 damage to this effect.

This option involves a bit more complexity, but also offers more flexibility in terms of applying power modifiers and Strength to Mighty Damage.

- **Autofire**: This extra is common for Damage effects, particularly Ranged Damage like an automatic weapon.
- **Contagious:** Contagious Damage remains so until the target recovers from it (including if the damage is treated with Heal or Regeneration). It may represent a damaging medium like a chemical agent coating the target. Depending on the effect and its descriptors, the GM may also allow certain other effects to counter a Contagious source of damage.
- **Duration:** Damage with a duration longer than instant continues to affect its target on succeeding rounds, requiring a new saving throw each round on the attacker's initiative. This usually represents an ongoing damaging effect of some sort. This sort of Damage should have some reasonable means by which it can be countered, such as dousing or smothering fiery ongoing Damage.
- **Penetrating (+1):** This extra allows Damage to overcome the effects of Impervious Toughness. Reduce the ranks of the Impervious modifier by the ranks of Penetrating Damage. So Penetrating Damage 7 reduces the Imperviousness of a target's Toughness by 7. So Impervious Toughness 11 would be treated as +11 Toughness with only 4 ranks of Impervious (11 – 7). Any remaining Impervious Toughness is applied normally against the attack, so if the Penetrating modifier does not reduce the Impervious modifier below the attack's damage bonus, the attack still has no effect.
- **Range:** The standard Damage effect is touch range. One application of this extra creates a damaging effect useable at normal range (although still useful at melee range as well), while a +2 extra gets you a perception range Damage effect.

FLAWS

- **Action:** A full-round action Damage effect suits an attack requiring some preparation or additional "build-up." For example, a "haymaker" punch might be a Full Action Mighty Damage effect. Generally speaking, Damage effects requiring longer than a full-round action are not useful in combat and tend to be better suited as plot devices, wherein a villain's death-ray needs to charge up for a minute or two, for example, giving the heroes time to stop it before it's too late.
- **Distracting:** A Distracting Damage effect is a bit of a trade-off in combat, requiring some risk. It's good for things like attacks that need bracing (such as certain weapons) or require extra concentration (taking attention away from potential threats).
- **Limited:** Damage can be Limited in a number of ways. The most common include only certain targets (living creatures, machines, or supernatural beings, for example), or a reduced effectiveness against some targets. For the latter, apply the Limited flaw only to some of the effect's ranks, such as Damage with half effect against targets wearing armor (meaning half its ranks have the Limited to Unarmored Targets flaw).
- **Range:** Reducing the range of a Damage effect to personal is more than just a flaw: it converts the effect into more of a drawback, since the only one you can damage is yourself! For characters with some sort of inherent or automatic ability to damage themselves, consider an appropriate drawback instead. For example, minions that automatically self-destruct when they're captured have a fairly severe Weakness, worth about 10 power points. Of course, for non-player characters, you can choose to just treat such things as plot devices and not worry about their point-values.

DRAWBACKS

- **Full Power:** You can only use your Damage effect at its full damage bonus, meaning you can't "pull" your attacks (see Pulling Your Punch, *M&M*, page 163) to inflict lesser damage and you're likely to cause more property damage or collateral effects. The GM decides when, and if, this drawback is truly a drawback for a Damage effect.
- **Lethal:** You can only inflict lethal damage with your effect, which may limit its usefulness in some situations. 1 point.
- **Minimum Range:** Your Ranged Damage effect cannot be used at close range. This is a 1-point drawback if you must use the effect at one-quarter its maximum range and 2 points for one-half maximum range. A Ranged Damage effect only usable at its maximum range has a Limited flaw.
- **Non-Lethal:** You can only inflict non-lethal damage with your effect, which may limit its usefulness in some situations. In particular, objects are unaffected by non-lethal damage. 1 point.

DAZZLE

Type: Sensory	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant (lasting)
Saving Throw: Reflex/Fortitude	**Cost:** 1-4 points per rank

You can overload a target's senses of a particular type—usually visual or auditory—rendering them temporarily useless. Make a ranged attack roll against the target. If the attack hits, the target must make a Reflex save to avoid the Dazzle effect. If the save fails, that sense type is rendered useless. A successful initial save means no effect.

Each round thereafter the target makes a Fortitude save to recover from the Dazzle attack. The target gains a +1 bonus to the save each round after the first. A successful save allows the target to use the dazzled sense(s) again, but at –1 on all rolls involving them. The following round, the target's senses return to normal. Targets immune to Fortitude effects cannot be dazzled. You are immune to your own Dazzle effect.

Dazzle costs 1 point per rank if it affects one sense type, 2 points per rank if it affects two sense types, 3 points per rank if it affects three sense types, and 4 points per rank if it affects all sense types. Visual senses count as two sense types, so a 3-point per rank Dazzle effect could affect visual and one other sense type, for example.

POWER FEATS

- **Affects Insubstantial:** As a sensory effect, Dazzle already works on insubstantial targets normally and doesn't need this power feat.
- **Incurable:** A Dazzle effect with this power feat cannot have its effects countered by another power (such as Healing) without the Persistent power feat.
- **Reversible:** You can remove the lingering effect of your Dazzle from a victim at will as a free action.
- **Ricochet:** Depending on the descriptors of your Dazzle effect, you may be able to use this feat to ricochet it off a different sort of surface, such as reflective surfaces for light-based dazzles, or resonant or echoing surfaces for sonic dazzles.
- **Subtle:** This power feat helps to obscure the source of the Dazzle effect. Obviously, a dazzled character is aware of the loss of a sense, but victims of Subtle Dazzle effects (and those witnessing the attack) are less likely to notice what caused it. This may be due to the effect using an unusual frequency or particularly subtle medium, for example.

EXTRAS

- **Alternate Save:** Either Dazzle's initial or secondary save (or both) may be changed to an alternate saving throw. The initial Reflex save may be changed to Fortitude (for Dazzle effects avoided solely through physical resilience rather than quick reflexes) or Will (for effects avoided or overcome through willpower). The secondary save may also be changed to Will for the same reasons. Generally, Dazzle's secondary save can't be changed to Reflex (unless the player comes up with a good reason, such as being able to literally "shake off" an effect that "sticks" with the target). Neither of the effect's saves may be changed to Toughness. A target immune either of a Dazzle effect's saves is automatically unaffected by it.
- **Area:** Different types of area extras can reflect Dazzle effects that spread out or otherwise affect everyone in a given area. In particular, Burst (omni-directional bursts of light or other dazzling effects), Cone (for a cone of blinding light or deafening sound), Explosion (similar to a Burst, but weakening with distance), and Line (for a broad dazzling "beam"). Cone and Line Dazzle effects may be touch range so the area originates with the user. The same may be true of Burst or Explosion Dazzle effects that radiate out from the user (e.g., the character becomes blindingly bright).
- **Linked:** Dazzle effects are often Linked to other effects to duplicate the side effects of certain attacks, such as a damaging laser that's also blindingly bright, or a lightning bolt that's immediately followed by a clap of deafening thunder (see the Linked power modifier for details).
- **Selective Attack:** This extra allows an Area Dazzle to affect only those targets you wish, excluding others in the area.

FLAWS

- **Sense-Dependent:** Dazzle is already sense-dependent and so cannot apply this flaw.
- **Side Effect:** A possible side effect of Dazzle might be to dazzle yourself if you fail the attack roll (or your target successfully saves, for perception range Dazzle effects).

DEFLECT

Type: Defense	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: None	**Cost:** 1-3 points per rank

You can block ranged attacks as well as melee attacks. This is like a melee block (see **Block**, *M&M,* page 155) using your Deflect rank in place of your normal attack bonus. You can attempt to deflect any number of attacks in a round, but each attempt after the first imposes a cumulative –2 modifier on the block roll. If you take a full-round action to block, you take no penalty for deflecting multiple attacks. Once you fail a block roll you cannot deflect again until your next turn.

Deflect rank is limited to the same value as your defense bonus by the campaign's power level limits and your trade-offs (see **Power Level**, *M&M*, page 24, for details). So if your Defense bonus limit is +12, for example, then you cannot have more than 12 ranks of Deflect.

ATTACK TYPES

The types of attacks you can deflect determine the effect's cost per rank. For 1 point per rank you can choose one of the following: slow projectiles (including thrown weapons and arrows), fast projectiles (like bullets), and energy attacks (like lasers and lightning bolts). For 2 points per rank, you can deflect any two. For 3 points per rank, you can deflect all ranged attacks. Deflect does not work against attacks that do not require an attack roll, such as perception range and area attacks. See the Nullify effect for a means of blocking such things.

MELEE BLOCK

You can use any level of deflect in place of your normal melee block if your Deflect rank exceeds your normal melee attack bonus. Otherwise, there's little reason to do so unless you have Deflect extras that make it more useful than your normal melee block.

CATCHING WEAPONS

By taking a –5 penalty on your block roll you can catch an incoming physical weapon, including a projectile, when you successfully deflect it. You can wield a caught throwing weapon normally, up to and including throwing it back at your attacker with the normal required attack action.

POWER FEATS

- **Accurate:** This power feat does not apply to Deflect and does not grant a bonus on block rolls with Deflect, since that bonus is defined by the effect's rank.
- **Extended Range:** Like other touch range effects, you can use this power feat to extend the range at which you can deflect. It may involve a tool or weapon that extends your reach or the ability to move or contort in a way that does so, depending on your descriptors.
- **Homing:** This power feat does not normally apply to Deflect, however, the GM may allow it to apply to reflected or redirected attacks if applied to the Deflect power as a whole. Also note that successfully deflecting a Homing attack is considered a "miss," meaning the attack gets another chance on the next round. A reflected or redirected Homing attack that hits a different target is a "hit" and ends the attack.
- **Interpose:** This feat may be acquired as a power feat of Deflect, allowing you to interpose yourself between an adjacent character and an attack in order to deflect it.
- **Precise:** Deflect with this feat allows you to "catch" physical weapons without a penalty on your block roll; use your normal Deflect bonus instead. You do not gain the Precise Shot benefit when reflecting attacks; to do so, acquire Precise Shot separately.
- **Ricochet:** Applied to Deflect, this feat allows you to ricochet reflected and redirected attacks as the GM allows (depending on the attack and its descriptors).
- **Subtle:** Deflect with this power feat may not be immediately apparent. While it is clear that attacks miss, it may be attributable to chance, near misses, and similar circumstances rather than any action on your part.
- **Triggered:** This power feat lets you set up a single use of Deflect in advance, usually enough to protect you from a one-shot surprise attack or the like. For an "automatic" Deflect effect usable an unlimited number of times, change the effect's action to reaction (see the following).

EXTRAS

- **Action:** You can reduce the action needed to block attacks. If you take an action one "step" higher than required to block that round, you take no penalty for blocking multiple attacks, otherwise you have the normal penalty. If you can use Deflect as a reaction you take no penalty for blocking multiple attacks and you can continue to deflect even if you miss a block roll.
- **Area:** With this extra you can make a single block roll for all potential targets in the affected area. The roll result essentially becomes the subjects' new Defense, if higher than their normal Defense (of 10 + defense bonus). This lasts for one attack per target. You can make additional block rolls, with the usual penalty for multiple rolls in a round.



- **Automatic (+1):** You can deflect even surprise attacks, but you must still be able to take the normal action required to use your Deflect effect.
- **Range:** Ranged Deflect works against attacks made against any target within (power rank x 100 feet) range. You suffer a –2 penalty on your block roll per range increment of (rank x 10 feet) between you and the target. Perception range Deflect works against any attack you can accurately perceive. You must still make a successful block roll, however.
- **Reflection (+1):** You can reflect a blocked attack back at the attacker as a reaction. Make a normal attack roll to hit with the reflected attack.
- **Redirection (+1):** You can redirect a blocked attack at any target within the attack's normal range, as Reflection, above. You must have the Reflection extra to take Redirection.

FLAWS

- **Action:** Successfully deflecting may take up all your attention for the round, requiring a full-round action. In this case, you lose the ability to take a full-round action to deflect and overcome penalties for deflecting multiple attacks.
- **Distracting:** Since Deflect essentially substitutes for Defense, it's up to the GM whether or not this flaw can apply. For Deflect

requiring at least a move action (and therefore limited in how often it can be used in a round), it should still constitute a flaw, but for Deflect usable as a free action or faster, it does not.

- **Duration:** Deflect is an instant effect and its duration cannot be changed. For longer "lasting" versions of Deflect, improve the effect's action (see the Action modifier, previously).
- **Range:** Deflect's range cannot be decreased; this flaw does not apply.

DENSITY

Type: Alteration	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 3 points per rank

You can increase your mass, and therefore your Strength and Toughness. Every rank of Density active gives you +2 Strength (a +1 Str bonus). Every two ranks give you +1 Toughness with the Impervious extra (see **Impervious** under **Protection**). Every three ranks give you a rank of Immovable and Super-Strength (see those effect descriptions in this chapter) and move your mass one step up the **Progression Table**: x2 at rank 3, x5 at rank 6, x10 at rank 9, and so forth.

DENSITY EFFECTS

Rank	Strength	Toughness	Immovable	Super-Strength	Mass
1	+2	+0	–	–	x1.25
2	+4	+1	–	–	x1.5
3	+6	+1	1	1	x2
4	+8	+2	1	1	x3
5	+10	+2	1	1	x4
6	+12	+3	2	2	x5
7	+14	+3	2	2	x6
8	+16	+4	2	2	x8
9	+18	+4	3	3	x10
10	+20	+5	3	3	x12
11	+22	+5	3	3	x18
12	+24	+6	4	4	x25
13	+26	+6	4	4	x30
14	+28	+7	4	4	x40
15	+30	+7	5	5	x50
16	+32	+8	5	5	x60
17	+34	+8	5	5	x80
18	+36	+9	6	6	x100
19	+38	+9	6	6	x125
20	+40	+10	6	6	x150

Additional Strength from Density does not improve your Strength-based skills or the distance you can jump, since your mass also increases. In fact, you automatically fail Swim checks while Density is active at 3 ranks or more, because of your negative buoyancy.

POWER FEATS

- **Affects Insubstantial:** A character with Density may be able to apply this power feat to Strength at the GM's discretion as a reflection of increased density impeding the passage of insubstantial or incorporeal forms.
- **Buoyant:** Your Density is such that you can still swim with Density activated. You do not automatically fail Swim skill checks, although additional Strength from your Density still does not add to your Swim bonus.
- **Innate:** This power feat is appropriate for beings that are inherently denser, making their Density part of their physical makeup. It should generally be coupled with the Permanent modifier on Continuous Density.
- **Subtle:** Note that as an active effect Density is not Subtle by default; the character is assumed to take on some other form or outward manifestation of increased density (bulking up or transforming to a dense material like stone, for example). Density with the Subtle feat is less noticeable while 2 ranks of the feat allow you to maintain an outwardly normal appearance regardless of your relative density.

EXTRAS

- **Attack:** A Density Attack grants all of the effect's benefits along with increased mass, and "Limited to Increasing Mass" is not a viable flaw for a Density Attack (since it actually makes it a more effective attack, not less). For an example of an attack that increases a target's mass or weight, making it difficult to move, see the Gravity Control power in the next chapter.
- **Reflective:** At the GM's discretion, you can apply the Reflective extra of Protection to the Impervious Toughness gained from Density, representing extreme hardness or toughness and costing 1 power point per 3 Density ranks. See Reflective under Protection for more information.

FLAWS

- **Distracting:** Since it's reasonable for increased mass to make a character somewhat less quick and graceful, this flaw may apply to Density, causing you to lose your dodge bonus while at an increased level of mass. If it only applies to a certain level of Density (such as only after activating 6 ranks), apply the flaw only to the higher ranks.
- **Immobile (–1):** When using Density, you are unable to move from where you stand when you activate the effect, although you can still take actions, so long as they don't involve movement. If you are completely immobile (and helpless) while using Density, increase the flaw's value to –3.
- **Permanent:** Continuous Density may have this flaw, usually to reflect a character that's always more dense and massive than normal. Permanent Density often has the Innate power feat as well.

ASSOCIATED EFFECTS

- **Damage:** Denser fists may be able to strike harder blows than even a dense character's enhanced Strength, in which case Damage with the Mighty power feat is an appropriate additional effect.

POWER STUNT: "AS HARD AND IMMOVABLE AS DIAMOND!"

A common comic book stunt of Density is becoming tremendously dense and impervious at the cost of mobility. The default version of Density does not do this: your extra Strength is assumed to compensate for the additional mass, allowing you to move normally. Gamemasters who want to allow this sort of Density can use the following optional rule.

Characters can have ranks of Density that increase their Toughness save bonus beyond the normal power level limit of the campaign. However, for each +1 increase to Toughness beyond the limit, the character suffers a –1 penalty to defense and –5 feet to base movement speed, reflecting a reduction in mobility. This is essentially a dynamic Toughness/Defense trade-off that occurs during the game rather than beforehand. Characters at this level of density can only move at normal pace, not accelerated or all-out. Defense bonus and movement speed cannot be reduced below 0 and at 0, the character cannot move at all until Density decreases.

This option can apply to using extra effort to temporarily increase Density rank as well as acquiring and using Density ranks beyond the campaign's normal power level limits.

- **Insubstantial:** This effect may be based on the ability to decrease mass and density, becoming less substantial. A character may have both Density and Insubstantial as Alternate Powers in an Array (see the Array structure in this chapter).
- **Shrinking:** For characters who become more dense without additional mass, essentially reducing the space between their existing molecules and therefore their overall size, see the Compression extra of Shrinking in this chapter.
- **Super-Strength:** Some dense characters become very strong. Additional ranks of Super-Strength are a common effect associated with Density (as are additional ranks of Immovable and Impervious Protection) and may be Linked to Density and stack with its effects, subject to power level limits.

DRAIN (TRAIT)

Type: Trait	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude (staged)	**Cost:** 1-5 points per rank

You can temporarily lower one of a target's traits: an ability, skill, feat, or effects, chosen when you acquire this effect. You must touch the target, making a normal melee attack roll, and the target makes a Fortitude save.

If the save fails, the target loses 1 power point from the affected trait(s) for each point the save missed the DC, up to a maximum of the Drain rank. Lost power points return at a rate of 1 per round, except for inanimate objects, which do not recover drained Toughness; they must be repaired.

> ***Example:*** *Totenkopf's "death touch" is a Drain Constitution 8 effect. A target hit with the Nazi villain's deadly touch makes a Fortitude save (DC 18 or 10 + 8 ranks), losing 1 point of Constitution per point the save misses the DC. So a Fortitude save result of 14 results in 4 points of lost Constitution. A save result of 6, however, would result in only 8 points lost (the maximum of the effect's rank).*

Drain's cost per rank determines the affected trait(s):

- **1 point:** Drain affects a single trait (such as Strength score or Will save bonus), chosen when the effect is acquired. (To affect a list of traits, one at a time, use an Array of different 1-point Drains, see the Array structure in this chapter.)
- **2 points:** Drain affects any one trait suited to its descriptors, one at a time, such as any one ability score, skill, or feat at a time, or any one sensory effect, fire effect, or mental effect at a time.
- **3 points:** Drain affects all traits of a single type (ability scores, skills, feats, one type of effect, or all effects of a particular type or descriptor) all at once (subtracting its rank in power points from each).
- **4 points:** Drain reduces all effects at once.
- **5 points:** Drain reduces all traits at once.

Gamemasters should carefully control, and may wish to limit access to, the 4- and 5-point versions of Drain, since they are especially powerful.

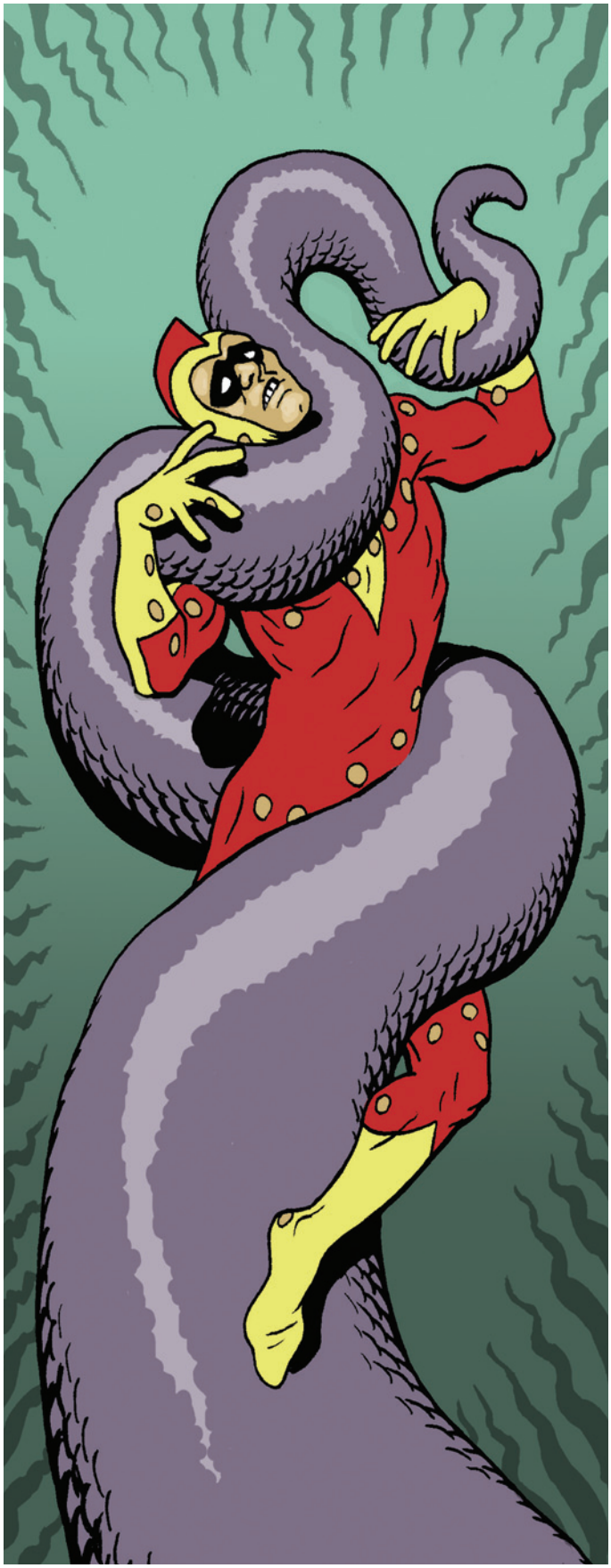
DRAIN AND OBJECTS

Drain normally has no effect on inanimate objects, only creatures. Drain with the Affects Objects extra (see the **Extras** section) can work on inanimate objects, and Drain can couple this with the Limited to Objects flaw to work *only* on inanimate objects as a +0 modifier. As a general rule, most inanimate objects have only one trait (their Toughness) and Drain Toughness can weaken the Toughness (and therefore structure) of objects.

Objects do not get saving throws against Drain; it has its full effect on the targeted object. At the GM's discretion, held or carried objects may gain a Reflex save from their wielder to reduce the Drain's effect, representing pulling the object out of harm's way at the last moment. Devices *always* get a save against Drain (see the following).

DRAIN AND DEVICES

Drain with the right descriptor(s) can lower the traits provided by a Device (see **Device** in the **Power Structures** section in this chapter). For example, a Drain that affects all magical powers could potentially drain the powers of a magical device as well. Likewise a Drain affecting electrically powered equipment could drain an electrical device, and so on. This also applies to equipment, although it tends to have fewer traits to drain, and the GM should feel free to disallow any Device or equipment Drains that don't suit the campaign or the power concept. For example, just because a Drain Damage effect is possible doesn't mean a character should be able to cause guns to do less damage; this sort of thing is better handled by an all-or-nothing effect like Nullify (see its description later in this chapter).



POWER FEATS

- **Affects Insubstantial:** Drain with this modifier can affect insubstantial targets, even if the user can't normally touch them.
- **Extended Reach:** A touch range Drain can benefit from the effects of this feat.
- **Incurable:** Drain with this power feat cannot have its effects countered by another power (such as Boost, Healing, or other effects) without the Persistent power feat; the target must recover from the Drain normally.
- **Reversible:** You can restore power points you have drained from a subject at will as a free action rather than having to wait for them to recover over time.
- **Selective:** A Drain effect capable of reducing more than one trait at once can have this power feat, allowing you to choose which traits are affected, while not affecting others. Note this differs from the Selective Attack extra, which allows you to choose which subjects an Area Drain affects (see the following section).
- **Slow Fade:** This power feat extends the time it takes for lost power points to return, one step up the Time Table per rank: 1 point per minute, 1 point per five minutes, and so forth.
- **Subtle:** Drain effects with this power feat are more difficult to detect. Since Drain is normally a touch range effect, and the actual effects (loss of power points) are usually apparent, a Drain generally has to be normal or perception range to gain much benefit from being Subtle.

EXTRAS

- **Affects Corporeal:** An incorporeal being needs this extra to use a Drain effect–like a "life-draining" Drain Constitution for a ghost–on a corporeal target.
- **Affects Objects:** Drain with this modifier works on inanimate objects, although the effect can still only drain traits the objects possess. This is most often applied to Drain Toughness for an effect that can weaken both creatures and objects. As a +0 modifier, the effect only works on objects (things with no Constitution), and not creatures with a Constitution score.
- **Alternate Save:** Certain Drains, particularly those affecting mental traits, may have Will as their saving throw rather than Fortitude. This might also be the case for Drain effects designed as mental or mystic powers.
- **Aura:** As a touch range effect, Drain can apply this extra, suitable for a character whose touch automatically causes a particular Drain effect.
- **Contagious:** This modifier suits a Drain effect based on a disease or similar contagion, or something like a draining substance that covers targets and can potentially affect anyone touching them as well. It's often used in conjunction with the Disease modifier (see the following).
- **Disease:** Drain is the effect most commonly used for diseases, which typically weaken a victim's abilities, and may affect

other traits. A Disease Drain works like the guidelines given in Mutants & Masterminds (see pages 112 and 168). Disease Drains are often comparatively low-ranked, the effect building up over time.

- **Poison:** Like Disease, Poison is a common modifier for Drain, which is the basic effect of most toxins. Poison Drains tend to affect ability scores: Strength for weakness poisons, Dexterity for paralytic poisons, Constitution for lethal toxins, and mental ability scores for intoxicants, depressants, and similar neurochemicals. Poison Drains tend to be higher rank than Disease Drains simply because they act faster and take effect only twice.
- **Selective Attack:** This extra can be applied to an Area Drain so it only affects some targets and not others. It can be combined with the Selective power feat (previously), allowing you to use an Area Drain to selectively drain certain traits only from certain targets.
- **Total Fade:** Traits reduced by a Total Fade Drain do not recover gradually. Instead, they remain at their reduced power point value until the entire trait would have normally recovered, at which point the trait returns to its normal value. So, for example, if a Total Fade Drain reduces a trait by 5 power points, the trait would normally recover 1 point per round until it returned to its normal value but instead remains at the lowered value for five rounds, then regains all 5 lost power points at once.

FLAWS

- **Limited to Objects:** Drain with Affects Objects and this flaw works only on inanimate objects with no Constitution score.
- **Requires Grapple:** You must grapple and pin a target in order to Drain them (see Grapple in *M&M*, page 156, for details). The Drain effect occurs immediately once the target is pinned, but not until then.
- **Side Effect:** This flaw may represent a kind of Drain effect that "overloads" or even "feeds" on the user if it fails to drain the target! The side effect might be straightforward Damage, or a similar Drain effect against the attacker.

ELONGATION

Type: Alteration	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can elongate your body and limbs to extend your reach. You can elongate 5 feet at rank 1; each additional rank moves your maximum range (in feet) one step up the **Progression Table**: 10 feet, 25 feet, 50 feet, and so on. Past rank 6, you can't elongate your entire distance in a single move action. You can elongate up to (rank x 50 feet) per move action, up to your maximum distance. So at rank 10, for example, you can elongate 500 feet per move action to a maximum of 5,000 feet, so it takes five full-round actions to reach your maximum extension. "Snapping back" to your normal shape is a free action, unless you elongate past rank 6, in which case retracting completely requires the same amount of time as elongating that distance.

You can use Elongation to make melee attacks at a greater distance by elongating your limbs. It requires a full action to both elongate (move action) and attack (standard action). Once elongated, you can make melee attacks within your new reach as a standard action.

Your elongated attacks have a "range increment" of (power rank x 10 feet), each increment beyond the first applies a –2 penalty to your attack rolls and checks, since it's harder for you to coordinate your limbs at a distance. If you can't accurately sense your target at all (around a corner, for example), apply the rules for concealment (see **Concealment**, *M&M,* page 161). The range increment is based on the distance between your target and your head (or wherever your accurate senses originate), so if you elongate your neck so your head is within one increment of your target, you suffer no range penalties, although you'll be less aware of what's going on around the rest of your body!

You gain a bonus to Defense against attacks on your elongated limbs as if you were one size category smaller than usual (see **Size**, *M&M,* page 34). So the elongated limb of a medium character has a +1 Defense bonus (like a small character).

Elongation gives you a bonus on Escape Artist checks and grapple checks equal to your power rank due to your greater flexibility and reach.

POWER STUNT: ALL TIED UP

In the comic books, a fast enough character attempting to evade a grappling attempt by an elongating opponent will sometimes trick the attacker into tying himself up into knots! If you want to include this trick in your *Mutants & Masterminds* games, use the following guidelines:

A character who successfully avoids the melee attack to start a grapple from an elongated character, or escapes from a grapple with such a character, can make an Acrobatics or Bluff check at a –5 penalty as a standard action against the result of the elongated character's Sense Motive check. If the tricking character wins, the elongated foe is entangled. If the tricking character wins by 5 or more, the elongated foe is bound and helpless. Getting out of being all tied up requires a full-round Escape Artist check by the victim, with a DC equal to the original Acrobatics or Bluff check (including the –5 modifier). The normal Elongation bonus to Escape Artist checks applies to this check.

At the GM's discretion, a tricking character taking a full-round action on the attempt may add the rank of any relevant movement effect—particularly Flight or Speed—to the skill check, representing the ability of a faster character to get the victim all turned around more easily. As with all forms of tricking in combat, this variant grants a +1 bonus to the victim's Sense Motive check per time it is attempted in the same encounter.

Example: *While fighting the Meta-Grue, Johnny Rocket tries to distract the alien super-soldier and trick him by running at super-speed around him. He takes a full-round action and Johnny's player makes a Bluff skill check (+8 Bluff bonus, +10 for Super-Speed, –5 for the maneuver), getting a result of 24. The GM makes a Sense Motive check for the Meta-Grue (+11 bonus) and gets a 20. Since the Meta-Grue failed the check, he's entangled. If his check result had been 1 less (enough to fail by 5) he would have been bound and helpless. As it is, the alien warrior has to take an action to disentangle his limbs before coming after Johnny in a rage.*

POWER STUNT: SLINGSHOT

Another common trick is for an elongating character to grab two anchor points (trees, lamp posts, telephone poles, fire hydrants, etc.) and allow someone else to stretch them out to maximum extension, using them like the elastic of a giant slingshot to propel a projectile or even another character through the air.

Add twice the character's Elongation rank as a bonus to effective Strength for throwing the object. So a Strength 10, Elongation 8, character can slingshot something with an effective Strength of 26, for example. For added realism, limit effective rank to the Toughness of the anchor(s), reflecting their ability to bear the necessary tension.

At rank 3 or higher, you can move more quickly than normal by stretching out to a spot as a move action and pulling the rest of your body in after you, or extending your limbs to give you a longer stride. The maximum distance you can move in this way is the amount you can elongate in a single move action. You can take two move actions to double the distance (as a full round action) but you can't move "all out" with Elongation.

POWER FEATS

- **Extended Reach:** This feat does not apply to Elongation, which provides its own means of extending your reach.
- **Improved Range:** This feat can improve the range increment of your elongated attacks.
- **Indirect:** At the GM's discretion, this power feat can indicate a form of Elongation that "bypasses" normal spatial relationships or barriers, such as using the ability to generate spatial "wormholes" or fold space to extend reach. This may allow you to reach "through" walls (Indirect 1), punch someone standing behind you (Indirect 2), or hit someone standing in front of you in the back of the head (Indirect 3), good for surprise attacks.

EXTRAS

- **Projection (+1):** Your elongated limb(s) are a projection of your power rather than an actual extension of your body. Therefore, they are not vulnerable to attack on their own; any attacks specifically against your elongated segments have no effect. So, for example, an elongated "psychic hand" could reach into a container of acid to pull out an object without any risk of harm. This extra does not provide you with any additional protection for your normal body parts.

FLAWS

- **Permanent:** A character with a Permanent Elongation effect is stuck at maximum extension for the effect's rank, so someone with Permanent Elongation 4, for example, has a 50-foot reach and can cover 50 feet with a single move action.

DRAWBACKS

- **Full Power:** You can only Elongate out to your maximum extension or return to your normal shape; you can't stop at any point in between. This is only a drawback for more than one rank of Elongation, and the GM should consider its value before allowing it.

ASSOCIATED EFFECTS

- **Immunity:** Elongation—and an elastic body—may also provide things like Immunity to falling damage (5 ranks).
- **Insubstantial:** Elongation often implies or includes the ability to reshape your body in other ways. A truly elastic character should also have the first rank of Insubstantial, able to flow like a fluid.
- **Morph:** Characters able to reshape their physical forms beyond just elongating their body and limbs should acquire the Morph effect at the appropriate level.
- **Super-Movement:** The ability to elongate may provide certain Super-Movement traits, particularly swinging (by elongating your arms) or slithering (elongating your body like a snake).

EMOTION CONTROL

Type: Sensory (mental)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained (lasting)
Saving Throw: Will (staged)	**Cost:** 2 points per rank

You can instill different emotions in a target that fails a Will save to resist. Failure by 10 or more means the target will not take any hostile action unless attacked. You also choose the object of the emotion. So you decide what the target loves, hates, fears, and so forth. You can produce the following emotional effects:

- **Calm:** The subject adopts an indifferent attitude and does not feel any strong emotion. Calm can counter any of the other emotion effects and they may counter it (see Countering Powers, *M&M*, page 70).
- **Despair:** The subject is shaken, suffering a –2 on attack rolls, defense, and checks. Failure by 10 or more means the target is overcome with hopelessness, helpless and unable to take any actions.
- **Fear:** The subject is shaken, suffering a –2 on attack rolls, defense, and checks. Failure by 5 or more means the subject is frightened and flees from the source of the fear (specified by the user) as quickly as possible. Failure by 10 or more means the subject is panicked, dropping any held items and fleeing blindly from the source of the fear. A panicked subject unable to flee cowers and does not attack—most likely using total defense instead (see Total Defense, *M&M*, page 159).
- **Hate:** The subject immediately becomes unfriendly. If the save fails by 5 or more, the subject's attitude becomes hostile. Hate counters and is countered by love.
- **Hope:** The subject feels no fear or despair. Hope counters those emotions and similar effects and is countered by them in return.

- **Love:** The subject's attitude becomes friendly. If the save fails by 5 or more, the subject's attitude becomes helpful. If it fails by 10 or more, the subject becomes fanatical. Love can counter despair, fear, and hate and they may counter it.

The GM may allow other emotion effects, generally variations on the previous. For example, extreme jealousy can be seen as hate directed at a particular subject, anger as undirected hate making the subject less friendly and more likely to take hostile action, and so forth.

POWER FEATS

- **Mind Blank:** Targets don't remember time under your Emotion Control; their memory of that time is blank.
- **Subtle:** Subtle Emotion Control is tailor-made for true manipulators, leaving victims wondering why they are suffering such uncharacteristic bouts of emotion. Combined with a degree of finesse in choosing the right feelings to impose, the controller can escape notice altogether.

EXTRAS

- **Alternate Save:** Emotion Control may be based on Fortitude to reflect a biochemical effect, such as a drug or control over various hormones.
- **Contagious:** Contagious Emotion Control could be a contagious disease or toxin or some sort or a contagious psychic effect passed from one person to another.

FLAWS

- **Limited to (one emotion):** You can only cause one of the listed emotional effects, not any of them. This is a common flaw for power concepts involving a particular emotion rather than the general ability to control emotions, such as a fear-based power.
- **Sense-Dependent:** Your Emotion Control works through a target's senses rather than as a strictly mental effect. Examples include eye contact (visual), voice or music (auditory), or pheromones (olfactory).

DRAWBACKS

- **Noticeable:** Your Emotion Control effect has some noticeable element: your eyes or head glow, your subjects' skin changes color, a particular scent fills the air (perhaps differing according to the emotion), and so forth. This drawback often occurs in conjunction with the Sense-Dependent flaw.

ASSOCIATED EFFECTS

- **Fatigue:** The ability to affect emotions may also involve the ability to affect someone's sense of energy and drive, suited to the Fatigue effect (with a +2 modifier if the effect is perception range like Emotion Control).
- **Mind Reading:** Mind Reading (possibly Limited to a subject's emotional state) can be a useful ability to have when you intend to manipulate someone's emotions (see the description of the Empathy power in the next chapter for more information).

ENHANCED (TRAIT)

Type: Trait	**Action:** None (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** Varies (see description)

You have an enhancement to a non-effect trait, such as an ability (including saving throws) or skill (including attack or defense bonus). Since Toughness save cannot be increased on its own, use the Protection effect instead of Enhanced Toughness (see **Protection** later in this chapter).

The Enhanced Trait has the same cost at the trait's normal cost. Its "rank" is considered equal to the trait's bonus or modifier. So 20 points of Enhanced Strength costs 20 points (since ability scores cost 1 power point per ability score point) and is considered a rank 10 effect (since every 2 ability score points is a +1 modifier).

Enhanced Traits can be nullified like other effects (and unlike normal traits), but you can also apply extra effort to them and include them in Arrays, Devices, and so forth (also unlike normal traits). The GM approves any extra effort use in conjunction with your Enhanced Traits. Enhanced Traits also have appropriate descriptors, differentiating them from normal traits.

You can freely mix normal and Enhanced Traits, and their benefits stack up to the limits of the campaign's power level. So a character can have Dexterity 15 and Enhanced Dexterity 10 for a total Dexterity score of 25 (a +7 bonus), so long as the total Dex score is within the power level limits. If the character's Enhanced Dexterity is nullified, he drops down to a +2 Dex modifier (from his natural Dex of 15).

Note: This effect is called Enhanced Ability in *M&M* and applies to ability scores. This version expands it to all non-effect traits, as the GM sees fit.

POWER FEATS

- **Alternate Power:** Unlike normal traits, an Enhanced Trait may be placed into an Array as a base or Alternate Power (see Array in this chapter). The benefits of the Enhanced Trait only apply so long as that Alternate Power of the Array is active.
- **Innate:** Enhanced Traits may be Innate, in which case they are unaffected by trait effects, including Nullify. Note, however, that enhancing effects like Boost also do not affect Innate traits.
- **Subtle:** As a continuous effect, Enhanced Trait is subtle by default and does not require this power feat. Enhanced Traits with noticeable effects can have the Noticeable power drawback.

EXTRAS

- **Affects Others:** This changes the Enhanced Trait's range from personal to touch, allowing you to bestow the effect on someone else. As usual, the +0 version of this modifier means you can only grant the Enhanced Trait to others, the +1 version means you can grant it to someone else while still using it yourself. An Enhanced Trait that Affects Others generally cannot improve traits beyond power level limits, although the GM may modify this as desired.

FLAWS

- **Duration:** An Enhanced Trait can have a sustained duration as a –1 flaw, meaning the trait must be activated and maintained as a free action, and stops working if you are unable to maintain it. Enhanced Traits cannot have an instant duration, nor may they apply the Permanent flaw (see the following).
- **Fades:** For an Enhanced Trait that requires activation and fades over time, use the Boost effect rather than this flaw.
- **Permanent:** The Permanent flaw does not apply to Enhanced Trait, because permanent Enhanced Traits aren't sufficiently limited by it, and because normal permanent versions of the traits are already defined in game terms.

DRAWBACKS

- **Noticeable:** Your Enhanced Trait has some noticeable quality to it, such as a physical change (unusually large muscles or an enlarged head or brain, for example) or an effect accompanying use of the trait, such as glowing whenever you use your Enhanced Strength. The quality must be such that it gives some indication of what the Enhanced Trait is: merely looking odd doesn't necessarily qualify for this drawback (it's more of a social complication). Note that sustained duration Enhanced Traits cannot have this drawback, as sustained effects are already noticeable by default.

ENVIRONMENTAL CONTROL

Type: General	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: See description	**Cost:** 1-2 points per rank

You can change the environmental conditions in an area: altering the temperature, creating light, causing rain, and so forth (see **The Environment**, *M&M,* beginning on page 167, for the effects of different environmental conditions).

Each of the following is a separate Environmental Control effect. If you have one you can acquire others as Alternate Powers in an Array (see the **Array** power structure), but you can then only use and maintain one at a time. To use or maintain multiple Environmental Control effects simultaneously, add their costs together for the effect's total cost per rank (or see the **Mix-and-Match Environments** option, following).

- **Cold:** You can lower the temperature in the area. For 1 point per rank, you create intense cold; for 2 points per rank, you create extreme cold.
- **Distraction:** You can create conditions to distract anyone attempting to concentrate, such as driving rain, hail, dust storms, and so forth. For 1 point per rank the distraction is DC 5, for 2 points per rank it's DC 10, and for 3 points per rank it's DC 15 (see the Concentration skill description, *M&M*, page 44, for details).



- **Gravity:** For 2 points per rank, you can create a low-gravity or high-gravity environment. You can acquire the other effect as an Alternate Power. The attack roll penalty for low-gravity does not affect characters with a three-dimensional movement effect like Flight, Swimming, or Super-Movement (air walking, wall-crawling, etc.). The attack penalty for high-gravity does not affect characters with effective Strength scores greater than 30 (including Super-Strength bonuses).
- **Hamper Movement:** You can hamper movement through the area with high winds, icy or wet surfaces, or similar effects. For 1 point per rank, you halve movement speed through the area; for 2 points per rank, you reduce it to one-quarter.
- **Heat:** You can raise the temperature in the area. For 1 point per rank, you create intense heat, for 2 points per rank; you create extreme heat.
- **Light:** You can raise the light level in the area, countering the concealment of darkness, but not other forms of concealment. For 1 point per rank, you can shed enough light to reduce total concealment to partial and partial concealment to none. For 2 points per rank, you can shed light as bright as a sunlit day, eliminating all concealment provided by natural darkness. Obscure effects with the darkness descriptor may be countered with a successful power check.
- **Radiation:** You can irradiate the area, exposing everyone to a harmful level of radiation. For For 1 point per rank you can lightly irradiate. For 2 points

OPTION: MIX-AND-MATCH ENVIRONMENTS

For especially broad Environmental Control effects, like the power to command the weather, the GM may wish to apply the following optional rule. Rather than having a set list of effects the user can create, Environmental Control divides its cost for any given use among effects with appropriate descriptors, making it a limited sort of Variable structure (see **Variable** later in this chapter).

So, for example, an Environmental Control effect costing 4 points per rank can distribute those 4 points among different effects as the user sees fit. So one use it might be intense cold (1 point), a DC 10 distraction (2 points), and hamper movement to one-half speed (1 point) for a blizzard. The next use could be extreme heat (2 points) and hampering movement to one-quarter (2 points) for desert-like heat, and so forth.

per rank, you can moderately irradiate an area. (See the *Mastermind's Manual*, page 125, for details on radiation levels and exposure.)

- **Visibility:** You can reduce visibility in the affected area, imposing a –4 modifier on Notice and Search checks. For more significant obscuring of senses (via darkness, fog, etc.) use the Obscure effect.

Your Environmental Control has a 5-foot radius at rank 1. Each additional rank moves the maximum radius one step up the **Progression Table** (with a radius of approximately 2,000 miles at rank 20, sufficient to alter the environment of an entire continent!).

POWER FEATS

- **Slow Fade:** Environmental Control with the Fades modifier (see the following) may have this power feat to extend the time interval before the effect fades, although the GM should carefully consider any such extensions.

EXTRAS

- **Area:** As Environmental Control already affects an area, it cannot have (nor does it require) this extra.
- **Independent:** Environmental Control can use this modifier where the effect's area diminishes once it is established, the effect no longer under the control of the user. So, for example, a character might have Environmental Control where a change is made and then diminishes over time until it is gone or the effect is countered (by the original user or someone else).
- **Selective Attack:** Since hostile environments may provoke saving throws or otherwise hinder targets, Environmental Control is considered an "attack" for purposes of modifiers. With this extra you can vary the environment within your affected area, affecting some while not affecting others, or even mixing and matching different environments (making part of the area cold and another hot, for example).

ESP

Type: Sensory	**Action:** Move (active)
Range: Extended	**Duration:** Concentration
Saving Throw: None	**Cost:** 1-4 points per rank

You can displace one or more of your senses over a distance, perceiving as if you were at that location, up to 10 feet away. Each additional rank increases your range, as shown on the **Extended Range Table**. ESP overrides your normal sense(s) while you are using it. Subjects observed via ESP can sense it with a Notice check (DC 10 + rank).

You can make Notice and Search checks normally using your displaced senses. To search a large area for someone or something, use the extended search guidelines given in the description of the Search skill (see **Search**, *M&M*, page 53).

ESP costs 1 point per rank for one sense type, 2 points per rank for two sense types, 3 points per rank for three, and 4 points per rank for all of your senses. Visual senses count as two sense types (so visual ESP is 2 points per rank). You can use perception range sensory effects via ESP if your ESP applies to their sense type and an accurate sense (usually sight). Sensory effects targeted on the spot where you have displaced your senses affect you normally.

POWER FEATS

- **Dimensional:** This power feat allows you to extend your ESP into other dimensions with range proximate to your location in that dimension. One rank of Dimensional allows you to sense into a single other dimension, two for a group of related dimensions, and three for any dimension in the setting suitable to your ESP's descriptors. Dimensional ESP for an accurate sense is especially useful for targeting other Dimension effects.
- **Subtle:** ESP already has a degree of subtlety. Applying one rank of Subtle to ESP increases the DC to notice the effect to 20 + rank or makes it noticeable only to a particular unusual sense (with the usual DC 10 + rank notice check). Two ranks of Subtle make ESP completely unnoticeable, as usual.

EXTRAS

- **No Conduit (+1):** You are not affected by sensory effects targeted where you have displaced your senses, but neither can you use perception range effects via your ESP. Despite the built-in limitation, this is an extra, since it allows you to use your ESP to observe subjects in relative safety.
- **Simultaneous (+1):** You can use both ESP and your normal senses at the same time, perceiving two locales like "translucent" overlays of each other. This means you're more capable of taking physical action while also using your ESP, although the effect still requires its normal duration to maintain. The GM may occasionally require a Notice skill check to sort out the layered sensory information you receive.

FLAWS

- **Distracting:** Since it overrides your normal senses, ESP already has aspects of this flaw, so it cannot be applied. If you normally retain an accurate sense of your surroundings while using ESP (for example, your ESP pertains to hearing and doesn't override your vision), then the Distracting flaw may be allowed with GM permission. This flaw may also be appropriate if your ESP has the Simultaneous extra (see previous).

- **Feedback:** With this flaw, damaging attacks directed at where you displaced your senses can affect you. Your sensory-point is considered to have partial concealment from attacks (with the usual 20% miss chance) and you use your ESP rank as your Toughness save bonus against any successful attack. The feedback may be psychosomatic in nature or due to some sort of disruption caused by an assault on the point where you have redirected your senses. Note that sensory effects already work on you via ESP and this flaw doesn't apply to them.
- **Medium:** You require a medium for your ESP, such as shadows, flames, mirrors, open water, television screens, and so forth. You can only perceive locations where your chosen medium exists.
- **Sense-Dependent:** ESP is already Sense-Dependent and cannot apply this flaw. At the GM's option another effect can have the flaw ESP-Dependent, working only through the "link" of ESP, regardless of the sense(s) involved. Since Sense-Dependent effects already work on ESP users displacing the effect's targeted sense(s), the modifier is of limited use, but may apply to some unusual mental or magical powers aimed specifically at remote viewers.

DRAWBACKS

- **Noticeable:** ESP with this drawback has an easily noticeable display, like a glowing set of eyes or a phantom image of your face, head, or body at the location you are observing. This manifestation cannot be used for communication, however (for that, see Associated Effects, following).

ASSOCIATED EFFECTS

- **Concealment:** At the Gamemaster's discretion, the Concealment effect can treat ESP as a "sense" regardless of what sense(s) ESP affects. So Concealment 1 can be configured as "Concealment from ESP," preventing someone using ESP from perceiving the user, without affecting other senses. This suits certain sorts of magical "spells to ward against scrying" or mental shields that block out the questing minds of other psychics. Likewise, the GM can allow Dazzle, Obscure, and other sensory effects to treat ESP as a single sense, allowing for effects that temporarily "blind" or block out the effect. Sensory effects that work against a particular sense also affect that sense displaced by ESP. So a Visual Dazzle, for example, can blind a Visual ESP user.
- **Communication:** ESP is the power to sense things going on in a distant location. To send information, you need the Communication effect, often associated or linked with ESP. This allows two-way interchanges between distant points, where the power user can sense what is going on some distance away and also relay information to those present able to receive Communication.

FATIGUE

Type: Attack	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude (staged)	**Cost:** 2 points per rank

You can inflict fatigue on a target. Make a melee attack roll. The target makes a Fortitude save (DC 10 + Fatigue rank). A failed save means the target is fatigued: –2 to Str and Dex, –1 to attack and defense, and cannot move all out. If the save fails by 5 or more, the target is exhausted: –6 to Str and Dex, –3 to attack and defense, and unable to move faster than normal pace. If the save fails by 10 or more, the target is unconscious. Targets immune to fatigue are unaffected. Already fatigued characters suffering another fatigue result become exhausted, while exhausted characters suffering another fatigue result become unconscious. The target recovers from the fatigue normally (see **Fatigue**, *M&M*, page 167, for details).

POWER FEATS

- **Incurable:** A Fatigue effect with this feat causes fatigue that an Energizing Healing effect cannot restore (see Healing later in this chapter). The victim must recover from the fatigue normally. Persistent Energizing Healing can restore Incurable Fatigue.
- **Reversible:** You can remove fatigue conditions caused by your Fatigue effect at will as a free action (even if your effect is normally Incurable).
- **Sedation:** You can keep targets rendered unconscious by your Fatigue effect from regaining consciousness (see the Sedation power feat description for details.

EXTRAS

- **Alternate Save:** A Fatigue effect can be resisted by a Will save rather than a Fortitude save (as a +0 modifier). The effect still doesn't work on targets immune to fatigue and also doesn't work on targets immune to Will effects.

FLAWS

- **Limited to Fatigue:** Your Fatigue effect cannot exhaust a target or render them unconscious regardless of the saving throw result or number of uses. The only condition it can cause is fatigue.

FEATURES

Type: General	**Action:** None (passive)
Range: Personal	**Duration:** Permanent (see description)
Saving Throw: None (see description)	**Cost:** 1 point per rank

You have one or more minor features or effects that grant you an occasionally useful ability worth about 1 power point. This effect is essentially a version of the Benefit feat (see **Benefit**, *M&M,* page 59) but a power rather than a virtue of skill, talent, or social background. For example, diplomatic immunity or wealth are Benefits; fur, the ability to mimic any sound, or a hidden compartment in your hollow leg, are Features.

It's up to the GM what capabilities qualify as Features; generally if something has no real game effect, it's just a descriptor. If it has an actual game system benefit, it may be a feature. There's no need to define every possible feature a character may have down to the last detail.

UNDER THE HOOD: FEATURES

The Features effect is intended to round out various minor traits and abilities characters might have, but it is entirely optional and not meant to burden character design with needless amounts of detail. It's for traits with an actual game effect, not merely descriptors or background color (neither of which should cost any points). Ultimately, the Gamemaster decides what traits merit a rank (or more) of Features and what Features are permitted for any given game or setting, using the examples given here.

SAMPLE FEATURES

Some examples of possible Features include the following:

- **Environmental Adaptation:** This feat may also be a Feature for some characters, depending on its descriptors and origin.
- **Insulating Fur:** You have a layer of fur that protects you from sunburn and cold, giving you immunity to those environments.
- **Internal Compartment:** You can carry a portion of your carrying capacity inside you body! You have a pouch or compartment of some sort, able to hold objects no larger than about one-fifth your own size and weighing no more than your light load.
- **Iron Stomach:** You can eat anything that's not toxic without ill effects: spoiled or unpleasant food, for example. You get a +4 bonus on Survival checks involving feeding yourself.
- **Mimicry:** You can imitate almost any sound you've heard, giving you a +10 bonus to Bluff or Perform checks to convince others your mimicked sounds are real.
- **Special Effect:** You have some special effect, like a gust of wind at the right dramatic moment, or ideal spotlighting, or personal theme music. The GM may give you a +2 bonus for favorable circumstances when your special effect is likely to impress people or otherwise aid you.
- **Temporal Inertia:** You are somehow uniquely "anchored" in the space-time continuum, making you immune to changes in history. You recall the "true" version of historical events, even if no one else does.

FLAWS

- **Duration:** Some Features may be sustained duration rather than permanent with no change in cost. This suits active Features a character has to use and maintain rather than having them as passive traits requiring no effort whatsoever.

FLIGHT

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can fly through the air, including hovering in place. You have a flying speed of 10 MPH (100 feet per round) at rank 1. Each additional rank moves your speed one step up the **Progression Table**: 25 MPH at rank 2, 50 MPH at rank 3, and so forth. At rank 19, you can reach anywhere on Earth in a single move action. At rank 20, you can accelerate to near the speed of light! Speeds per rank are shown on the **Flight Movement** table.

FLIGHT MOVEMENT

Rank	Speed
1	10 MPH
2	25 MPH
3	50 MPH
4	100 MPH
5	250 MPH
6	500 MPH
7	1,000 MPH
8	2,500 MPH
9	5,000 MPH
10	10,000 MPH
11	25,000 MPH
12	50,000 MPH
13	100,000 MPH
14	250,000 MPH
15	500,000 MPH
16	1,000,000 MPH
17	2,500,000 MPH
18	5,000,000 MPH
19	10,000,000 MPH
20	Near light-speed

CARRYING AND FLIGHT

You can carry up to a light load in flight with no reduction in speed. A medium or heavy load reduces your speed to two-thirds and a heavy load also reduces your all-out Flight speed to one-half normal. You cannot carry more than a heavy load while in flight.

UNDERWATER FLIGHT

Flight works normally in vacuum or a gaseous medium (like a planet's atmosphere). Moving through liquid, such as underwater, flight speed is slowed to that of the equivalent rank of Swimming (see the **Swimming** effect later in this chapter). This may also include "liquid" atmospheres on alien planets. Essentially, Flight includes the benefit of moving through liquids at Swimming speeds. If it does not, you may apply a 1-point Power Loss drawback (doesn't work underwater). Likewise, an inability to fly in



space may qualify for a drawback, if the GM expects it to ever come up, otherwise it's best handled as a complication, on those rare occasions when it happens. For movement through solids, see the Burrowing effect as well as Insubstantial and the Permeate effect of Super-Movement.

POWER FEATS

- **Maneuverability:** If the option for flight maneuverability (see Flight Maneuverability, *Mastermind's Manual*, page 74) is in use, then this feat grants an additional level of maneuverability (from average to good, or good to perfect) per rank.
- **Subtle:** The default Flight effect is normally noticeable, whether from the rush of air, the roar of rockets, or a glowing contrail or aurora. This feat reduces, and then eliminates, these traces. If your Flight is completely Subtle, you do not need to make Stealth checks to move silently while flying (you do so automatically), although you may still need to do so to avoid being seen or otherwise detected.

EXTRAS

- **Affects Others:** While characters with Flight can lift and carry up to a heavy load while flying, this extra enables them to transfer their Flight ability to others.
- **Attack:** In order to send an unwilling target "flying," see the Move Object effect in this chapter and the Telekinesis power in the next chapter. These should be used rather than a Flight Attack effect, which is an unbalanced means of achieving similar results, since a high rank Flight Attack could send someone flying into a wall or the ground at thousands of miles per hour!

POWER STUNT: FLIGHT LEVERAGE

You can use the "thrust" generated by your Flight effect to help you push a heavy weight, provided it suits the effect's descriptors. You have to push the weight in the direction you are flying, in which case you gain a bonus to effective Strength for carrying capacity equal to twice your Flight power rank. So Flight 5 gives you +10 effective Strength, increasing your carrying capacity by four times for pushing a heavy object.

Example: Daedalus has to contend with a falling building after Talos takes out its main supports. The ancient inventor's power-armor allows him to lift 24 tons as a heavy load, not nearly enough. Firing the armor's anti-gravity flight systems at full-power, Daedalus swoops under the collapsing building and pushes. He has Flight 5, so the GM gives him an effective +10 boost to Strength, pushing his heavy load up to 92 tons. Still not quite enough, so Daedalus' player uses extra effort to double his carrying capacity for a round for 184 tons, enough for the Golden Greek to push the collapsing building back into place!

- **Duration:** Continuous duration Flight operates even when the character is stunned, unconscious, or otherwise unable to sustain it. The user remains hanging in space, maintaining relative position to the ground, if necessary. Alternately, the user might float safely down to the ground when unable to maintain Flight.

FLAWS

- **Distracting:** A clumsy or uncertain flier might suffer from this flaw, losing dodge bonus at all times while flying rather than just when moving all-out.
- **Duration:** Concentration duration Flight can represent an effect requiring additional focus or effort on the character's part; you can fly, but can't do much else at the same time. Since concentration requires a standard action each round, it also means you can't fly at accelerated or all-out speeds, just the normal pace of your Flight rank. A useful Flight effect cannot have a duration less than concentration. At the GM's discretion, an instant Flight effect can serve as a single "burst" of propulsion, suitable only for sending the character flying at full speed in a particular direction for one round, but this type of effect is better handled with Leaping (see the Leaping effect description for details).
- **Gliding (–1):** You lose altitude equal to half the distance you travel, meaning the maximum distance you can glide is twice the height you start from. You may be able to gain altitude occasionally by catching thermal updrafts and winds at the GM's discretion. You cannot have more than 4 ranks in Flight if it has this flaw.
- **Levitation (–1):** You can only move straight up and down, not side to side, although you can allow yourself to be carried along by the wind. You cannot have more than 4 ranks in Flight if it has this flaw.
- **Platform (–1):** Your Flight is reliant on some sort of platform on which you stand or sit. If you suffer any knockback while flying (see Knockback, *M&M*, page 165) or you are grappled by someone standing on the ground, you're knocked or pulled off your platform and cannot fly. You can regain the use of your flying platform by reactivating your Flight effect (which may require a Concentration check, depending on circumstances).

DRAWBACKS

- **Forward Only:** You cannot back up while flying; you can only fly straight ahead.
- **Low Ceiling:** You cannot gain much altitude, remaining fairly close to the ground. A ceiling (maximum altitude) of 30 feet is a 1-point drawback, 15 feet is worth 2 points, and 5 feet is worth 3 points. This drawback is suitable for "hovercraft" type flight and similar effects.
- **Maneuverability:** If the option for flight maneuverability (see Flight Maneuverability, *Mastermind's Manual*, page 74) is in use, then each reduction in maneuverability (from average to poor, and poor to clumsy) is a 1-point power drawback.
- **Minimum Speed:** You must fly no less than half your maximum speed or you "stall" and begin falling. You can restart your Flight as a move action unless circumstances prevent it (including other drawbacks). You can't hover while in flight.
- **Power Loss:** If your Flight is dependent on being able to flap your wings, rockets with air-intakes or jets that can be jammed, and so forth, you can apply this drawback to reflect conditions where your Flight effect may not function. If your Flight has limitations that render it inoperative about half the time, it should have the Limited flaw instead. Note that this differs from having your Flight countered in that you lose it automatically when your Power Loss occurs, with no opposed check.
- **Reduced Load:** If you cannot carry more than a medium load while in flight, you have a 1-point power drawback. If you cannot carry more than a light load, you have a 2-point power drawback.
- **Runway Required:** You need a level runway to take off and land. You can't take off or land vertically or hover.
- **Wide Turns:** You cannot execute a greater than 45 degree turn per move action while flying, although you can slow your flying speed while turning in order to make tighter turns, if you wish. A combination of Minimum Speed and Wide Turns means you can only bank widely at best.

GROWTH

Type: Alteration	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 3 points per rank

You can increase your size, and therefore your strength and durability. Every rank of Growth activated increases your Strength by +2 and Constitution by +1. The additional Strength does not improve your Strength-based skills, however, since your mass also increases.

Every four ranks of Growth active increase your size category by one full level. So a medium creature with Growth at 4 ranks is large, at 8 ranks is huge, at 12 ranks is gargantuan, at 16 ranks is colossal, and at 20 ranks is awesome-sized. You gain all the benefits and drawbacks of your new size category. (See **Size**, *M&M,* page 34 for information on the effects of different sizes.) Your base movement speed increases by 5 feet per size category you enlarge.

Intermediate ranks of Growth also increase size, but not necessarily size category. See the **Increased Size Table** for a character's approximate size at any given rank of Growth.

POWER FEATS

- **Alternate Power:** If you have Growth, you can acquire Shrinking as an Alternate Power feat.
- **Growth Strike:** You can add the momentum of increasing in size to your melee attacks, literally enlarging under an opponent's jaw, for example. This gives you a +1 damage bonus per size category you enlarge until you reach your opponent's size and only works on opponents at least one size category larger than you. So growing from medium to awesome size as part of an attack does +5 damage, for example.
- **Innate:** Your size, or ability to change size, are an innate part of your nature and cannot be countered or nullified. Innate is

INCREASED SIZE

Size	Combat Modifier	Grapple Modifier	Stealth Modifier	Intimidation Modifier	Height	Weight	Space	Reach	Carrying Capacity	Growth Rank
Awesome	–12	+20	–20	+10	128 ft.+	2 mil lbs. +	40 ft.	20 ft.	+25 Str	20
					112 ft.					19
					96 ft.					18
					80 ft.					17
Colossal	–8	+16	–16	+8	64 ft.	250K- 2 mil lbs	30 ft.	15 ft.	+20 Str	16
					56 ft.					15
					48 ft.					14
					40 ft.					13
Gargantuan	–4	+12	–12	+6	32 ft.	32K –250K lbs.	20 ft.	15 ft.	+15 Str	12
					28 ft.					11
					24 ft.					10
					20 ft.					9
Huge	–2	+8	–8	+4	16 ft.	4K –32K lbs.	15 ft.	10 ft.	+10 Str	8
					14 ft.					7
					12 ft.					6
					10 ft.					5
Large	–1	+4	–4	+2	8 ft.	500-4,000 lbs.	10 ft.	10 ft.	+5 Str	4
					7 1/2 ft.					3
					7 ft.					2
					6 1/2 ft.					1
Medium	+0	+0	+0	+0	6 ft.	60-500 lbs.	5 ft.	5 ft.	x1	0

particularly common for permanent Growth that reflects the natural size of larger creatures.

- **Macroverse:** If you have Growth 20, you can enlarge past awesome size, to the point where you cross a dimensional barrier and enter a "macroverse" (which may or may not really exist at the superatomic level, where our universe exists within a single atom). Entering or leaving a macroverse is a move action. In the macroverse, you lose your Growth effect, but gain Shrinking equal to your Growth rank (and when you shrink smaller than miniscule size, you leave the macroverse and return to the normal universe at awesome size, where your powers return to normal). This feat is only available if the GM determines a macroverse exists in the setting.

EXTRAS

- **Affects Others:** You can grant the benefits of Growth to someone else by touch, enlarging them up to your maximum rank. As a +1 extra, both you and one other you are touching can increase in size.
- **Attack:** A Growth Attack increases the size of an unwilling target. While this grants the target all the benefits of increased size, it also imposes all the drawbacks; being 30 feet tall can be very inconvenient, especially if you have a secret identity to maintain!
- **Duration:** Continuous Growth allows you to remain at whatever size you set for yourself until you choose to change it or your effect is countered.

FLAWS

- **Action:** This flaw does not apply to Growth; it is a power drawback instead (see the following section).
- **Dispersal (–2):** You increase in size by dispersing your bodily mass in some fashion over a larger area. You do not gain the increased weight, Strength, Constitution, or carrying capacity associated with Growth or the increased resistance to knockback (since your mass doesn't increase), although you do gain the other effects of your increased size. This flaw is most often asso-

UNDER THE HOOD: GROWTH

Growth is a "package" of traits associated with larger than normal creatures: greater strength, toughness, carrying capacity, and so forth. These traits come at a bit of a discount when bundled together as Growth due to some of the effect's inherent limitations: no modification to Strength-based skills, reduction in attack and defense due to increased size, and the general inconveniences of being more than medium sized, like not fitting into most buildings or vehicles and finding many structures unable to support your increased mass.

Note that these difficulties are taken into account in the point value of Growth: permanently and innately larger characters don't get drawbacks or complications for their size, they're part of the package.

Also note that Growth tends to ignore real-world complications like the square-cube law, which says a huge or larger humanoid creature would be structurally unable to support its own weight. Whatever rubber-science or supernatural explanation used to explain other impossible super-powers applies here as well. In realistic settings, the GM may choose to limit Growth to appropriately shaped and structured creatures.

LARGER CREATURES

Innately larger-sized creatures in *Mutants & Masterminds* have the appropriate ranks in Growth with all of the associated effects and ability modifiers, a permanent duration, and usually Innate (see **Power Feats** for details). This is suited to any creature that is naturally larger than medium size.

GROWTH ABILITIES AND POWER MODIFIERS

Any power modifiers applied to the Strength of a character with Growth can pay additional points to cover the character's Strength at increased size, and must do so to extend their benefits to that enhanced Strength. So, for example, if a character has Growth 8 and the Penetrating extra on his Strength bonus of +2 (costing 2 power points for an extra on an effective rank 2 trait), then an additional 8 points is required for the character's full Strength bonus (at maximum Growth) to be Penetrating. This same is true of modifiers applied to the Constitution score or related saving throws (Toughness or Fortitude) of a character with Growth. So a growing character with Impervious Toughness, for example, should take into account the character's maximum Constitution, and therefore Toughness, while grown.

ciated with growing characters that also become Insubstantial, turning into mist, for example, in which case Growth may be Linked to that effect, although it is not required.

- **Permanent:** You are permanently at the maximum size for your Growth rank. You gain all the benefits and drawbacks of your size, but cannot turn off your Growth to achieve a smaller size. Permanent Growth is often also Innate to reflect the natural size of larger creatures.

DRAWBACKS

- **Action:** Generally, requiring longer than a free action to change your size is a drawback rather than an Action flaw, simply because it doesn't limit the use of Growth much once you've assumed a particular size. Taking a move action to grow is a 1-point drawback, a standard action is 2 points and a full-round action is 3 points, with each additional step on the Time Table adding 1 point to the drawback (if the GM allows a longer Action drawback).
- **Full Power:** A character with this drawback can only grow to maximum size permitted by Growth rank and return to normal size. You cannot "stop" at any intermediate size or size category. This may limit the benefits of Growth in enclosed spaces or other situations where attaining full size would be problematic. It should only be applied to Growth greater than 4 ranks, since anything less doesn't result in any significant disadvantage.

HEALING

Type: Alteration	**Action:** Full (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude (harmless)	**Cost:** 2 points per rank

You can heal damage conditions by touch. With a full-round action, you can do any one of the following:

- Grant a character an immediate recovery check for the subject's worst damage condition, with a bonus on the check equal to your Healing rank. Bruised and injured conditional heal automatically with no check required.
- Grant a bonus on saving throws equal to your Healing rank against effects with disease or poison descriptors (or, in most cases, the Disease or Poison extras, see Extras, following). The bonus applies to the subject's next save against the effect.
- Stabilize a dying character with a DC 10 Healing check.

If the power check fails, you must wait the normal recovery time for that condition or use extra effort in order to try again. If it is successful, you can use Healing again normally. You must maintain contact with the target for the entire action required for the Healing effect to occur. The subject must take a full-round recover action, like using a hero point to recover (see **Recover**, *M&M,* page 121). The subject must also fail the saving throw against the effect. Willing and unconscious subjects are assumed to do both automatically.

You can use Healing on yourself. You can't cure your own stunned, staggered, or unconscious conditions or stabilize yourself (since you have to be able to take a full-round action to use your Healing effect). Your own recover action is part of the full-round action required to use Healing. You can use Healing to cure your own disabled condition, but doing so is a strenuous action. If the recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying. If you can use Healing as a reaction, it can cure any of your conditions and its use is not considered strenuous.

Since Healing allows a Fortitude saving throw, it does not work on subjects Immune to Fortitude effects since they are assumed to

save, and automatically succeed. It also doesn't work on subjects with no Constitution score, since they are, by definition, not living. (See the **Affects Objects** extra for a version of Healing that affects such subjects.)

POWER FEATS

- **Stabilize:** If you have this power feat, you don't need to make a Healing power check to stabilize a dying character, your Healing effect does so automatically, although it still requires the normal action to use. You still cannot stabilize yourself unless your Healing is usable as a reaction.
- **Persistent:** You can heal Incurable damage (see Incurable in the Power Feats section of this power).
- **Regrowth:** When healing a disabled condition, you cause any lost or destroyed organs and limbs to regenerate as well.
- **Reversible:** Note that this power feat does not apply to Healing, since it restores subjects rather than imposing a condition from which they can recover.

EXTRAS

- **Action:** This extra reduces the action required for you to use Healing, but does not affect the recovery action required of the subject. You cannot use Healing more than once per round regardless. To heal multiple subjects at once, apply the Area modifier.
- **Affects Objects (+1):** Your Healing can also "heal" damage to non-living subjects without a Constitution score or Immune to Fortitude effects. The recovery check is made normally, using your Healing rank as the bonus, since the subject has no Con score. If you are limited solely to repairing objects, this is a +0 modifier. If you can heal or repair as needed, it is a +1 modifier.



- **Area:** Healing with this extra grants the same benefit to all subjects in the affected area. Area Empathic Healing is an unwise combination, as the healer takes on all of the damage conditions of the affected subjects!
- **Contagious:** Since Healing is an instant effect that removes conditions (restoring subjects to the normal condition) rather than imposing them, it cannot be Contagious.
- **Duration:** Healing's duration cannot be changed from instant. For a more long-term or "perpetual" Healing effect lower the action required for Healing or use Regeneration later in this chapter.
- **Energizing (+1):** You can grant an immediate recovery check for fatigued and exhausted conditions as well as damage conditions. However, you take on the subject's fatigue condition and you cannot use Healing to eliminate your own fatigue conditions (although you can still use hero points to recover from them). If the subject's recovery check fails, you must wait the normal recovery time or use extra effort to try again.
- **Range:** Healing with this extra can affect subjects at normal range, requiring a ranged attack roll to successfully "touch" the subject with the Healing effect. The GM may waive the required attack roll for a willing subject holding completely still (or a helpless subject unable to move), but the subject is also treated as helpless against other attacks that round, making it an unwise decision in the midst of combat. Healing with two applications of this extra is usable at perception range and does not require an attack roll to "touch" the subject.
- **Restoration (+1):** Your Healing effect can restore power points lost to traits from effects like Drain with the appropriate descriptors, such as injury, disease, or poison. You restore 1 power point per Healing rank to the affected trait(s). If you can only restore ability points, this is a +0 modifier.
- **Resurrection (+1):** You can restore life to the dead! If the subject has been dead for fewer minutes than your power rank, the subject makes a DC 20 Con check with a bonus equal to your power rank. If successful, the patient's condition becomes disabled and unconscious. If the check fails, you can't try again. If you apply the Progression feat, move the maximum amount of time a subject can be dead one step up the Time Table (from power rank minutes to power rank x 5 minutes, then power rank x 20 minutes, power rank hours, and so forth).
- **Selective Attack:** Area Healing may have this extra, allowing you to choose who in the area does and does not gain the effect's benefits.
- **Total (+1):** You can heal multiple damage conditions with one use of Healing. For every 5 points the recovery check (including your Healing bonus) exceeds DC 10, the subject's next worst damage condition heals as well. For example, with a DC 40 Healing check result, the subject would heal from six damage

conditions, from most to least severe. This would allow a dying subject to stabilize and completely recover from any and all damage conditions.

FLAWS

- **Empathic (–1):** When you successfully cure someone else of a condition, you acquire the condition yourself and must recover from it normally. You can use Healing and Regeneration to cure conditions you acquire in this way. You can have the Resurrection modifier for Healing, but if you successfully use it, you die! This may not be as bad as it seems if you have Regeneration ranks applied to Resurrection, allowing you to return to life (see the Regeneration effect for details).
- **Faith (–1):** You can only use Healing on subjects with the same allegiance as your own (see Allegiance, *M&M*, page 118, for details). This may represent a Healing effect limited to those of the same faith or beliefs, such as one bestowed by a patron deity. If your Healing works on everyone but those of an opposing allegiance, this is a 1-point Power Loss drawback (if that, depending on the GM's judgment).
- **Limited to Lethal or Non-Lethal (–1):** You can only cure one type of damage condition: lethal or non-lethal, chosen when you acquire Healing. The effect does nothing for the other type of condition.
- **Limited to Others (–1):** You can only use Healing on others, not yourself.
- **Personal (–1):** You can only use Healing on yourself and not others. Your Healing is reduced to personal range.
- **Restorative:** Healing is by nature restorative and therefore cannot apply this flaw.
- **Temporary (–1):** The benefits of your Healing are temporary, lasting for a short time, after which the subject's damage returns. The Healing benefits last for one hour, then the subject regains any damage conditions you healed. These conditions stack with any others the subject acquired since the initial healing, which may result in more severe injuries or even death. If your Healing is even more temporary than an hour, apply a 1-point power drawback for each step down the Time Table (20 minutes, 5 minutes, 1 minute, etc.) to a minimum of a full round, keeping in mind the effect must have a final cost of at least 1 power point.
- **Tiring:** The effects of this flaw are in addition to the Energizing and Empathic modifiers. So using Tiring Energizing Healing to restore fatigue is doubly fatiguing for you.

ILLUSION

Type: Sensory	**Action:** Standard (active)
Range: Perception	**Duration:** Concentration (see description)
Saving Throw: Will	**Cost:** 1-4 points per rank

You can create false sensory impressions. This ranges from visual images to phantom sounds, smells, or even radar or mental images. For 1 point per rank, you can create an illusion affecting a single sense type. For 2 points per rank, you can affect two sense types. For three points per rank, you can affect three sense types. At 4 points per rank, you can affect all sense types. Visual senses count as two sense types. Your rank determines how convincing your illusion is, including the DC for the Will save (10 + rank).

ILLUSION AREA

Your illusion occupies an area 5 feet in radius by default. To increase the size of the illusion you can create, apply the Progression power feat (see the **Power Feats** section of this power).

ILLUSIONARY EFFECTS

Illusions have no substance and cannot have any real-world effect. So illusions cannot provide illumination, nutrition, warmth, or the like (although they can provide the *sensations* of these things). Likewise, an illusory wall only prevents people from moving through an area so long as they believe it's real, and an illusory bridge or floor is revealed as false as soon as someone tries to walk across it, and falls through it!

DISBELIEVING ILLUSIONS

Characters encountering an illusion do not receive saving throws to recognize it as illusory until they interact with it in some fashion. A successful Will save against an illusion reveals it as false. A failed saving throw means the character fails to notice anything amiss. A character faced with clear proof an illusion isn't real needs no saving throw. Senses with the Counters Illusion trait (see **Super-Senses**) automatically detect illusions as well. If any viewer successfully uncovers an illusion and communicates this fact to others, they gain another saving throw with a +4 bonus. Circumstances may grant additional modifiers to the Will save to uncover an illusion, depending on how convincing it is.

MAINTAINING ILLUSIONS

Maintaining an active illusion (such as a fighting creature) requires concentration, but maintaining a static illusion (one that doesn't move or interact) is only a free action, effectively a sustained duration.

POWER FEATS

- **Progression:** Each time you apply this power feat, your Illusion's area moves one step up the Progression Table (10-ft. radius, 25 feet, 50 feet, and so forth). You can create a smaller illusion than your maximum area, as usual.
- **Subtle:** Illusion is a Subtle effect by default, since it wouldn't be much use otherwise. Therefore, Illusion doesn't require—and cannot apply—this power feat.

EXTRAS

- **Damaging (+3):** Your Illusion is so realistic it can actually inflict psychosomatic harm on anyone fooled by it. Your illusions are capable of making attacks, which automatically hit (since your illusions are as "skilled" as you choose to imagine) and inflict damage up to your Illusion rank, or the damage normally inflicted by whatever you're creating an illusion of, whichever is less. Anyone who successfully overcomes your illusion cannot be harmed by it and immediately recovers any

UNDER THE HOOD: ILLUSION

Illusion is a broad-ranging effect, usable for a number of different things. A few common considerations for Illusion include the following.

DAMAGING ILLUSIONS

For illusions capable of inflicting damage, apply the Damaging extra. At the GM's discretion, this extra can even be made into a Linked Array with a variety of attack effects, such as Fatigue, Nauseate, and so forth, allowing your illusionist to inflict conditions other than damage on targets. See the Array power structure for details, keeping in mind the attack effects need to be perception range to match the range of Illusion and Linked to the Illusion effect.

ILLUSORY APPEARANCE

Illusion can alter a subject's appearance, providing an essentially impenetrable disguise—at least until someone makes a successful save to see through the illusion. However, for just the ability to alter appearance, use the Morph effect, which is generally more effective than Illusion Limited to Appearance.

MENTAL ILLUSIONS

The default Illusion effect is perceptible to anyone or anything (including machines) as if it were real. Some illusions exist solely in the mind, like projected psychic hallucinations. This type of Illusion has the Phantasm flaw (perceived only by intelligent beings) and the Selective Attack extra, since the illusionist can choose whether or not to project the illusion into a particular subject's mind, and therefore who can or cannot perceive the illusion. This is a net +0 modifier, for the same cost.

MY ALLY, MY ENEMY

A common Illusion trick is to switch the appearances of an enemy and an ally, causing a foe's teammate to attack that enemy by mistake. You can generally handle this with an opposed check of Illusion and Notice; if you win, the target is unaware of the switch and attacks the wrong target.

I DISBELIEVE!

Keep in mind characters don't get to make a saving throw to detect or overcome an illusion unless they have reason to believe the illusion is not real. Given the rather fantastic things that can happen in *Mutants & Masterminds* settings, an illusion generally has to provide some evidence of its true nature. Smart illusionists tend to keep the true nature of their powers secret, and smart Gamemasters require players to come up with something a bit more comprehensive than "I disbelieve!" to figure out when there are illusions at hand.

damage inflicted by it. This extra is essentially the same as a Linked Damage effect with perception range, so the GM may allow you to apply other modifiers directly to the Damaging extra like an independent effect.

- **Duration (+1):** Reducing Illusion's duration affects the type of action required to maintain an active illusion. Sustained Illusion allows you to maintain an active illusion as a free action each round. Continuous Illusion allows you to create illusions that continue to exist (even interacting) until you choose to dismiss them.
- **Selective Attack (+1):** With this extra, you choose who perceives your Illusion and who doesn't.

FLAWS

- **Feedback (–1):** Although Illusion does not have a physical "manifestation" per se, it can apply this flaw, in which case a successful damaging attack on one of your illusions causes you to suffer damage, using the guidelines given in the description of the Feedback flaw.
- **Limited to One Subject (–1):** Only a single subject at a time can perceive your Illusion.
- **Phantasms (–1):** Only creatures with Int 1 or more can perceive your Illusions, making them a mental sensory effect. They are undetectable to machines like cameras and microphones. This flaw is commonly combined with Selective Attack, making your phantasms detectable only to those intelligent beings you choose.
- **Range:** It is left to the GM's discretion whether or not Illusion's range can be reduced at all, since being able to perceive the affected area is important in creating and directing the illusion. If Illusion is touch range, the character is only able to alter the appearance of subjects in physical contact. In order to solely alter your own appearance, see the Morph effect, possibly with the Phantasm and Saving Throw modifiers.
- **Sense-Dependent:** Illusion is already sense-dependent and so cannot have this flaw.

IMMOVABLE

Type: Defense	**Action:** Reaction (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 1 point per rank

You're especially resistant to being moved by attacks. You gain a +4 bonus per rank against all attempts to push, rush, trip, or throw you, and reduce the distance you are knocked back by an attack, adding your Immovable rank to your knockback modifier (see **Knockback**, *M&M,* page 165).

Additionally, when you're struck with a slam attack (see **Slam**, *M&M,* page 158), you suffer less damage, while your attacker suffers more! For each rank of Immovable, 1 point of damage bonus from the slam attack is shifted from you to your attacker, up to half the attack's total damage bonus. So a +12 slam attack against a target with Immovable 8 shifts 6 points of damage (or half) back to the attacker; the target suffers +6 damage, while the attacker suffers +12! Slamming into an Immovable target can be worse than hitting a brick wall.

To gain the benefits of this effect, you cannot move more than your normal speed in a round. If you move at accelerated speed (two move actions), your Immovable rank is halved. If you move all out, you lose the benefit of Immovable for the round.

EXTRAS

- **Unstoppable (+1):** Your speed has no effect on your immovability; you can move all out while retaining your full effect rank. You also subtract your Immovable rank from an opponent's Immovable rank before determining its effect, including the damage from a slam attack, allowing you to slam Immovable opponents for more damage than usual. You cannot reduce an opponent's effective Immovable rank below 0.

FLAWS

- **Action:** Changing the action to use Immovable can create an effect that requires some preparation: you have to "brace" yourself, at least initially. This makes Immovable somewhat less useful against surprise attacks or unexpected circumstances.
- **Duration:** Immovable's duration cannot be changed; to change the effort it requires, change its required action instead.

IMMUNITY

Type: Defense	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 1 point per rank

You are immune to certain effects, automatically succeeding on any saving throw or ability check against them. You assign ranks of Immunity to various effects to gain immunity to them (with more extensive effects requiring more ranks). These assignments are permanent:

- **1 rank:** aging, disease, poison, one environmental condition (cold, heat, high pressure, radiation, or vacuum), one type of suffocation (breathe normally underwater or in an alien atmosphere, for example), starvation and thirst, need for sleep, or a rare power descriptor (such as your own powers, a close sibling's powers, etc.).
- **2 ranks:** critical hits, suffocation effects (no need to breathe at all), or an uncommon power descriptor (such as chemical, gravitic, necromantic, etc.).



- **5 ranks:** alteration effects, dazzle effects, emotion effects, entrapment (grappling, snares, or bonds), fatigue effects, interaction skills, trait effects, or a particular Damage descriptor (such as bullets, cold, electricity, falling, fire, magic, radiation, sonic, etc.)
- **9 ranks:** life support (includes immunity to disease, poison, all environmental conditions, and suffocation)
- **10 ranks:** a common power descriptor (such as all effects with cold, electricity, fire, radiation, or weather descriptors, for example).
- **20 ranks:** a very common power descriptor, all non-lethal physical damage, all lethal physical damage, all non-lethal energy damage, or all lethal energy damage.
- **30 ranks:** Any effect calling for a particular saving throw—Fortitude, Reflex, or Will—regardless of descriptors.

So for example at Immunity 11, you could have life support (9 ranks) plus Immunity to critical hits (2 more ranks), or life support

POWER STUNT: EXTENDING IMMUNITY

A Sustained Immunity effect (typically Linked to a power like Force Field) can be used for power stunts and a common one is extending your Immunity to benefit others. This is an Alternate Power of Immunity, applying the Affects Others and Burst Area extras along with a duration of concentration and the Limited flaw, since extending the effect "thins" it out.

UNDER THE HOOD: IMMUNITY

There are characters in comic books just plain immune to certain things. Immunity is intended to provide this option in *Mutants & Masterminds*. It's simpler at some point to say a character is immune to something than it is to bother rolling dice. Immunity also encourages creativity: if you can't overcome a foe just by hitting him, what then? Encourage players to use tactics, cleverness, power stunts, and hero points to deal with foes immune to their more conventional attacks.

If you find Immunity—especially broad immunities at higher ranks—is a problem in your game or ruining everyone's fun, feel free to restrict it (perhaps to no more than 10 ranks) or eliminate it altogether, replacing it with Protection and saving throw bonuses with appropriate power modifiers

plus Immunity to aging (1 rank) and a rare power descriptor (1 rank), or any other combination adding up to 11 ranks.

DEGREES OF IMMUNITY

Some Immunity effects are a matter of degree. For example, "immunity to cold" can range from the environmental effects of cold (described in *M&M*, pages 167-168) to cold damage, to complete immunity to all effects with the "cold" descriptor. The first requires only 1 rank, and provides no resistance to other sorts of cold effects. The second requires 5 ranks and only provides immunity to cold Damage effects (even those with saving throws other than Toughness). The third requires 10 ranks and provides complete immunity to all effects with the "cold" descriptor—whether Damage, Fatigue, Paralyze, or what have you.

POWER FEATS

- **Selective:** This feat gives you the ability to "lower" your Immunity and allow harmless effects you'd normally save against automatically to work on you. If you have the Affects Others and Area modifiers (see this power's Extras), you can use this feat to choose who benefits from your Immunity and who does not.

EXTRAS

- **Affects Others (+1):** This extra allows you to grant the benefits of your Immunity to others by touch. It's most commonly used with life support, such as for projected force fields or constructs able to maintain a safe environment.
- **Area:** This extra is most commonly used in conjunction with Affects Others, allowing you to spread your Immunity among those in the affected area. For example, Area Immunity 9 (life support) Affects Others, provides normal life support in a 45-foot radius around you.
- **Duration:** Sustained duration Immunity may be suitable for certain types of powers, particularly force fields or similar protective abilities requiring a modicum of concentration. It is a net +0 modifier from Immunity's base permanent duration.
- **Range:** Immunity that Affects Others may have this extra, allowing it to grant its benefits at normal or perception range.

FLAWS

- **Limited (–1):** You suffer half the normal effect rather than being entirely immune to it. For environmental effects, you only make checks half as often. For other effects, halve the effect's rank before determining its saving throw DC. Alternately, if your immunity is to an effect causing lethal damage, it can cause non-lethal damage instead.

INSUBSTANTIAL

Type: Alteration	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 5 points per rank

You can assume a less solid form, with each Insubstantial rank becoming progressively less solid. You do not gain the ability to assume lower-ranked Insubstantial forms, but you can acquire a lower-ranked form as an Alternate Power of a higher-ranked one (see the **Array** structure in this chapter). You can switch between normal and Insubstantial form at will as a free action once per round.

- **Rank 1:** You become fluid. You can flow through any sort of opening, under (or around) doors, through keyholes and pipes, and so forth. You cannot pass through watertight seals. You can automatically flow out of any restraint—such as a snare or grapple—that is not watertight. You automatically succeed on Escape Artist checks. So you cannot flow out of a bubble completely enclosing you, for example, but anything less cannot hold you. You can exert your normal Strength and can still carry objects, although your manual dexterity may be limited (at the GM's discretion).

  A fluid character may attempt to catch a falling person or object, cushioning the fall with the character's flexible form. This requires a move action, and reduces the falling damage by the cushioning character's Toughness bonus (representing flexibility in this case). Both characters suffer any remaining damage. Higher rank insubstantial forms—lacking physical Strength—cannot attempt this.
- **Rank 2:** You become a cloud of gas or fine particles. You have no effective Strength in gaseous form, but you are immune to physical damage. Energy and area attacks still affect you normally. You can flow through any opening that is not airtight. You can use your various other effects normally.
- **Rank 3:** You become coherent energy. You have no effective Strength, but you are immune to physical damage. Energy attacks (other than the energy making up your form) damage you normally. You can pass through solid objects permeable to your type of energy, but energy resistant barriers, like heavy shielding or force fields, block your movement.
- **Rank 4:** You become incorporeal. You can pass through solid matter at your normal speed and you are unaffected by physical and energy attacks. Sensory effects still work on you, as do effects with the Affects Insubstantial power feat. Choose one other reasonably common effect that works on you while you are incorporeal. You have no Strength and cannot affect the

physical world with other effects unless you apply the Affects Corporeal modifier. Your sensory effects work normally.

Unless you have Immunity to Suffocation (see the **Associated Effects** section of this power), you must hold your breath while passing through a solid object, and you can suffocate normally. If you revert to solid form while inside a solid object for any reason, you suffer Fortitude-based lethal damage equal to the object's Toughness. If you are not disabled by the damage, you're immediately ejected from the object into the nearest open space. If you are disabled, you're trapped inside the object and your condition worsens to dying on the following round.

POWER FEATS

- **Innate:** Use this feat if your character's form is naturally or innately Insubstantial, particularly if the effect is permanent in duration.
- **Selective:** This feat allows you to selectively make some portions of your body insubstantial while keeping others substantial (or vice versa). This allows you to do things like reach through a wall, solidify your hand to pick up an object or tap someone on the shoulder (or punch them in the face), and become incorporeal again to withdraw it on the following round.
- **Subtle:** This feat makes your Insubstantial nature less noticeable to observers. One rank requires a Notice check (DC 20) to detect that you are Insubstantial, while two ranks mean you look entirely normal in Insubstantial form (which may cause opponents to waste effort on you, not knowing that you're immune to their attacks, for example).

EXTRAS

- **Action:** Becoming Insubstantial is normally a free action, meaning you can't switch to an Insubstantial form when surprised, beaten on initiative, or otherwise unable to take action. At the GM's option, applying the Action extra to use Insubstantial as a reaction allows you to switch forms "reflexively" in response to such hazards, even if it is not your turn, so long as you are still capable of taking action.
- **Affects Corporeal:** This extra is required for any effect that works on corporeal targets while you are insubstantial at rank 2 or greater (see the Affects Corporeal description for details).
- **Affects Others:** This modifier allows you to extend your Insubstantial effect to another character by touch, taking them Insubstantial with you. If you ever withdraw the effect while someone is inside a solid object, see the effect's description for the unpleasant results.
- **Attack:** Applied to Insubstantial, this extra makes it into a touch range effect able to turn targets Insubstantial. This is most effective for ranks 2 through 4, since the victim loses some or all ability to interact with the physical world. The default saving throw for an Insubstantial Attack is Reflex, although it can be Fortitude or Will, as best suits the effect's descriptors. You need to grapple a target in order to drag them inside a solid object unless the target is already helpless.
- **Duration:** Extending the effect's duration to continuous allows you to remain Insubstantial until you choose to return to your corporeal form.
- **Progressive (+0):** You can assume lower ranked forms of Insubstantial, but you must progress through them in order to reach higher-ranked ones. For example if you have Progressive Insubstantial 3, you can assume fluid, gaseous, or energy forms, but to assume energy form, you must first progress through fluid and gaseous, becoming less and less substantial. Since you can only activate the effect once per round, it takes you three rounds of activating your effect to achieve.

FLAWS

- **No Effective Strength (–1):** This flaw applies only to rank 1 Insubstantial and removes your effective Strength while in that form, leaving you with limited ability to affect the physical world like the higher ranks of the effect.
- **Permanent (–1):** This flaw locks you in your insubstantial form; you cannot assume solid form. At the GM's discretion, you can apply a +1 extra allowing you to revert to solid form as a free action and a sustained duration. If you're unable to take the free action required, you automatically revert to your insubstantial form.

ASSOCIATED EFFECTS

The following are some effects commonly associated with Insubstantial.

- **Damage Aura:** An energy form may have a Damage Aura effect with the appropriate descriptor: electricity, fire, radiation, and so forth. A liquid or gaseous form might also be corrosive or poisonous, giving it a Damage Aura or another effect (like Drain) with the Aura modifier.
- **Dispersal:** Liquid and gaseous forms might have Growth with the Dispersal flaw (see the Growth effect description for details).
- **Disruption Attack:** A common comic book trick of incorporeal characters is the ability to pass an incorporeal hand or limb through a target and partially solidify, creating a painful molecular disruption. This is an Affects Corporeal Penetrating Damage effect. It costs 3 power points per rank.
- **Drain:** Some insubstantial forms have an Affects Corporeal Drain attack, like the life-draining touch of a ghost or toxin carried in a liquid or gaseous form.
- **Flight:** Gaseous, energy, and incorporeal forms are often lighter than air, allowing the character to move three-dimensionally. Flight effects associated with gaseous forms tend to be slow (low-ranked). Incorporeal forms may slowly float or fly at great speed. Alternately, the Super-Movement (air walking) effect may be appropriate for some insubstantial forms.
- **Immunity:** An insubstantial form may grant Immunity to certain effects or conditions. In particular, life support is a common effect of an insubstantial (and essentially non-human) form.
- **Nullify Electronics:** The passage of some incorporeal or energy forms disrupts electronics. This is an Affects Corporeal Nullify Electronics effect with the Touch range flaw.

LEAPING

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 1 point per rank

You can make prodigious leaps. Rank 1 Leaping doubles your jumping distances. Each additional rank moves the multiple one step up the **Progression Table**. So at rank 9, you leap 1,000 times your normal distance. At rank 20, you can make leaps of up to *5 million* times your normal distance! (Each foot becomes approximately 1,000 miles!)

You do not suffer any damage from landing after a jump, so long as it is within your maximum jumping distance. Distance multipliers are shown on the **Leaping Movement** table.

LEAPING MOVEMENT

Rank	Multiplier	Time
1	x2	move action
2	x5	move action
3	x10	move action
4	x25	move action
5	x50	full round
6	x100	2 rounds
7	x250	3 rounds
8	x500	4 rounds
9	x1,000	5 rounds
10	x2,500	6 rounds
11	x5,000	7 rounds
12	x10,000	8 rounds
13	x25,000	9 rounds
14	x50,000	10 rounds
15	x100,000	11 rounds
16	x250,000	12 rounds
17	x500,000	13 rounds
18	x1,000,000	14 rounds
19	x2,500,000	15 rounds
20	x5,000,000	16 rounds

You can carry a light load while leaping with no reduction in distance. A medium load reduces your leaping distance to two-thirds normal, while a heavy load halves it. You cannot leap carrying more than a heavy load.

At rank 5 (50 times normal distance), you are in the air for at least a full round before you land. Each additional rank adds another full round in the air. So a rank 10 leap (x 1,000 your normal distance) lasts for six full rounds before you land. You can act normally during this time, as if you were flying, but you can't change your speed or direction without using some other effect.

Given the previously described time requirements, Leaping does not have "all out" movement. You can make two leaps of rank 4 (25 times your normal distance) as two move actions; higher than that rank, and Leaping takes the time given in the previous paragraph.

EXTRAS

- **Action:** Since Leaping is a movement effect its required action cannot be decreased below a move action.
- **Affects Others:** You can give someone you are touching the ability to leap like you do. Note that since Leaping improves base jumping distances (from Strength), different characters can leap different distances at the same power rank. This usually means Affects Others Leaping is most useful as a ranged effect.
- **Attack:** This extra cannot be applied to the Leaping effect to send a target flying; that requires Move Object (see the Move Object effect description for details).

FLAWS

- **Distracting:** Leaping short distances normally has no effect on your defense bonus. This flaw suits a type of Leaping that leaves you somewhat vulnerable to attack when you make a leap.
- **Acrobatics Check Required (–1):** In order to use Leaping, you must make an Acrobatics skill check (DC 10). Each point your check total exceeds the DC allows you to use 1 rank of Leaping, up to your total rank.

DRAWBACKS

- **Full Power:** You can only leap your maximum distance; you can make shorter leaps only by not using your Leaping effect at all, just the normal jumping distance for your Strength.

ASSOCIATED EFFECTS

- **Immunity to Falling Damage:** While you normally don't suffer any damage from a deliberate leap, regardless of distance, this effect (requiring 5 ranks of Immunity) is common and useful for characters jumping—and potentially falling—from great heights.

LUCK CONTROL

Type: General	**Action:** Reaction (passive)
Range: Perception	**Duration:** Instant
Saving Throw: None	**Cost:** 3 points per rank

You can use hero points to affect others in various ways (see **Hero Points**, *M&M*, page 121). For each rank you have in the effect, choose one of the following capabilities:

- You can spend a hero point on another character's behalf, with the normal benefits.

- You can bestow your hero points on others. You can grant only one hero point to any given character in a round, but the recipient may use the bestowed hero point(s) normally.
- You can spend one of your hero points to negate someone else's use of a hero point or a use of Gamemaster fiat (see Gamemaster Fiat, *M&M*, page 124). This also eliminates the setback of the fiat, so no hero points are awarded for it.
- You can spend a hero point to force someone else to re-roll a die roll and take the worse of the two rolls. The target of this last effect may spend a hero point to avoid having to re-roll. GM fiat may do the same (earning you a hero point).

POWER FEATS

- **Luck:** The Luck feat may also be a power feat of Luck Control, granting additional hero points useful for the various effects given previously. The GM may wish to set a limit on the maximum rank of Luck (such as the power level of the campaign).

EXTRAS

- **Area:** Your Luck Control effect works equally on all targets in the affected area. You spend only one hero point, although the subjects are each affected individually. You must apply the same effect to all subjects at once.
- **Duration:** Luck Control's duration cannot be changed from instant, since none of its effects last more than an instant regardless.
- **Selective Attack:** This extra, applied to Area Luck Control, allows you to choose who in the area of affect is or is not affected by it.

FLAWS

- **Action:** If the action required for Luck Control is increased beyond a reaction, it is only usable during your turn each round, which limits its usefulness in responding to the actions of others.
- **Range:** Luck Control normally requires no attack roll; if reduced below perception range, it does, either ranged or a melee attack for touch range Luck Control.
- **Saving Throw (–1):** Targets of your Luck Control get a saving throw—usually Reflex or Will—to avoid its effects, with a save DC of (10 + rank). The Progression feat can increase the save DC by +1 per rank.
- **Side Effect:** As a particular side effect of Luck Control, if your effort to alter luck fails, you suffer a setback without earning a hero point. Effectively the GM gains a "free" use of GM Fiat against you (see Setbacks, *M&M*, page 122 for details).

MIND CONTROL

Type: Sensory (mental)	**Action:** Standard (active)
Range: Perception	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You can control another character's mind, and therefore actions. To use Mind Control, make an opposed power check against the result of the target's Will saving throw. If you succeed, you control the actions of the subject, or "thrall", as long as you maintain the effect. If you fail, there is no effect. You can try again, but the target gets a cumulative +1 bonus to Will saves against Mind Control for each successive attempt in the same encounter and trying again against the same target in the same encounter requires extra effort.

The thrall's consciousness is largely suppressed while controlled, meaning the subject cannot say or do anything without direction, and has no memory of being controlled when the effect ends.

ISSUING COMMANDS

Issuing a command is a move action—separate from the standard action needed to establish control (so doing both takes up a full round). If the thrall has no means of understanding you, you can only issue simple commands that can be conveyed with gestures (like "come here" or "stop").

Roll a new opposed check of Mind Control vs. Will save for each interval on the **Time Table** that passes, starting at one minute, with the thrall getting a cumulative +1 bonus per save. A thrall can also use extra effort at any time to gain a new opposed check to try and break free. Thralls commanded to carry out an action strongly against their nature get a new opposed check immediately, with a +1 to +4 bonus on top of the cumulative bonus, depending on the type of command. Success breaks your control. These opposed checks do not require extra effort from you.

Obviously self-destructive commands are automatically ignored, but do not break your control. *Potentially* self-destructive com-



mands, however, are not, although they may entail a new opposed check. So, for example, you cannot simply command a thrall to walk off a cliff, but you could walk him into a deathtrap or other potentially (but not obviously) dangerous situation.

MULTIPLE THRALLS

You can establish control over as many thralls as the action and duration of your Mind Control allow. At the default of a standard action and concentration, this is only one thrall, since you cannot take another standard action to use Mind Control again while maintaining concentration. If your Mind Control is sustained, you can establish control over one thrall, then attempt to control another on the following round, and so forth. The GM may set a limit on the number of thralls you can control at once (just like the limit on the number of free actions you can perform during a round).

NOTICING MIND CONTROL

As a mental effect Mind Control has a degree of subtlety; noticing that someone is under its influence requires a Sense Motive check (DC 10 + Mind Control rank).

POWER FEATS

- **Mental Link:** You can give commands to your thralls mentally over any distance (with no need to speak). Issuing a command is still a move action, however.
- **Subtle:** Mind Control already has a degree of subtlety: only targets of the effect and those with the appropriate sense (such as Mental Awareness) detect its use. A rank of Subtle makes it a DC 20 Notice check for either to detect a use of Mind Control, while two ranks make the effect completely undetectable.

EXTRAS

- **Area:** You can control everyone in the affected area: make a single Mind Control check, opposed by the Will saves of all potential targets. Compare the results individually against each Will save to determine the effect. In the case of minions or large groups of relatively undifferentiated subjects (random crowds, etc.) the GM may choose to make a single Will save for the entire group and compare it against your Mind Control check result. Issuing commands to a group of thralls still takes a move action per command, so it's easier to give a group of thralls the same command ("attack!") than it is to issue specific commands to each one.
- **Conscious (+1):** Your thralls are conscious and aware, but completely obedient, effectively fanatically loyal. This means the subject can be commanded to relate knowledge or use skills based on mental abilities. Thralls are aware of being controlled once the Mind Control ends, unless the effect is Subtle, in which case subjects have no explanation for their unusual behavior or simply no memory of it (your choice when you end the control).
- **Effortless (+1):** Additional Mind Control attempts against the same subject in the same scene or encounter do not require extra effort for you; you can try again as often as you like.
- **Instant Command (+1):** You can issue commands to your thralls as a free action. You must have the Mental Link feat to apply this extra, since verbal commands cannot be issued this quickly.
- **Sensory Link (+1):** You can perceive everything one of your thralls does, like an ESP effect (see ESP in this chapter). Your own senses are inactive while using your sensory link and you can only perceive through the senses of one thrall at a time.

FLAWS

- **Distracting:** Mind Control may well be distracting for the user, imposing this flaw while you are controlling one or more thralls.
- **Limited to One Command (–1):** You can give targets only one command, like "sing and dance" or "live out your repressed desires." This command is chosen when you acquire the effect and can't be changed.
- **Requires Grapple:** You must first pin a target with a mental grapple (see Mental Grapple, *M&M*, page 157) before you can attempt an opposed Mind Control check. This makes the Mind Control attempt a full-round action, regardless of how many opposed checks the grapple takes, since it occurs only in your target's mind.
- **Sense-Dependent:** Your Mind Control works through a target's senses to reach the mind. Examples include eye contact

UNDER THE HOOD: MIND CONTROL

Mind Control uses an opposed check rather than the usual fixed saving throw DC to allow players to spend hero points on their Mind Control efforts and to introduce some variability into the effect so it's more of a mental struggle, as it usually appears in the comics. Gamemasters wanting more dependability from Mind Control can switch it to a fixed save DC of (10 + Mind Control rank) like other powers.

Mind Control is a potentially problematic effect in game terms. For the heroes, it's not particularly heroic, nor is it especially dramatic for the heroes to face off against a villain and have one hero solve the problem by mind controlling the poor slob. Mind controlling heroes are fairly rare in the comics and tend to use the power reluctantly, if at all, making it more of a power stunt than a regular part of their abilities. Many heroes seem to have Mind Control that's Limited to minions, and never really effective against major foes.

For villains, Mind Control poses the problem of removing control of a hero from the player's hands, which most players dislike. The most effective Gamemaster tool for managing villainous Mind Control is GM Fiat and treating Mind Control as a complication; if a player is willing to have his hero controlled and committed to roleplaying it accordingly, award the player one or more hero points for good roleplaying and going along with the story. The heroes can then come up with a way to circumvent the Mind Control for later encounters in the adventure.

Non-player characters also make great targets for Mind Control: a villain can control or crowd of people or an NPC hero team and use them as pawns against the players' heroes, giving them the additional challenge of overcoming innocents without inflicting any permanent harm.

OPTION: STAGED MIND CONTROL

As given in the description, Mind Control is something of an all-or-nothing effect: the target either fails the save and falls under the user's control, or makes the save and does not. Those preferring a staged version of Mind Control can use one of the following options.

In the first option, the subject only falls under the attacker's control if the Will save fails by a certain margin. Failure by a lesser amount results in some side effect as the victim fights off the attacker's mental influence. For example, failure by 10 or more causes the victim to fall under the attacker's control, failure by 5 or more causes the victim to be stunned for one round, while failing the Will save causes the subject to be dazed for one round, while success still means no effect. Modify this as desired to change the effectiveness of the Mind Control effect: such as failure resulting in a stun result and failure by 5 or more establishing control. You can combine this "shake off" approach with the next option.

Mind Control might also be staged by the *degree* of control that it grants; the more the subject fails the Will save, the greater the user's control. For example, mere failure of the Will save may allow you to order the thrall to do things he's normally inclined towards doing anyway (attack an enemy, leave off a routine for some good reason, and so forth), failure by 5 or more can force the thrall to do things he normally wouldn't do (attack an ally, break the law in some minor way), and failure by 10 or more can force the thrall to do things he's normally strongly opposed to doing (attack a loved one, violate a personal code of ethics).

Both these options make Mind Control a weaker effect with less impact on the game, so they are best used in cases where you want to lessen Mind Control's effectiveness without changing its cost. Either option could also make a suitable Limited flaw (worth a –1 modifier) if you want to allow staged Mind Control as an option alongside the standard effect.

(Sight-Dependent), hypnotic music (Hearing-Dependent), and pheromones (Scent-Dependent), etc (see the Sense-Dependent flaw for details).

DRAWBACKS

- **Noticeable:** The effects of your Mind Control are noticeable by means other than Awareness and Sense Motive: perhaps your thralls' eyes glow, their skin changes color, or an unusual scent like flowers or brimstone hangs in the air around them.

ASSOCIATED EFFECTS

- **Mental Transform:** For long-term mental conditioning or brainwashing, see the Transform effect, particularly the mental version of it.
- **Mind Reading:** The ability to control minds often goes with the ability to read minds and vice versa.

MIND READING

Type: Sensory (mental)	**Action:** Standard/Full (active)
Range: Perception	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 1 point per rank

You can read another character's thoughts. To use Mind Reading, make an opposed power check against the result of the target's Will saving throw.

If successful, you can read the target's surface thoughts (meaning whatever the target is presently thinking). Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a common language. The target gets an additional opposed Mind Reading check vs. Will save for each interval that passes on the **Time Table**, with a cumulative +1 bonus per save.

If you lose the opposed check, you cannot read the target's thoughts. You can try again the following round, but the renewed attempt requires extra effort and the target gets a cumulative +1 bonus on the Will save per attempt in that encounter.

BLUFF AND MIND READING

If you can interact with your subject, a successful Bluff check against the target's Sense Motive check result causes the subject to think about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's surface thoughts.

MIND PROBE

You can also mentally probe a target's mind for information. Take a full-round action and make an opposed check of Mind Reading vs. Will save. If you win, you can essentially ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that. Especially personal or guarded information grants the target a +1 to +5 bonus on the Will save, while information the subject doesn't consciously know (subconscious or forgotten due to amnesia, for example) grants a

"GET OUT OF MY HEAD!"

The ongoing Will saving throws against Mind Reading (and effects like Mind Control) represent the struggle of the subject to eject a mental intruder. For a more active attempt to force an intruder out of your mind, use the following guidelines.

The subject of Mind Reading may, if aware of the attempt (assuming the effect is not Subtle), initiate a mental grapple with the mind reader. This grapple is handled normally and, if the subject wins, the mind reader is ejected and the Mind Reading effect ends immediately. However, subjects that lose the mental grapple are essentially at the mind reader's mercy; they forfeit any further saving throws against the Mind Reading effect and the mind reader can stay "in" the subject's mind as long as desired (and the effect is maintained).

The subject of a Mind Probe can do the same: initiate a mental grapple to eject the intruder, with failure meaning the mind reader has complete and unfettered access to the subject's mind, able to ask a question each round without the need for further opposed Mind Reading checks. These options make Mind Reading a bit more dramatic and risky and may be useful for settings with prominent mind readers or a focus on mental powers.

OPTION: SUBTLE MIND READING CHECKS

Rather than following the normal rules for Subtle effects (see the **Subtle** power feat description), you can use the following optional rule for handling Mind Reading and similar effects with the first rank of Subtle.

The effect's user makes a Mind Reading check for "mental subtlety" while the subject of the effect makes an opposed Sense Motive check to pick up on the subtle sensation of mental invasion. If the mind-reader wins, the subject does not detect the effect (whether or not it is successful), if the subject wins, he senses the effect's use and whether or not it was successful. If someone knows you have invaded their mind, they can attempt to eject you, as described previously.

+5 to +10 bonus on the Will save and the target can't choose to forego the save.

You can continue to ask questions, one per round, for as long as you maintain your mind probe, requiring a full-round action each round. The target gets an additional opposed Mind Reading check vs. Will save for each interval that passes on the **Time Table**, with a cumulative +1 bonus per save.

If you fail your power check, you cannot probe the target's mind. You can try again the following round, but the renewed attempt requires extra effort and target gets a cumulative +1 bonus on the Will save per attempt.

MENTAL GRAPPLING

You can use Mind Reading to initiate a mental grapple (see **Mental Grapple**, *M&M*, page 157, for details).

POWER FEATS

- **Subtle:** As a mental sensory effect, Mind Reading has a degree of subtlety, only noticeable to the subject or to characters with an appropriate Super-Sense, such as Mental Awareness (see the Super-Senses effect). Subtle Mind Reading is less detectable, requiring a DC 20 Notice check for either type of character to sense it, while two ranks of the Subtle power feat makes Mind Reading completely undetectable.

EXTRAS

- **Action:** Applying this extra to Mind Reading lowers the action required for both reading surface thoughts and mental probes, so a +1 Action extra moves those actions down to move and standard, respectively.
- **Area:** With this extra, you can read the surface thoughts of anyone within the affected area; make a single Mind Reading power check and compare the result to the Will saving throws of all potential subjects in the area. Retries and further opposed power checks are the same as for reading a single subject. You can only use the mind probe aspect of Mind Reading on a single subject at a time; the Area modifier does not apply to it. You can engage in a mental grapple with multiple opponents at once using area Mind Reading, but you must win the mental grapple check against all your opponents in order to break off a mental grapple, should it go against you.
- **Sensory Link (+1):** You can "tap into" the senses of your subjects, perceiving what they perceive while reading their minds like an ESP effect (see ESP). Your own senses are inactive while you are using your sensory link and you can only perceive through the senses of one subject at a time.

OPTION: DEFENSIVE MENTAL GRAPPLES ONLY

If you find the ability to initiate mental grapples via Mind Reading problematic, you may wish to restrict the ability to initiate a mental grapple to the *subject* of a Mind Reading attempt. That is, Mind Reading subjects can initiate a mental grapple as part of an effort to eject a psychic intruder, but mind-readers cannot do so on their own. This makes mental grappling solely a defensive rather than offensive capability, although a defender who loses a mental grapple is still largely at the mind-reader's mercy.

FLAWS

- **Feedback:** You suffer Feedback if a subject you are reading is harmed, using your Mind Reading rank as the saving throw bonus against the non-lethal damage. Additionally, you may suffer Feedback at the GM's discretion from reading or experiencing particularly traumatic or emotionally-charged thoughts of memories from the subject (a kind of Side Effect flaw).
- **Limited by Language (–1):** You can only understand the subject's thoughts or memories if you share a common language.
- **Limited to Emotions (–1):** You can only read or probe for emotions and emotional associations, not coherent surface thoughts or memories.
- **Limited to Mental Grapple (–1):** You can only use Mind Reading to initiate mental grapples and cannot read thoughts or perform mind probes.
- **Limited to Mind Probe (–1):** You can only perform mind probes (taking the usual full round action) and cannot read surface thoughts.
- **Limited to Sensory Link (–1):** If you have the Sensory Link extra and this flaw, you can only tap into a subject's senses, you cannot read their thoughts or probe their memories.
- **Limited to Surface Thoughts (–1):** You can only read surface thoughts and cannot probe for information.
- **Range:** Ranged Mind Reading effects require a ranged attack roll in addition to the effect's normal saving throw. Mind Reading limited to touch range requires a melee attack roll against an unwilling target and physical contact throughout the effect's duration; breaking contact ends the effect.
- **Sense-Dependent:** Your Mind Reading is dependent on a sense other than just having to accurately sense the target, such as needing to see his expressions (Sight-Dependent), hear him speak (Hearing-Dependent), smell his changes in biochem-

istry (Scent-Dependent), and so forth. Alternately, it may be dependent on being in Mental Communication with the target (see Communication).

MORPH

Type: Alteration	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1-3 points per rank

You can alter your appearance to that of other creatures or even objects of the same mass. Your traits do not change; your new form is merely a cosmetic change. You gain a +5 bonus to Disguise checks per rank when using Morph to assume a different form. For 1 point per rank you can assume a single other appearance. For 2 points per rank you can assume any form from a broad group like humanoids, animals, machines, and so forth. For 3 points per rank you can assume any form of the same mass.

For the ability to change size as well as appearance see the Growth and Shrinking effects. To take on the other traits of forms you assume, see the Shapeshift power in the following chapter or the Metamorph power feat in the following section.

POWER FEATS

- **Metamorph:** Morph only changes your appearance; you have all the traits of your normal form. This feat allows you to have an alternate set of traits, essentially a complete alternate character you change into. You can switch between sets of traits at will, once per round, as a free action. Your other form(s) must have the same point total as you and are subject to the same power level limits. They must also have traits suitable to your Morph effect. For example, if you can only Morph into humanoid forms, then your alternate forms have to be humanoid. All of your forms must have your Morph effect and Metamorph feat(s). The GM may require certain additional common traits for all of your forms. Each additional rank of this feat gives you another set of traits you can change into. Metamorph is best suited to characters with a defined list of alternate traits. For a character able to transform into numerous forms with various traits, see the Shapeshift power.

EXTRAS

- **Attack:** A Morph Attack imposes a different appearance on the target creature. Unlike a Transform effect (see Transform in this chapter), a Morph Attack is entirely cosmetic: you can't change the target's traits other than appearance.

FLAWS

- **Phantasm (–1):** Your Morph effect is a mental illusion; only intelligent (Int 1+) creatures perceive it. It cannot fool machines like cameras or non-intelligent robots.
- **Saving Throw (–1):** Observers who have reason to believe your assumed form is not real can make a Will saving throw to penetrate your disguise (DC 10 + Morph rank). A successful save reveals your assumed form as false, and anyone who communicates that information to others gives them a +4 bonus on their Will save or Notice check.

ASSOCIATED EFFECTS

- **Polymorph:** For a "polymorph," able to assume a wide range of forms with different traits (poly = many, morph = shape) see the Variable structure in this chapter as well as the Shapeshift power in the following chapter (which is an application of a Variable structure for shapeshifting.)

MOVE OBJECT

Type: General	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can move objects at a distance without touching them. Move Object has no action/reaction; a moving object cannot drag the character "holding on" to it, for example. This effect is also not considered "physical contact" or "touch" for effects requiring it.

Your effective Strength for lifting and moving objects with this effect is 5 times your power rank (see **Carrying Capacity**, *M&M*, page 35). By taking a full action and concentrating you can increase this by +5 Str for as long as you concentrate, taking a standard action each round to do so. This is in addition to using extra effort to further double your carrying capacity.

This effect can move objects, but cannot perform tasks of fine manipulation (like untying knots, typing, or manipulating controls) without the Precise power feat (see the **Power Feats** for this power). Objects equaling a heavy load or more move at a rate of 5 feet per round. Lighter objects move a distance each round like



they were thrown with your effective Strength. Objects thrown as attacks base their damage off your power rank as if it were your Strength bonus.

Move Object cannot inflict damage directly; you can't "punch" or "crush" objects with it. You *can* use it to make disarm and trip attacks. Using Move Object to "grab" a creature is an attack similar to a grapple with a Strength bonus equal to your power rank (see **Grapple**, *M&M,* page 156). The target cannot grapple you and you cannot inflict damage, only pin and hold the target immobile. You can move a pinned target like you would any other object, so long as the target remains pinned. Using Move Object to grapple requires a standard action. You can throw a pinned target as a move action (*M&M,* page 157).

POWER FEATS

- **Subtle:** Note that Move Object is not Subtle by default (as some forms of telekinesis or psychokinesis are). The standard version of this effect involves some noticeable manifestation like a "tractor beam," a glow around your head or hands (along with a corresponding glow around the affected object), big glowing hands, blazing "energy talons," or the like. Apply the Subtle feat for a less noticeable Move Object effect.

EXTRAS

- **Damaging (+1):** Your Move Object effect can inflict damage, like an application of normal Strength with a Strength bonus equal to its rank (not its lifting Strength of rank x 5). This includes damaging targets in grapples and making ranged "strike" attacks.
- **Duration:** Move Object generally cannot have a continuous duration, since it is an active effect and requires at least a modicum of attention to maintain. The GM may allow Continuous Move Object as a variation that is not disrupted when you are stunned, but that still requires your conscious attention (still an active effect). There's no change in the cost of the Duration extra, this is just a limitation of the Move Object effect.
- **Range:** Perception range Move Object can affect any object you can accurately perceive, with no need for an attack roll.

FLAWS

- **Distracting:** Move Object may require sufficient focus that you are distracted from other things, imposing this modifier. This makes the effect less useful in combat situations.
- **Duration:** Concentration duration Move Object requires more of your attention to maintain. You cannot concentrate to double your lifting capacity with Move Object that requires concentration. Move Object with an instant duration is only useful for throwing objects with a single burst of force, not holding or moving them.
- **Limited Direction (–1):** You can only move objects in a particular direction or path, such as only up and down (towards and away from the ground), only directly towards or away from you (attraction and repulsion), and so forth.
- **Limited Material (–1):** You can only move a particular type of object or material, such as only metals, water, rock, plants, and so forth. The GM may allow a –2 flaw for a particularly limited type of material (such as only precious metals, leaves, or sand).
- **Range:** Since the Move Object effect works on things at a distance by definition, it cannot generally be reduced to touch range. At the GM's discretion, a touch range Move Object effect may represent "tactile telekinesis" or a supernatural influence over objects you are able to touch, but such things are usually better represented by the Enhanced Strength and Super-Strength effects.

NAUSEATE

Type: Attack	**Action:** Standard (active)
Range: Touch	**Duration:** Instant (lasting)
Saving Throw: Fortitude (staged)	**Cost:** 2 points per rank

You can inflict weakness on a target. You may do so through nausea, momentary illness, pain, or even extreme pleasure. You must touch the target, who makes a Fortitude saving throw. If the save fails, the target is *sickened*, suffering a –2 penalty on all attack rolls and checks. If the save fails by 5 or more, or on a second successful use of the effect, the target is *nauseated*, unable to do anything other than take a single move action each round. If the save fails by 10 or more, or on a third successful use of the effect, the target is *helpless*. The victim gets a new saving throw each round to recover from the effects, with a +1 bonus for each previous save.

EXTRAS

- **Alternate Save:** Nauseate might be based on Will save as a +0 modifier to represent a mental influence, induced vertigo, or some similar effect.
- **Area:** An Area Nauseate effect works on all subjects in the affected area; a Burst Area Will Nauseate effect can represent a "vertigo field" surrounding the user, for example, while a Cloud Area Scent-Dependent Nauseate effect might be a lingering sickening stench emitted by the user.
- **Duration:** Longer lasting Nauseate effects may represent more serious conditions, including serious illness or disruptions to a target's physical or mental faculties.

FLAWS

- **Sense-Dependent:** Nauseate is often Sense-Dependent, particularly Scent-Dependent to represent a sickening odor, although it can just as easily be Sight-Dependent (nauseating swirls of color or light) or Hearing-Dependent (ultrasonics inducing dizziness or nausea).
- **Sicken (–1):** Your effect cannot inflict more than a sickened result.

NULLIFY (EFFECT)

Type: Trait	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Will	**Cost:** 1-3 points per rank

Nullify can counter particular effects, or perhaps even *any* effect (see **Countering Effects**, *M&M*, page 70). You can't nullify innate effects (see the **Innate** power feat description).

Make a ranged attack roll to hit the target. Then make an opposed check of your Nullify rank and the effect's rank or the target's Will save, whichever is higher. If you are targeting the subject of an effect rather than the effect's user, make an opposed power check (Will save is not a factor). If you win, the targeted effect turns off, although the user can re-activate it normally. If you lose the opposed check, you do not Nullify the effect and trying again against the same subject in the same encounter requires extra effort. The cost per rank determines what you can counter:

- **1 point:** Counter any one effect of a particular descriptor at a time (fire effects, magical effects, mental effects, etc.) or a single effect of any descriptor (Mind Control, Snare, Teleport, etc.). Choose the affected descriptor or effect when you acquire the effect.
- **2 points:** Counter all effects of a particular descriptor (such as fire or magic) or type (like attack or sensory effects) at once. Choose the affected descriptor or type when you acquire the effect.
- **3 points:** Counter all effects at once. This level of Nullify is available only with the Gamemaster's permission and may depend on the nature of effects in the setting.

POWER FEATS

- **Affects Insubstantial:** Nullify does not require this power feat to affect insubstantial targets, or the Insubstantial effect itself. You can attempt to nullify the effects of insubstantial targets normally.
- **Selective:** If you can Nullify multiple effects at once, this power feat allows you to choose which are nullified and which are not.

EXTRAS

- **Alternate Save:** Nullify may require a Fortitude rather than a Will save to represent an effect resisted by the subject's physical fortitude rather than strength of will.
- **Area:** An Area Nullify effect works on all targets in the area. Make a single power check and compare the result against the opposed power checks or Will saves of the targets. Targets lacking any effects you can nullify are, naturally, unaffected.
- **Duration:** If Nullify's duration is increased above instant, any countered effect is suppressed and cannot be re-activated until the duration expires. The user of the countered effect may use extra effort to gain another opposed Nullify check. If successful, the effect can be re-activated.
- **Effortless (+1):** Trying again does not require extra effort for you. You can retry a Nullify attempt an unlimited number of times.
- **No Saving Throw:** You automatically Nullify effects with a rank equal to or less than your Nullify rank with no opposed check.
- **Nullifying Field (+0):** Rather than targeting a specific individual, you can Nullify effects in a radius of (rank x 5) feet around you as a standard action. This is a combination of the Touch range (–1) and Burst Area (+1) modifiers. Some characters have a Nullifying Field as an Alternate Power of Nullify. Some Nullifying Fields also have the Duration extra.
- **Randomize (+0):** Rather than being countered, the effect(s) targeted by your Nullify acquire the Uncontrolled flaw and go out of control (as dictated by the GM).
- **Selective Attack:** If you have an Area Nullify effect, this extra allows you to choose who in the area is and is not affected by it, nullifying some targets and not others.
- **Side Effect:** If you fail to nullify an effect, you might suffer some kind of "backlash" or similar side effect.

OBSCURE

Type: Sensory	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 1-4 points per rank

You can create total concealment in an area (see **Concealment**, *M&M*, page 161). Obscure costs 1 point per rank if it affects one sense type, 2 points per rank if it affects two sense types, 3 points per rank if it affects three sense types, and 4 points per rank if it affects all sense types. Visual senses count as two sense types, so a 3-points per rank Obscure effect could affect visual and one other sense type, for example.

An Obscure effect can be centered on you or created at a distance as a standard action. It does not move once created, although you can reposition an existing Obscure effect as a move action. Characters suffer the effects of total concealment when unable to perceive an opponent and may suffer other hindrances as the GM sees fit. Your Obscure covers an area 5 feet in radius at rank 1. Each additional rank moves the radius one step up the **Progression Table**.

OBSCURING SENSORY EFFECTS

At the Gamemaster's discretion, you can have an Obscure that works against a particular sensory effect, such as ESP or Mind-Reading, suitable for certain psionic or magical powers that block out those effects. You can't have a general "Obscure Super-Senses" effect, since various Super-Senses are assigned to particular sense types (see the **Super-Senses** effect for details).

OBSCURE EXAMPLES

- **Visual:** darkness, fog, smoke, blinding light, clouds of small particles (dust, sand, insects).
- **Auditory:** counter vibration, sound-dampening field, ultra "white noise," ultra-sonics.
- **Olfactory:** chemical neutralizer, odor-absorbing mist, overpowering (but not nauseating) smell.
- **Mental:** mental "null field," psionic static, ward against scrying.



- **Sensory Effect:** scrying ward vs. ESP, detect, or another specific sensory effect.

POWER FEATS

- **Affects Insubstantial:** As a sensory effect, Obscure already affects insubstantial subjects with no need for this power feat.
- **Subtle:** Obscure by definition cannot be Subtle for those subject to its effects; they're automatically aware of the obscuring of their affected sense(s). However, Obscure may be Subtle for those outside its effect, such as a Visual Obscure effect that leaves everyone in the area blind, but makes it appear to anyone outside the area that there's simply "nothing there," obscuring the true area and its contents, but not obviously so. The GM should adjudicate any applications of Subtle to Obscure effects.

EXTRAS

- **Duration:** Continuous Obscure effects remain in place until they are countered in some fashion.
- **Independent:** The Obscure effect requires no maintenance from you, but fades by 1 power point of effectiveness per round until it is gone. You cannot turn off an Independent Obscure effect yourself unless you have the Reversible power feat.
- **Selective Attack:** You can choose who is and is not affected by your Obscure effect. Those unaffected perceive normally, as if the Obscure were not in effect.

FLAWS

- **Limited to One Sense (–1):** Obscure normally works against an entire sense type, Obscure with this flaw works only against a particular sense of that type, leaving the others unaffected. This is most common for Obscure that only affects normal vision but not other visual senses.
- **Partial (–1):** Your Obscure effect provides only partial rather than total concealment.
- **Phantasm:** Your Obscure effect is mental in nature; only creatures with Intelligence 1 or greater are affected. Machines and other non-intelligent entities or devices are immune.
- **Saving Throw:** Subjects in the area of your Obscure effect can make a saving throw (usually Will) to overcome it, DC 10 + Obscure rank. They gain an additional save for each step up the Time Table, starting at one minute.
- **Sense-Dependent:** Obscure is already Sense-Dependent by nature and cannot have this flaw.

PARALYZE

Type: Attack	**Action:** Standard (active)
Range: Touch	**Duration:** Instant (lasting)
Saving Throw: Will (staged)	**Cost:** 2 points per rank

You can reduce a target's speed and reaction time. Make an attack roll, if successful, the target makes a Will saving throw. If the save fails, the target is *slowed* and can only take a standard or move action each round (not both). The target takes a –1 penalty on attack rolls, Defense, and Reflex saves. A slowed target moves at half normal speed. If the save fails by 5 or more, or on a second successful attack, the target is *paralyzed*: helpless and unable to move or take any actions. The target gets a new Will save each round to overcome the effect, with a +1 bonus per previous save.

EXTRAS

- **Area:** An Area Paralyze effect works on everyone in the area; each target makes a saving throw against the effect, with the results determined individually, although the GM may choose to make a single save for a group of minions or other minor characters.

FLAWS

- **Sense-Dependent:** A perception range Paralyze effect might be dependent on a visual hypnotic pattern, an entrancing song or note, or some similar sensory requirement.
- **Slow (–1):** Your Paralyze effect cannot inflict more than a slow result.

PROBABILITY CONTROL

Type: Alteration	**Action:** Reaction (passive)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 4 points per rank

You have some control over the otherwise random whims of chance. Each round, you can make your Probability Control rank the *minimum* result of any one die roll you make. If the die comes up with a lower result, use your power rank instead. So if you have Probability Control 12, you can choose a die roll and be ensured a minimum result of 12 on the die, treating any roll of less than a 12 as a 12. A 20 on the die roll acquired through Probability Control is *not* considered a "natural 20."

At rank 1, Probability Control only ensures a natural 1 on an attack roll is *not* an automatic miss, if the total attack roll would still hit the target's Defense. Higher ranks increasingly ensure reliably good outcomes (or at least a degree of immunity to poor ones) while the highest ranks ensure the character can regularly accomplish amazing things. Probability Control's maximum rank is the campaign's power level or 20 (whichever is less).

SPLIT PROBABILITY CONTROL

At the Gamemaster's discretion, you can split your Probability Control among multiple die rolls in the same round, having a lesser effect. So, for example, you could split Probability Control 12 into two minimum die rolls of 6, for example, or any other combination adding up to 12. In this case, the GM may wish to allow Probability Control ranks greater than 20, but with no more than 20 ranks assigned to any particular die roll in a round. The GM may wish to require the Split Attack power feat for this rather than making it a default capability of Probability Control.

ALTERNATE POWERS

Probability Control may become the base effect for an Array of probability influencing effects. Generally, such effects should be perception range, affecting anyone the user can accurately target. Also note the Probability Control base effect is not available while an Alternate Power is in use. To be able to use both, acquire the Probability Array separately. The following are some examples of suitable Alternate Powers:

- **Damage:** As a standard action, you can cause a damaging "accident" to befall someone: a load of bricks falls on them, they're hit by a car, or by a bolt of lightning out of the blue; anything you can reasonably justify to the GM as possible (if highly improbable). This is a Perception Range Penetrating Damage effect with a rank equal to your Probability Control.
- **Deflection:** Attacks just seem to miss you. This is Deflect (all attacks), Free Action, with a rank equal to your Probability Control.
- **Move Object:** The forces of chance help you out from time to time, moving things out of your way (or into someone else's way), creating a Move Action Perception Range Move Object effect at your Probability Control rank. This effect is useful for making trip attacks, among other things.

EXTRAS

- **Area:** You can extend your Fortune or Jinx extras (see the following extras) to affect an area. Everyone in the area is affected equally and you must apply the same effect of Probability Control to everyone, so you can't provide Fortune for some while Jinxing others, for example. You'll most likely also want the Selective Attack extra, allowing you to exclude your foes from Fortune effects and your allies from a Jinx.
- **Fortune (+1):** You can grant the benefits of your Probability Control to someone else by touch. This is the Affects Others extra for Probability Control.
- **Jinx (+1):** You can afflict someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gets a Will saving throw to avoid the effect. If it fails, on one of the subject's die rolls for the next round (chosen by you), a roll equal to or less than your Probability Control rank is treated as a 1, or any other number up to your power rank (so having 6 ranks would allow you to declare any roll of between 1 and 6). A 1 on the die roll caused by Probability Control is not a "natural 1."
- **Range (+1):** You can use Fortune and/or Jinx at normal range as a +1 extra. For a +2 extra, you can use either at perception range. You must have the Fortune or Jinx extra(s) to benefit from this extra.

FLAWS

- **Limited to Fortune (–1):** You can only use the Fortune ability of Probability Control; the effect doesn't benefit you. You must have the Fortune extra to take this flaw.
- **Limited to Jinx (–1):** You can only use the Jinx ability of Probability Control; the effect doesn't affect you. You must have the Jinx extra to take this flaw.
- **Side Effect:** If an outcome you're trying to alter occurs in spite of your Probability Control, you suffer the effects of a Jinx on your next action! Alternately, for a –2 flaw, every time you grant a Fortune effect (including to yourself) you or an ally suffer a Jinx effect on the following round as the scales of fortune try to balance themselves.

PROTECTION

Type: Defense	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 1 point per rank

You're particularly resistant to harm. You gain a bonus on your Toughness saving throws equal to your Protection rank.

EXTRAS

- **Absorption (+3):** In addition to helping you resist damage, your Protection actually "absorbs" some of the incoming energy of the attack, which you can use to improve your own traits! Applied to Impervious Protection, this extra essentially gives you a Linked 1-point Boost that operates automatically when your Protection stops damage (see Boost for details and the Absorption power in the following chapter for an example).
- **Force Field (+0):** Rather than being a permanent quality, your Protection is an active free action sustained effect you must maintain, but can turn on or off, and improve using extra effort. As an active effect, your force field is automatically noticeable (as shown in this effect's Drawbacks) unless you apply the Subtle power feat.

POWER STUNT: "LIKE HITTING A BRICK WALL!"

The Reflective extra is useful for creating characters with an "iron jaw" or "stonewall" effect, where attackers striking them in combat actually suffer damage themselves! This is Reflective against melee damage; an attacker wielding a melee weapon does not suffer damage, however, the weapon is subject to an immediate sunder attack from the reflected damage and may break!

This effect is particularly devastating when combined with the Immovable effect against slam attacks: the attacker suffers the additional damage from Immovable, *plus* any damage blocked by the target's Impervious Protection, making the slam attack more like a bug hitting a windshield... SPLAT!

- **Impervious (+1):** Your Protection stops some damage cold. If an attack has a damage bonus less than your Protection rank, it inflicts no damage (you automatically succeed on your Toughness saving throw as with the Immunity effect). Penetrating damage (see the Damage effect) ignores this modifier; you must save against it normally. This modifier can be applied to the Toughness save bonus from Constitution as well (costing 1 point per +1 save bonus made Impervious).
- **Reflective (+1/+2):** Applied to Impervious Protection (see the previous), this extra "bounces" any damage blocked by your Impervious extra back at the attacker. This occurs automatically when the attack happens and the reflected damage automatically hits the attacker, who saves against it normally. If the attacker has sufficient Impervious Protection himself, the attack has no effect (and is not further reflected, if the attacker also has Reflective Protection). As a +1 modifier, Reflective works against a limited group of damaging effects, either melee or ranged or a reasonably common descriptor (such as heat, light, or radiation, for example), as a +2 modifier, it applies to all damaging effects.



FLAWS

- **Fades:** Your Protection is ablative; damage chips away at it. Each time it provides its bonus, it loses 1 power point of effectiveness. When reduced to 0 power points, it no longer protects you.
- **Limited (–1):** Your Protection applies to only one of a broad type of damage (physical or energy). If your Protection applies to only one of a narrow type of damage (edged weapons, blunt weapons, electricity, fire, magic, etc.) it has a –3 modifier.

DRAWBACKS

- **Noticeable:** Protection with this drawback is noticeable to anyone who sees you. You might have armored plates, steel skin, or some similar clear indication of your greater Toughness. Note this drawback does not apply to devices or equipment that provide a Toughness bonus; it is already a part of their nature.

QUICKNESS

Type: General	**Action:** Free (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 1 point per rank

You can perform routine tasks quickly. For purposes of this effect a "routine task" is one where you can take 20 on the check (see **Taking 20**, *M&M,* page 10). At rank 1 you perform such tasks at twice normal speed (x2). Each additional rank moves your speed one step up the **Progression Table** (x5, x10, x25, and so forth). At rank 20, you perform routine tasks at *5 million* times normal speed! Tasks where you cannot take 20 (including combat actions) are unaffected by Quickness, nor is movement speed.

You can take 10 and take 20 normally using Quickness and, if your power rank is high enough, you may be able to take 20 on a task in a single standard action (3 seconds) or less. If you can perform a task in less than a second, the GM may choose to treat that task as a free action for you (although the GM can still limit the number of free actions you can accomplish in a round as usual). Among other things, this allows you to do things like take 20 on a Disable Device check by trying all possible combinations of a lock at great speed, or take 20 on a Knowledge check by reading all available research materials in an instant.

EXTRAS

- **Affects Others:** You can give someone else the benefits of your Quickness by touch. For a +1 extra, both you and one other can benefit from the effect at the same time. This is useful for helping an ally "keep up" with your quick handling of certain tasks. Use the Progression feat to increase the number of subjects you can affect at once.

UNDER THE HOOD: QUICKNESS

Quickness is obviously not realistic; it allows you to do things like disassemble an entire car in a single round at high enough ranks, but doesn't have any effect at all on how many attacks you can make. Why? Two reasons: first because allowing any character potentially *millions* of attacks per round would slow down the game and be hugely unbalancing (to say the least). Second, and perhaps more important, it's how superhuman quickness works in the comics: speedsters do routine things in the blink of an eye, but in fights they don't really act more "often" than anyone else, they just have certain special attacks. See the Super-Speed power description for some examples of the special attacks and stunts speedsters might have, in addition to their Quickness.

FLAWS

- **One Type (–1):** Your Quickness applies to only physical or mental tasks, not both.
- **One Task (–2):** Your Quickness applies to only one particular task, such as reading, mathematical calculations, and so forth.

REGENERATION

Type: Alteration	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: Fortitude (harmless)	**Cost:** 1 point per rank

You recover from damage more easily. For each rank of Regeneration you have, choose one of the following benefits:

- **Recovery Bonus:** You gain a +1 bonus on your Constitution checks to recover from damage. At a +9 or better bonus, you automatically succeed on recovery checks (since they are DC 10).
- **Recovery Rate:** You make checks to recover from a particular damage condition faster than normal. Each rank moves the rest time required to make a recovery check for that condition one step down the Time Table. So, for example, characters normally get one check per hour of rest to recover from being injured. One Regeneration rank reduces that time to 20 minutes, two to 5 minutes, three to 1 minute, and so forth. If the time is brought below one action (3 seconds), the character gets a recovery check for that condition once per round with no need for a recover action. Each damage condition (Bruised, Injured, Unconscious, Staggered, and Disabled) requires a separate application of Regeneration ranks, as follows:

  Bruised or Unconscious: One rank allows a recovery check after one round, two ranks per standard action, three ranks once per round with no recover action. Bruised conditions recover automatically after the required time, with no check necessary.

  Injured or Staggered: One rank allows a recovery check once per 20 minutes, two ranks per 5 minutes, three ranks per minute, and four ranks per round, five ranks per standard action, and six ranks per round with no recover action. Injured conditions recover automatically after the required time, with no check necessary.

  Disabled: One rank allows a recovery check per 5 hours, two ranks per hour, three ranks per 20 minutes, four ranks per 5 minutes, five ranks per minute, and six ranks per round, seven ranks per standard action, and eight ranks per round with no recover action. The dying condition is not affected by Regeneration rank, but see the Diehard power feat in the following section.
- **Ability Damage:** One Regeneration rank allows you to recover a point of ability damage per 5 hours, two ranks per hour, three ranks per 20 minutes, four ranks per 5 minutes, five ranks per minute, six ranks per round, seven ranks per standard action, and eight ranks per round without a recover action.
- **Resurrection:** You can recover from death! If you die, make a DC 10 recovery check a week later. If successful, your condition becomes unconscious and disabled (from which you recover normally). You must specify a reasonably common effect (or set of uncommon effects) that keeps you from recovering from death, such as beheading, cremation, a stake through the heart, and so forth. You can increase the rate you make recovery checks from death with additional ranks, separately from your normal recovery rate. At nine ranks you can check to recover from death each round. At ten ranks, you get a recovery check instantly whenever your condition becomes dead. If successful, you don't die.

REGENERATION RECOVERY RATES

Rank	Bruised/ Unconscious	Injured/ Staggered	Disabled/ Ability	Resurrection
1	1 round	20 minutes	5 hours	1 week
2	standard action	5 minutes	1 hour	1 day
3	no action	1 minute	20 minutes	5 hours
4	–	1 round	5 minutes	1 hour
5	–	standard action	1 minute	20 minutes
6	–	no action	1 round	5 minutes
7	–	–	standard action	1 minute
8	–	–	no action	1 round
9	–	–	–	standard action
10	–	–	–	no action

Total Regeneration—the ability to make a damage recovery check, including resurrection, every round without taking recover actions—requires 35 ranks, not including ranks allocated to recovery check bonus. If you also recover 1 point of ability damage per round, increase cost to 43 ranks.

REGENERATION AND NO CONSTITUTION

Characters lacking a Constitution score automatically fail recovery checks and cannot recover from damage (as they are nonliving beings). One rank of Regeneration applied to recovery bonus allows such characters to make recovery checks, starting at –4, with each additional rank improving the bonus normally (–3 at rank 2, +0 at rank 5, then increasing from there). Once able to make recovery checks, no Constitution characters can apply other ranks of Regeneration to speed up the time required to make checks.

POWER FEATS

- **Diehard:** When your condition becomes dying you automatically stabilize on the following round, your condition shifting to disabled and unconscious, from which you can recover (and regenerate) normally. This is the same as the Diehard feat (see Diehard, *M&M*, page 60) only as a power feat.
- **Persistent:** You can regenerate Incurable damage (see the Incurable power feat).
- **Regrowth:** When you recover from being disabled (whether normally or at an accelerated rate), you re-grow any severed or crippled limbs and organs as well.
- **Reincarnation:** You must have Regeneration ranks applied to Resurrection to take this power feat. When you make a successful check to recover from death, you can "return" in a completely different form! Re-allocate your power points to different traits as you see fit, limited only by your descriptors, the campaign's power level limits, and the GM's approval. The new form doesn't even have to be "human," but choose carefully, since once you return to life, your new form's traits are fixed, unless you die again!

EXTRAS

- **Action:** Regeneration does not require an action, so its action cannot be changed through modifiers. The Action modifier can change the standard action required for Affects Others Regeneration, at the GM's discretion.
- **Affects Objects (+1):** Your Affects Others Regeneration can repair (regenerate) non-living subjects with no Constitution score. Reduce the normal recovery bonus granted by your effect by 5; the subject makes recovery checks normally. If your Regeneration only affects objects, this is a +0 modifier.
- **Affects Others (+1):** You grant another character the ability to regenerate by touch as a standard action. The effect occurs at your normal regeneration recovery rate, so it can be quite slow unless you have a lot of ranks of Regeneration. Regeneration that Affects Others does not work on subjects with no Constitution score unless the Affects Objects extra is also applied. For "regeneration" that only affects others, see the Healing effect instead.
- **Area (+1):** Affects Others Regeneration can have this extra, allowing it to affect everyone in a given area. Use the Selective power feat for the ability to choose who does and does not benefit from the effect.
- **True Resurrection (+1):** When this extra is applied to your Resurrection ranks of Regeneration (and only those ranks) you do not have to specify a circumstance that prevents your Resurrection; so long as your body is not suffering further damage, you can continue making checks to recover from death. Continuous damage—such as at the bottom of the ocean or in a live volcano—prevents you from recovering fully, since you are damaged as fast as you can recover, unless you are immune to that source of damage.

FLAWS

- **Duration:** Regeneration's duration cannot be modified, since the allocation of its ranks determines how fast it operates.
- **Source (–1):** Your Regeneration only works when you have access to a particular source, such as blood, electricity, natural earth, scrap metal, sunlight, and so forth. Without this source, your effect doesn't work and you recover at normal speed. At the GM's discretion, a weaker form of the source means you recover slower (your effective Regeneration rank is lower, in other words, generally at least halved).
- **Uncontrolled Reincarnation (–1):** This works like the Reincarnation power feat (see this power's Power Feats) except you don't get to decide the traits of your new form, the Gamemaster does! Again, the GM is limited by your descriptors and the campaign's power level limits, and your new form must be built on the same number of power points as your old one. Otherwise, the GM is free to tinker with things like appearance, traits, and so forth, although personality and memories remain intact. You must have Resurrection to have this flaw, which applies only to Regeneration ranks assigned to Resurrection. It is often coupled with True Resurrection (or "True Reincarnation" in this case).

DRAWBACKS

- **Power Loss:** If there's a form of damage you can't regenerate, that may be considered a power loss drawback, with the value based on how common the damage is. If damage is common enough to make your Regeneration only about half as useful (you don't regenerate bludgeoning damage, for example) it may constitute a Limited flaw, at the GM's discretion.

SHRINKING

Type: Alteration	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can reduce your size. Every rank of Shrinking reduces your Strength by 1 (to a minimum of Str 1). Additionally, every four ranks reduce your size category and Toughness by one. So a medium-sized creature is small and –1 Toughness at rank 4, tiny and –2 Toughness at rank 8, diminutive and –3 Toughness at rank 12, fine and –4 Toughness at rank 16, and miniscule and –5 Toughness at rank 20.

You gain all the benefits and drawbacks of your new size. For the effects of reduced size refer to the **Reduced Size** table and the **Size** section of *Mutants & Masterminds* (see *M&M*, page 34). Multiply your movement rates by the carrying capacity multiplier shown on the **Reduced Size** table.

REDUCED SIZE

Size	Atk/Def Modifier	Grapple Modifier	Stealth Modifier	Intimidation Modifier	Height	Weight	Space	Reach	Carrying Capacity	Point Cost
Medium	+0	+0	+0	+0	4-8 ft.	60-500 lbs.	5 ft.	5 ft.	x1	0
Small	+1	–4	+4	–2	2 ft.-4 ft.	8-60 lbs.	5 ft.	5 ft.	x3/4	4
Tiny	+2	–8	+8	–4	1-2 ft.	1-8 lbs.	2.5 ft.	0 ft.	x1/2	8
Diminutive	+4	–12	+12	–6	6 in-1 ft.	0.25-1 lb.	1 ft.	0 ft.	x1/4	12
Fine	+8	–16	+16	–8	3 in-6 in.	0.9-0.1 lb.	6 in.	0 ft.	x1/8	16
Miniscule	+12	–20	+20	–10	3 in or less	1 oz. or less	3 in.	0 ft.	x1/16	20

POWER FEATS

- **Alternate Power:** If you have Shrinking, you can acquire Growth as an Alternate Power feat.
- **Atomic Size:** If you have Shrinking 20, you can shrink down past miniscule size to the atomic scale, allowing you to pass through solid objects by slipping between their atoms. You're effectively immune to attacks at a higher scale, although the GM decides the effect of any given attack or hazard while you are at atomic size.
- **Growth Strike:** You can add the momentum of increasing size to your melee attacks, literally enlarging under an opponent's jaw, for example. This gives you a +1 damage bonus per size category you enlarge until you reach your opponent's size and only works on opponents larger than you are. So growing from miniscule to medium size as part of an attack does +5 damage.
- **Innate:** This power feat suits creatures and characters that are naturally smaller than medium-sized when applied to permanent Shrinking of the appropriate rank.
- **Microverse:** If you have Shrinking 20, you can shrink down past miniscule size, to the point where you cross a dimensional barrier and enter a "microverse" (which may or may not really exist at the subatomic level). Entering or leaving a microverse is a move action. In the microverse, you lose your Shrinking, but gain Growth equal to your Shrinking rank (and when you grow larger than awesome size, you leave the microverse and return to the normal universe where your powers return to normal). This feat is only available if the GM determines a microverse exists in the setting.

EXTRAS

- **Compression (+3):** You must have the Normal Strength and Normal Toughness extras (see both, following) to apply this extra. You shrink by compressing your mass into a smaller form, causing you to become stronger and tougher rather than more delicate. You have Density as a Linked effect of your Shrinking: each rank of Shrinking also applies a rank of Density to your traits: your weight and carrying capacity modifier remain the same regardless of size, but you gain Strength and Constitution from your increased density.
- **Normal Abilities (+3):** You retain your normal Strength and Toughness scores and your normal movement speed when you shrink, regardless of your size category. This extra includes all three of the following modifiers, which can also be applied individually.
- **Normal Movement (+1):** You retain your normal movement speed when you shrink.
- **Normal Strength (+1):** You suffer no reduction in Strength or carrying capacity when you shrink.
- **Normal Toughness (+1):** You suffer no reduction in Toughness when you shrink.

FLAWS

- **Permanent:** Your Shrinking effect cannot be turned off and you are permanently "stuck" at your smallest size (for your Shrinking rank), so Permanent Shrinking 12 means you're permanently diminutive (between six inches and a foot tall). You can have any power feats or modifiers associated with Shrinking, so long as they don't depend on the ability to change your size (such as Growth Strike).

DRAWBACKS

- **Full Power:** You can only shrink down to minimum size for your rank and return to normal size, unable to assume any of

OPTION: SHRINKING AND RANGE

Shrinking characters with ranged attacks can be unusually effective: they gain combat bonuses without any real reduction in damage capabilities and can operate very effectively from a distance. One means of limiting this is by applying a modifier for reduced size to the range of various effects.

Take the carrying capacity multiplier for the character's size category and apply it to the range increment for all the character's ranged effects. So a small character is at three-quarters normal range increment (rank x 7.5 feet), a tiny character is at one-half, and so forth. So a diminutive hero with Ranged Damage 8 has a range increment of 20 feet (8 x 2.5 ft.) and a maximum range of 200 feet, rather than 80 feet and 800 feet for normal size.

Characters with the Normal Strength extra on Shrinking do not suffer from this reduction in range (although they pay a premium for it).

OPTION: SHRINKING AND DAMAGE

Just as reduced size lowers effective Strength, so might it also reduce a character's Damage effects, and perhaps even other effects involving saving throws. This option applies the Strength reduction of Shrinking (–1 point per active rank) to all of the character's effects requiring saving throws, making them less effective, –1 power point per Shrinking rank. So a character using Shrinking 12 subtracts 12 power points from the effectiveness of any powers allowing saving throws (reducing a Blast power by 6 ranks, for example). Characters with the Normal Strength extra don't suffer this reduction.

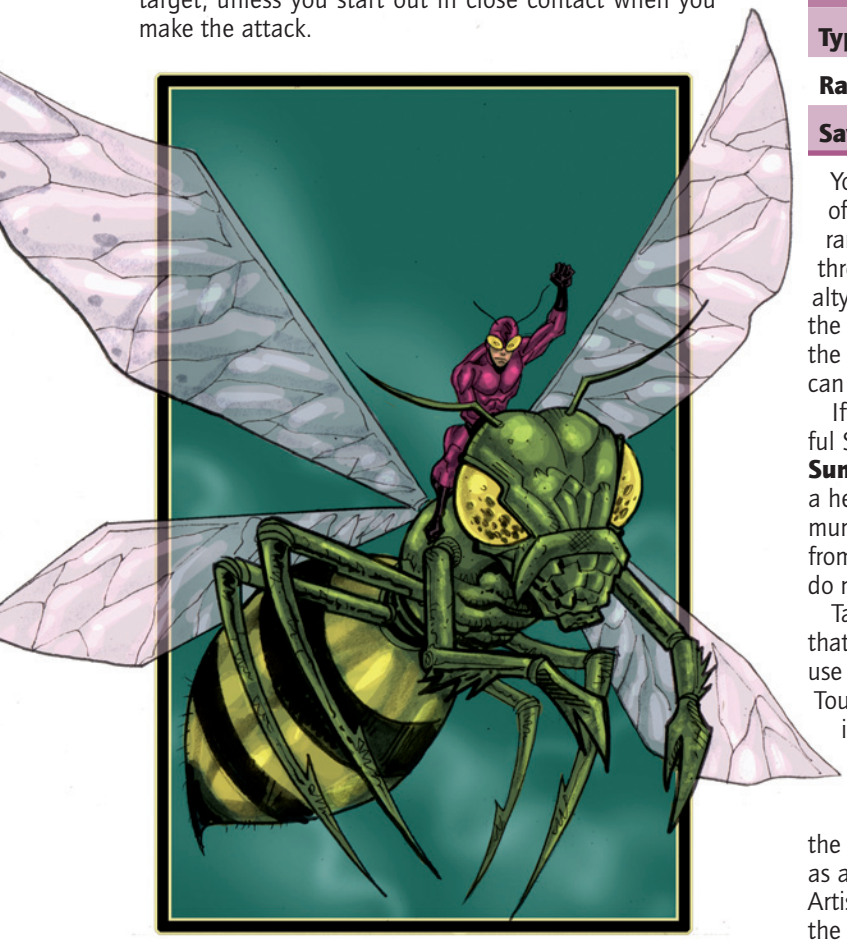
This option can be combined with the Shrinking and Range option, previously, in which case the Normal Strength extra negates them both.

the size categories in between. This drawback does not apply to characters with 4 or fewer ranks of shrinking, as there is no significant disadvantage associated with it.

ASSOCIATED EFFECTS

The following effects may be associated with Shrinking:

- **Gliding:** Given their reduced weight at smaller sizes, shrinking characters may be able to glide along wind currents, acquiring ranks in Flight with the Gliding modifier (see the Flight effect description for more information).
- **Internal Attack:** A shrinking character with the Atomic Size power feat can potentially pass into another character, then enlarge, causing a damaging molecular disruption while ejecting from the target's body. This is a touch range Penetrating Damage effect (since it bypasses Impervious Toughness) and usually requires a move action to reach your target, unless you start out in close contact when you make the attack.



- **Leaping:** Smaller characters with the Normal Strength extra (see this power's Extras) may not only be able to leap their normal distance, but even greater distances, propelling their reduced weight with their proportionately greater strength, acquiring ranks in Leaping Linked to Shrinking.
- **Transmit:** A particular trick of shrinking characters with the Atomic Size power feat is to "ride" telephone transmissions through wires to their destination. This is a Teleport effect with the Medium (telephone wires) flaw. Although it technically requires the ability to shrink at the same time, the GM may allow it as an Alternate Power feat of Shrinking so long as the character starts and ends the trip at normal size, the "shrinking" in between being nothing more than a descriptor of the Teleport effect. If the character wants to enter or emerge from a transmission at less than full size, however, the Transmit power should be acquired separately.

SNARE

Type: Attack	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Reflex (staged)	**Cost:** 2 points per rank

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (whatever suits your descriptors). Make a ranged attack roll. If successful, the target makes a Reflex saving throw. On a failed save, the target is *entangled*, suffering a –2 penalty to attack rolls and Defense, and a –4 penalty to Dexterity. If the Snare is anchored to an immobile object (such as the ground), the entangled character cannot move from that spot. Otherwise, he can move at half speed, but can't move all out.

If the Reflex save fails by 5 or more, or on a second successful Snare attack, the target is bound and helpless (see **Condition Summary**, *M&M,* page 171). Each additional Snare "layered" onto a helpless target increases the Snare's Toughness by +1, to a maximum of double its normal Toughness. A bound target gains cover from the Snare (see **Cover**, *M&M*, page 160). Entangled characters do not gain this benefit.

Targets can break out of a Snare using Strength or an effect that doesn't require freedom of movement (this may restrict the use of some powers and devices, for example). The Snare makes Toughness saves like an inanimate object with Toughness equal to its rank. If the trapped character has an attack with a damage bonus 10 or more than the Snare's Toughness, he can break the Snare automatically as a standard action. If the trapped character has an attack with a damage bonus greater than the Snare's Toughness +15, he can break the snare automatically as a free action. Alternately, a Snare victim can attempt an Escape Artist check to slip free as a full-round action, with a DC of 20 + the Snare's rank.

POWER FEATS

- **Alternate Powers:** If you want to use your snare to form objects, acquire Create Object as an Alternate Power feat.
- **Chokehold:** At the GM's option, this feat may be available as a power feat to a snare with a Tether (see Tether, following), allowing the user to choke the target by exerting force on the tether (such as with a noose, for example). For a snare that suffocates victims on its own, see the Suffocating extra in the Extras for this power.
- **Obscures Sense:** The snare obscures one of a bound target's senses. It may cover the eyes or ears, for example. This has no effect on targets that are only entangled. Each additional sense obscured requires another rank of this feat; for 5 ranks, the snare obscures all of a bound target's senses.
- **Reversible:** You can remove your snare from a target at will as a free action.
- **Subtle:** A Subtle Snare effect may be transparent or shadowy, or perhaps detectable only to particular senses (mystic chains unseen by mundane eyes). A Snare with Subtle 2 is completely undetectable except by its effect on the target.
- **Tether:** You have a tether attached to your snare, allowing you to reel in or otherwise exert your strength against the target. Its maximum length is rank x 100 feet.

EXTRAS

- **Alternate Save:** Generally, this modifier does not apply to Snare; to create a "mental snare" based on Will save, see the Mind Control and Paralyze effects instead.
- **Area:** An Area Snare effect works equally on all targets in the area; each target makes a saving throw with the result compared against the Snare's save DC. Likewise, each target escapes from or breaks out of the Snare individually.
- **Backlash (+1):** Your snare reflects any internal attack that fails to destroy it back on the ensnared character (who saves against it normally). Attacks that destroy the snare are not reflected.
- **Constricting (+1):** If you successfully bind (not entangle) your target, the snare constricts and tightens, inflicting nonlethal damage to the target equal to half the Snare's rank on each of your rounds.
- **Contagious:** This extra can represent a snare that's "sticky," grows, or otherwise affects anyone coming into contact with an already snared target.
- **Engulf (+0):** You "snare" targets by grappling them. This includes creatures that swallow opponents whole or heroes able to engulf targets in an animated cloak. Your snare has no range and requires a melee attack roll. However, your target is rendered bound and helpless on a failed save, rather than entangled. Once you have engulfed the target, the snare has a sustained duration. You suffer Feedback (see the Feedback flaw description) from attacks against the snare, since you are the snare! If you are stunned, any engulfed victims are freed.
- **Regenerating (+1):** Any damage that does not break the snare disappears on the start of each of your rounds, making it difficult to wear it down over time.
- **Suffocating (+1):** If you successfully bind (but not entangle) a target, the snare covers or blocks the target's breathing passages. Victims can hold their breath, after which they begin suffocating. Note this is not the same as the Suffocation effect, which causes victims to begin suffocating immediately and does not allow them to hold their breath.
- **Transparent (+1):** The snare can't be broken from the outside, only the inside. Attacks on the snared target do not affect the snare in any way, and it offers the target no cover.

FLAWS

- **Entangle (–1):** Your snare cannot inflict more than an entangle result and cannot be layered.
- **Medium (–1):** Your snare requires a particular medium or material in order to be effective, such as pre-existing plants, ice, or mud, for example. Without your medium, you cannot use Snare. More common media may qualify for a Power Loss drawback rather than this flaw, and Snares that create their own medium (the default effect) just have it as a descriptor, not a modifier.

SPACE TRAVEL

Type: Movement	**Action:** Move
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can travel faster than the speed of light through the vacuum of space (but not in a planetary atmosphere). You can fly at light speed at rank 1, crossing one light year per year. Each additional rank moves you one step up the **Progression Table**. So rank 2 allows you to travel twice the speed of light, then five times, and so forth. Speed per rank is shown on the **Space Travel** table. This effect does not provide protection from the rigors of outer space (for that, see the **Immunity** effect).

OPTION: REDEFINING SPACE TRAVEL RANKS

The speeds given for different ranks of Space Travel are just a guideline, suitable for most settings where space travel is common, but infrequent. In other settings, you may wish to redefine Space Travel to simplify or provide more details. So, for example, rather than specific factors of the speed of light, Space Travel might be given as slow interplanetary (taking days or weeks), medium interplanetary (taking a day or so), fast interplanetary (taking hours or even minutes), and so forth with interstellar distances. This focuses more on the relationship to the speed of the plot in a story rather than specifying actual speeds or worrying about the distance between particular planets or star systems.

SPACE TRAVEL

Rank	Speed
1	1c (speed of light)
2	2c
3	5c
4	10c
5	25c
6	50c
7	100c
8	250c
9	500c
10	1,000c
11	2,500c
12	5,000c
13	10,000c
14	25,000c
15	50,000c
16	100,000c
17	250,000c
18	500,000c
19	1,000,000c
20	2,500,000c

SPEED MOVEMENT

Rank	Speed
1	10 MPH
2	25 MPH
3	50 MPH
4	100 MPH
5	250 MPH
6	500 MPH
7	1,000 MPH
8	2,500 MPH
9	5,000 MPH
10	10,000 MPH
11	25,000 MPH
12	50,000 MPH
13	100,000 MPH
14	250,000 MPH
15	500,000 MPH
16	1,000,000 MPH
17	2,500,000 MPH
18	5,000,000 MPH
19	10,000,000 MPH
20	Near light-speed

Unlike the **Flight** effect, Space Travel does not work in an atmosphere. Space Travel and Flight cannot be Alternate Powers of each other in an Array (although one could be in an Array and the other separate); in order to fly in both environments, a character must have both effects separately.

SPEED

Type: Movement **Action:** Move

Range: Personal **Duration:** Sustained

Saving Throw: None **Cost:** 1 point per rank

You can move faster than normal. You have a ground speed of 10 MPH (about 100 feet per round) at rank 1. Each additional rank moves your speed one step up the **Progression Table**. At rank 19, you can reach anywhere on Earth in a single move action. At rank 20, you can accelerate to near the speed of light! Speed per rank is shown on the **Speed Movement** table.

You can carry up to a light load with no reduction in speed. A medium or heavy load reduces your speed to two-thirds normal while a heavy load also reduces your all-out speed to half normal. You cannot use Speed while carrying more than a heavy load.

EXTRAS

- **Affects Others:** You can share your Speed with another character you are touching, allowing them to travel at the same speed as you. Note this isn't the same as simply carrying someone along with you while you move using your Speed, it is granting them the same Speed movement as yours.
- **Attack:** This extra does not apply to Speed. For a "momentum attack" that flings targets into things at high speed, use Move Object or Trip with the Knockback extra instead.
- **Duration:** Speed generally cannot be continuous duration, given the limitations on using it: a stunned or unconscious character can't move, quickly or otherwise.

FLAWS

- **Action:** Like other movement effects, Speed cannot have its action reduced below move, since it requires a move action to use the effect.
- **Duration:** Concentration duration Speed can represent an effect requiring additional focus or effort on your part; you can move at high speeds, but can't do much else at the same time. Since concentration requires a standard action each round, it

also means you can't move at accelerated or all-out speeds, just the normal pace of your Speed rank.

ASSOCIATED EFFECTS

- **Quickness:** While the Speed effect covers moving quickly, the Quickness effect handles performing tasks faster, and the two often go together (also see the Super-Speed power in the next chapter for an example).
- **Super-Movement:** The ability to move at high speeds may also provide some Super-Movement effects, particularly Water Walking or Wall-Crawling, Limited to only while moving at high speed. See the **Super-Speed** power on page 193 for examples of this.

STUN

Type: Attack	**Action:** Standard (active)
Range: Touch	**Duration:** Instant (lasting)
Saving Throw: Fortitude (staged)	**Cost:** 2 points per rank

You can stun a target. Make a melee attack roll. If successful, the target must make a Fortitude saving throw (DC 10 + Stun rank). A failed save means the target is *dazed*. A save that fails by 5 or more means the target is *stunned*. Targets failing the Fortitude save by 10 or more are *unconscious* and recover normally. The target gets a new save each round to recover from being dazed or stunned, with a +1 bonus per previous save.

POWER FEATS

- **Reversible:** You can reverse the effects of your Stun at will, removing any conditions caused by it.
- **Sedation:** Once you have rendered someone unconscious, you can keep them unconscious (see the Sedation power feat description for details).

EXTRAS

- **Alternate Save:** Stun may be based on Will save to reflect more of a mental effect than one resisted by physical Fortitude, or based on Toughness for an effect that must overcome the target's physical protection rather than fortitude.
- **Sleep:** This +0 modifier leaves targets rendered unconscious by your Stun effect in a deep sleep instead, well suited for "sleep enchantments" or certain psychic powers (see the Sleep modifier description for details).

FLAWS

- **Daze (–1):** Your Stun effect cannot inflict more than a dazed result.

SUFFOCATE

Type: Attack	**Action:** Standard (active)
Range: Touch	**Duration:** Concentration
Saving Throw: Fortitude	**Cost:** 2 points per rank

You can cause a target to suffocate. Make a melee attack roll. If successful, the target makes a Fortitude saving throw (DC 10 + Suffocate rank). Targets with Immunity to Suffocation are unaffected, although targets merely immune to certain suffocating *conditions* (drowning, for example) are not unless your Suffocate descriptors imply they should be.

If the save fails, the target takes a –1 penalty on attack rolls, Defense, and Reflex saves, can only take a standard or move action each round (not both), and moves at half normal speed. The target must make a Constitution check each round (DC 10, +1 DC per round), starting the round the Fortitude save fails. A failed check means the character becomes unconscious. If the effect is maintained after that point, the character's condition becomes dying on the following round and dead the round after that.

A successful initial Fortitude save negates the Suffocate effect. You can try again in the same encounter by using extra effort.

EXTRAS

- **Alternate Save:** Suffocate may be based on Will save for a more mental effect, such as overriding the target's autonomic nervous system and keeping them from breathing.
- **Area:** An Area Suffocate effect works on everyone in the area; each target makes a saving throw and compares the result to the effect's save DC. If you stop maintaining an Area Suffocate effect, it stops working on everyone in the area at once.
- **Duration:** Sustained Suffocate requires only a free action each round to maintain. Note that Suffocate is not a lasting effect, so when its duration expires, the effect stops. Suffocate cannot be continuous duration.

SUMMON (MINION)

Type: General	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can call upon another creature—a minion—to aid you. This creature is created as an independent character with (Summon rank x 15) power points. Summoned minions are subject to the normal power level limits, and cannot have minions themselves.

You can summon your minion to you automatically as a standard action; it appears in the nearest open space beside you. You always have the same minion unless you apply power modifiers allowing you to summon different minions. Your minion automatically has a helpful attitude and does its best to aid you and obey your commands.

Unconscious and dead minions disappear. Defeated minions recover normally except they recover from death as if they were disabled. You cannot summon a defeated minion until it has completely recovered. Your summoned minions also vanish if your effect is turned off, countered, or nullified.

POWER FEATS

- **Mental Link:** You have a mental link with your minions, allowing you to communicate with them over any distance.
- **Progression:** Each time you apply this feat, move your total number of minions one step up the Progression Table (2, 5, 10,



etc.). Each minion is created with (rank x 15) power points. You can still only summon one minion per standard action.

- **Sacrifice:** When you are hit with an effect requiring a saving throw, you can spend a hero point to shift it to one of your minions instead. The minion must be within range of the attack and a viable target. Needless to say, this is not a particularly heroic feat. The Gamemaster may wish to restrict it to villains or non-player characters (in which case a hero earns a hero point when a villain uses this feat to avoid an effect by sacrificing a minion).

EXTRAS

- **Fanatical (+1):** Your summoned minions have a fanatical attitude and devotion to you.
- **Heroic (+1):** Creatures you summon are not subject to the minion rules, but treated like normal non-player characters. Gamemasters should be particularly cautious about allowing this extra for Summon effects used by player characters, especially ones summoning more than one minion.
- **Horde (+1):** You can summon up to your maximum number of minions with one standard action. You must have Progression (see this effect's power feats) to take this extra.
- **Type (+1/+2):** Minions are normally identical in terms of traits. It's a +1 modifier to summon minions of a general type (elementals, birds, fish, etc.), +2 to summon minions of a broad type (animals, demons, humanoids, etc.).

FLAWS

- **Attitude (–1):** Your summoned minions are less than cooperative. For a –1 modifier, they are indifferent. They are unfriendly for a –2 modifier, and hostile for a –3 modifier.

SUPER-MOVEMENT

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You have a special form of movement. For each rank in this effect, choose one of the following:

- **Air Walking:** You can "walk" on air at half your normal ground movement speed as if it were solid ground, and move up or down at a 45 degree angle at half speed (one-quarter your ground movement speed). For two ranks, you move at your normal ground movement speed (half speed when ascending or descending).
- **Dimensional Movement:** You can move from one dimension to another. Dimensional Movement is instant duration. For one rank, you can move between your home dimension and one other. For two ranks you can move between any of a related group of dimensions (mystical dimensions, alien dimensions, etc). For three ranks you can travel to any dimension. You can carry up to 100 lbs. with you when you move. Each Progression power feat moves this amount one step up the Progression Table (250 lbs., 500 lbs., etc.). Since this effect can be extremely useful in some situations, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.
- **Permeate:** You can pass through solid objects as if they weren't there. For one rank, you can move at one-quarter your speed through any physical object as a move action and half your speed as a full action. For two ranks, you can move at half your speed as a move action and your full speed as a full action. For three ranks, you can move at your normal speed through obstacles. You cannot breathe while inside a solid object, so you need Immunity to Suffocation or you have to hold your breath. You may also need a Super-Sense (such as X-Ray Vision) to see where you're going. Permeate is often Limited to a particular substance (like earth, ice, or metal, for example) as a –1 modifier (reducing base cost to 1 point per rank). Permeate provides no protection against attacks, even against materials you can pass through, although you do gain total cover while inside an object (see Cover, *M&M*, page 160).
- **Slithering:** You can move along the ground at your normal speed while prone instead of crawling at a rate of 5 feet per move action. You suffer no penalties for making attacks while prone.
- **Slow Fall:** As long as you are capable of action, you can fall any distance without harm. You can also stop your fall at any point so long as there is a handhold or projection for

UNDER THE HOOD: SUMMON

Summon is a useful power; it doesn't cost much to summon up a horde of minions, giving you a *lot* of effective actions per round! Gamemasters may wish to limit large numbers of minions (summoned or otherwise) to villains and non-player characters. Player character minions are subject to the campaign's power level limits. There are also practical matters limiting just how much minions can do at any one time.

First, directing your minions to do something is a move action. If you want to issue different commands to different groups of minions, then it's one move action per command. So it's easier to tell all of your minions "attack!" than it is to issue complex commands to each one in the midst of combat.

Second, Gamemasters may wish to have groups of minions use aid actions (see **Aiding Another**, *M&M*, page 10) rather than rolling their actions separately. For example, instead of rolling eight attacks for eight different minions, the GM has seven minions aid the eighth, giving that minion a +14 bonus from their aid actions. This makes groups of minions more effective and efficient overall. GMs should keep in mind the limits on the number of opponents that can gang up on a character at once.

Also, Gamemasters should keep in mind that lower power level minions have limits. For example, while a group of eight minions may easily be able to hit an opponent (especially if they use teamwork to give themselves one attack roll with a +14 bonus), they may not be able to *hurt* their target quite so easily.

In particular, Gamemasters may wish to limit the use of the Heroic extra for Summon. Treating minions as normal characters can greatly slow down combat, since it becomes that much harder to take them out of a fight.

MINIONS AS DESCRIPTORS

Some power effects might *seem* to be Summon, calling up minions to do things for the character, but are actually better treated as descriptors of other effects. Take for example a shaman able to "summon" various spirits to perform magical tasks. By calling on particular spirits of the winds, he can attack a foe with Suffocate. Is the "wind spirit" a minion? Technically, no, it's just a personified effect, since it cannot be attacked, interacted with, or do anything other than create the Suffocate effect. The same is true of a character summoning a "minion" that acts as a shield, providing the Deflect or Enhanced Dodge effect, but doing nothing else.

Consider carefully whether or not the particular effect a player wants really needs Summon Minion, or if the "minion" is really just a descriptor or explanation for another effect, no different than "heat ray" is a descriptor for a Damage effect or "sticky webbing" is a descriptor for a Snare effect; in neither case does the character need Summon Heat Ray or Summon Webbing to create the desired powers.

you to grab (such as a ledge, flagpole, branch, etc.). If you have the Wall-Crawling effect (see following), then any surface provides you with a handhold. Slow Fall assumes you are capable of reacting to your circumstances; for the ability to fall any distance without harm whether you are capable of action or not, take Immunity to Falling Damage for 5 points.

- **Swinging:** You can swing through the air at your normal ground movement speed, using a swing-line you provide or available lines and projections (tree limbs, flagpoles, vines, telephone- and power-lines, etc.).
- **Sure-Footed:** You're better able to deal with obstacles and obstructions to movement. Reduce the speed penalty for hampered movement by one-quarter for each application of this effect. So heavy obstructions or a bad surface only reduce your speed by one-quarter rather than one-half, for example. If you reduce the movement penalty to 0 or less, you are unaffected by that condition and move at full normal speed.
- **Temporal Movement:** You can move through time. Temporal Movement is instant duration. For one rank, you can move between the present and another fixed point in time (such as 100 years into the past, or 1,000 years into the future). For two ranks you can move to any point in either the past or any point in the future. For three ranks, you can travel to any point in time. You can carry up to 100 lbs. with you when you move. Each Progression power feat moves this amount one step up the Progression Table (250 lbs., 500 lbs., etc.). Temporal mechanics and the effects of time travel are left up to the GM. Since this is an extremely powerful ability, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.
- **Trackless:** You leave no trail and cannot be tracked using visual senses (although you can still be tracked using scent or other means). You step so lightly you can walk across the surface of soft sand or even snow without leaving tracks and you have total concealment from tremorsense (see Concealment, *M&M*, page 161). This effect may be Limited to particular types of terrain.
- **Wall-Crawling:** You can climb walls and ceilings at half your normal speed with no chance of falling and no need for a Climb skill check. You still lose your dodge bonus while climbing unless you have 5 or more ranks of Climb. An additional rank of Super-Movement applied to this effect means you climb at your full speed and retain your dodge bonus while climbing. A third rank in Wall-Crawling allows you to "stick" to surfaces with any part of your body, rather than just your hands and feet (so you could, for example, hang from a ceiling by the top of your head, or stick your back to a wall to leave your arms and legs free). Wall-Crawling may be Limited to particular kinds of surfaces (metal, stone, wood, etc.) as a –1 flaw. It may also be Limited to only while moving.
- **Water Walking:** You can move or stand on the surface of water, quicksand, and other liquids without sinking. Water Walking may be Limited to only while moving (making it more "Water Running").

UNDER THE HOOD: DIMENSIONAL AND TEMPORAL MOVEMENT

Dimensional and Temporal Movement, although potentially useful and powerful abilities, are handled as Super-Movement options for a relatively low cost. This is because the usefulness those abilities is dictated by the nature of the setting (how time and dimensional travel work there) and by the wishes of the Gamemaster. Players should be aware that Temporal and Dimensional Movement are largely intended as plot devices, not means to circumventing challenges. Unless the game is specifically about time- and dimension-hopping (and perhaps even then) the effects are largely enablers. The ability to travel back in time and change history (for example) is more of an X-trait (see **X-Traits**, *M&M*, page 211) than anything: too powerful to allow for heroes except under very specific (and controlled) circumstances. Generally speaking, heroes in the comics are trying to *prevent* others from changing history rather than trying to change it themselves!

INCREASING SUPER-MOVEMENT SPEED

The default movement speed of most Super-Movement options is a character's "normal ground speed." For those with the Speed trait (see **Speed**) this may be a considerable rate! The assumption is that Speed affects Super-Movement modes like Permeate, Slithering, Swinging, Wall-Crawling, and Water Walking just as it does normal ground movement. If this proves unbalancing, or in a setting where differentiated movement is more important, the GM may wish to have Speed apply separately to each form of movement; so a character would have ranks of Speed for normal ground movement and separate ranks for Super-Movement traits like Wall-Crawling and Water Walking. (Note this changes the Wall Run and Water Run power feats of Super-Speed to extras, among other things. See the **Super-Speed** power description for details.)

EXTRAS

When applying modifiers to Super-Movement, you can apply the modifier(s) to just one rank of the effect, some of them, or all of them, depending on which movement mode(s) you want to modify. So it's possible, for example, to make Dimensional Movement Unreliable while having Permeate Affect Others and applying no modifiers to Sure-Footed. The GM should approve any distribution of modifiers to Super-Movement. As usual, the total cost of the effect cannot be reduced below 1 power point.

- **Affects Others:** This extra, applied to one or more of your movement modes, allows you to take "passengers" along with you, granting them the benefits of your movement mode(s) so long as they are in close-contact with you (or within range, if you add the Range extra to the effect as well). This extra is particularly common for Dimensional and Temporal Movement (often Affects Others and Area).
- **Attack:** Dimensional and Temporal Movement can apply this modifier, allowing you to send an unwilling target into another dimension or time! Since both options have relatively fixed costs, the GM may allow additional ranks in Dimensional or Temporal Attack to increase the effect's saving throw DC: 2 power points per additional rank. Like other effects with the Attack extra, these Attacks are touch range by default, making them ranged is a +1 extra and perception range is a +2 extra.

SUPER-SENSES

Type: Sensory	**Action:** None (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 1 point per rank

One or more of your senses are enhanced, or you have additional sensory abilities beyond the normal five senses. Allocate ranks in Super-Senses to the following effects. Some options require more than one rank, noted in their descriptions.

Like all sensory effects, Super-Senses uses the sense types described on page 68 as descriptors.

ENHANCED SENSES

The following effects enhance or improve existing senses, whether one of the five normal senses or the additional senses listed in the following section.

- **Accurate (2 or 4 ranks):** An accurate sense can pinpoint something's exact location. You can use an accurate sense to target something in combat. Visual and tactile senses are normally accurate for humans. Cost is 2 ranks for one sense, 4 for an entire sense type.
- **Acute (1–2 ranks):** You can sense fine details about anything you can detect with a particular sense, allowing you to distinguish between and identify different subjects. Visual, auditory, and tactile senses are normally acute for humans. Cost is 1 rank for one sense, 2 for an entire sense type.
- **Analytical (1–2 ranks):** Beyond even acute, you can perceive specific details about anything you can detect with an analytical sense, such as chemical composition, exact dimensions or mass, frequency of sounds and energy wavelengths, and so forth. You can only apply this effect to an acute sense. Normal senses are not analytical. Cost is 1 rank for one sense, 2 for an entire sense type.
- **Counters Concealment (2 ranks):** A sense type with this trait ignores the Concealment effect; you sense the subject of the effect normally, as if the Concealment wasn't even there. So if you have vision that Counters Concealment, for example, then invisible beings are visible to you. Concealed subjects seem slightly "off" to you, enough to know they are concealed to others. This trait does not affect other sources of concealment, such as obstacles or other effects (like Obscure).
- **Counters Illusion (2 ranks):** A sense type with this trait ignores the Illusion effect; you automatically succeed on your saving throw against the illusion if it affects your sense type, realizing that it isn't real.
- **Counters Obscure (2 or 5 ranks):** For 2 ranks, a sense type with this trait ignores the Obscure effect of a particular descriptor, such as darkness, fog/mist, or smoke, for visual Obscure. For 5 ranks, the sense type ignores all Obscure effects, regardless of descriptor.
- **Extended (1 rank):** You have a sense that operates at greater than normal range. Your range increment with the sense is increased by a factor of 10. Each additional time you apply

this option, your range increment increases by an additional factor of 10, so one increase makes the range increment 100, two makes it 1,000, and so on.

- **Penetrates Concealment (4 ranks):** A sense with this trait is unaffected by concealment from obstacles (but not effects like Concealment, Illusion, or Obscure). So vision that Penetrates Concealment can see right through opaque objects, for example, and hearing that Penetrates Concealment is unaffected by sound-proofing or muffling materials, and so forth.
- **Radius (1–2 ranks):** You can make Notice checks with a sense against any point around you. Subjects behind you cannot use Stealth to hide from you without some other concealment. Auditory, olfactory, and tactile senses are normally radius for humans. Cost is 1 rank for use with one sense, 2 ranks for one sense type.
- **Ranged (1 rank):** You can use a sense that normally has no range (taste or touch in humans) to make Notice checks at a normal range increment (–1 per 10 feet). This can be enhanced with the Extended effect.
- **Rapid (1 rank):** You can read or take in information from a sense faster than normal: each rank increases your perception speed by a factor of 10 (x10, x100, etc.) with a single sense, double cost for an entire sense type. You can use rapid vision to speed-read, pick up on rapid flickering between frames of a film, watch video replays in fast-forward speeds, and such, rapid hearing to listen to time-compressed audio "blips," and so forth. If your sense is rapid enough, the GM may allow you to take 20 with Notice checks using it as a full-action or even faster. See the Quickness effect for guidelines on this. (Rapid Sense is, in fact, essentially version of Quickness Limited to one or more of your senses.)
- **Tracking (1 rank):** You can follow trails and track using a particular sense. Basic DC to follow a trail is 10, modified by circumstances, as the GM sees fit. You only move at half normal speed while tracking. For 2 ranks, you can move at full normal speed while tracking, for 3 ranks you can move all-out while tracking.

ADDITIONAL SENSES

The effects here grant additional sensory capabilities or senses beyond the normal five senses.

- **Communication Link (1 rank):** You have a link with a particular individual chosen when you acquire this option, who must also have this ability. The two of you can communicate over any distance like a use of the Communication effect. Choose a sense type as a communication medium when you select this option; mental is common for psychic or empathic links. If you apply the Dimensional power feat to your Communication Link, it extends to other dimensions as well (see Dimensional under Super-Senses' Power Feats for details).
- **Danger Sense (1 rank):** When you would normally be surprised in combat, make a Notice check (DC 15). Success means you are not surprised and may act during the surprise round (if any). Failure means you are surprised (although, if you have Uncanny Dodge, you retain your dodge bonus to Defense). The GM may raise the DC of the Danger Sense check in some circumstances. Choose a sense type for your Danger Sense. Sensory effects targeting that sense also affect your Danger Sense ability and may "blind" it.
- **(Descriptor) Awareness (1 rank):** You can sense the use of effects of a particular descriptor with a successful Notice check (DC 10, –1 per 10 feet range). Examples include Cosmic Awareness, Divine Awareness, Magical Awareness, Mental Awareness, and so forth. You can apply enhanced sense traits to your Awareness to modify it. Choose the sense type for your Awareness; it is often a mental sense, but doesn't have to be. Awareness counts as an "exotic sense" for noticing effects with the first rank of the Subtle power feat (see Subtle under Super-Senses' Power Feats for details).
- **Detect (1–2 ranks):** You can sense a particular item or effect by touch with a Notice check. Detect has no range and only indicates the presence or absence of something (being neither acute nor accurate). Choose what sense type your Detect falls under (often mental). For 2 ranks you can detect things at a normal range increment (–1 per 10 feet).
- **Direction Sense (1 rank):** You always know what direction north lies in and can retrace your steps through any place you've been.
- **Distance Sense (1 rank):** You can accurately and automatically judge distances.
- **(Effect) Awareness (1 rank):** This works like Descriptor Awareness (previously) but applies only to one effect regardless of descriptor(s). Examples include Concealment Awareness, Mind Control Awareness, Teleport Awareness, and so forth.
- **Infravision (1 rank):** You can see in the infrared portion of the spectrum, allowing you to see heat patterns. Darkness does not provide concealment for objects differing in temperature from their surroundings. If you have the Track ability, you can track warm creatures by the faint heat trails they leave behind.
- **Microscopic Vision (1–4 ranks):** You can view extremely small things. You can make Search checks to see tiny things in your own area. Cost is 1 rank for dust-sized objects, 2 ranks for cellular-sized, 3 ranks for DNA and complex molecules, 4 ranks for atomic-sized. The GM may require a Knowledge skill check, particularly Knowledge (physical sciences) to interpret what you see.
- **Postcognition (4 ranks):** Your senses extend into the past, allowing you to perceive events that took place previously. You can make Notice and Search checks to pick up on past information in an area or from a subject. The Gamemaster sets the DC for these checks based on how obscure and distant in the past the information is, from DC 15 (for a vague vision that may or may not be accurate) to DC 30 (for near complete knowledge of a particular past event as if you were actually present). Your normal (present-day) senses don't work while you're using Postcognition; your awareness is focused on the past. Your postcogntive visions last for as long as you concentrate. Postcognition does not apply to mental effects like Mind Reading or any other ability requiring interaction with the past. Postcognition may be Limited to past events connected to your own "past lives" or ancestors, reducing cost to 2 ranks.



- **Precognition (4 ranks):** Your senses extend into the future, allowing you to perceive events that may happen. Your precognitive visions represent possible futures. If circumstances change, then the vision may not come to pass. When you use this ability, the Gamemaster chooses what information to impart. Your visions may be obscure and cryptic, open to interpretation. The Gamemaster may require appropriate Notice skill checks for you to pick up on particularly detailed information, with a DC ranging from 15 to 30 or more. The GM can also activate your Precognition to impart specific information to you as an adventure hook or plot device. Your normal (present-day) senses don't work while you're using Precognition; your awareness is focused on the future. Your precognitive visions last as long as you concentrate. Precognition does not apply to mental effects like Mind Reading or any other ability requiring interaction with the future.
- **Radio (1 rank):** You can "hear" radio frequencies including AM, FM, television, cellular, police bands, and so forth. This allows you to pick up on Radio Communication (see the Communication effect). This is the base sense of the radio sense type. It's ranged, radius, and accurate by default.
- **Time Sense (1 rank):** You always know what time it is and can time events as if you had an accurate stopwatch.
- **Ultra-Hearing (1 rank):** You can hear very high and low frequency sounds, like dog whistles or ultrasonic signals.
- **Ultravision (1 rank):** You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.
- **Uncanny Dodge (1 rank):** This feat may also be a feature of Super-Senses rather than training or talent (see Uncanny Dodge, *M&M*, page 65). Choose a sense type for your Uncanny Dodge; sensory effects of that type may overcome it.

SAMPLE SUPER-SENSES

Listed here are some examples of Super-Senses using the enhanced and additional senses listed previously. Players should feel free to take these pre-fabricated examples as abilities of Super-Senses and to use them as models for creating their own unique Super-Senses.

- **Aura Reading (5 ranks):** You can "read" the invisible psychic auras that surround all creatures, showing their mood, physical condition, and any outside psychic influences affecting them. Aura Reading is a mental sense, although the information (the auras) is perceived as visual. Detect Mood and Physical Condition (both ranged), Psychic Awareness.
- **Cosmic Awareness (2 ranks):** You are innately "plugged in" to cosmic forces, able to sense them at work in the universe. You sense cosmic effects in your local area, plus you may pick up on universe-affecting forces at a much greater distance (at the GM's discretion). Apply the Extended option to expand this sense's range. Additionally, you can spend a hero point to ask "the Universe" (the Gamemaster) a direct question and get an answer (essentially a specialized use of the inspiration aspect of spending hero points). Cosmic Awareness and Benefit (directed inspiration).

- **Darkvision (2 ranks):** You can see normally in the dark, even darkness created by an Obscure effect (although other Obscure descriptors, such as fog or blinding light, affect you normally). Vision Counters Obscure (darkness).
- **Detect Magic (2 ranks):** You can make Notice checks to detect the presence of magical effects, creatures, and items, with a normal modifier of –1 per 10 feet distance. Mental Detect (magic), Ranged.
- **Detect Weakness (4 ranks):** You can pick up on any potential weaknesses a target may have. A successful Notice check (opposed by Bluff, Sense Motive, Stealth, or a trait of the GM's choice) gives you insight into the subject's drawbacks, flaws, and similar weaknesses. The Assessment feat may be added to Detect Weakness for an additional rank. Detect Weaknesses, Ranged, Acute, Analyze.
- **Ladar (3 ranks):** By emitting infrared lasers that bounce off solid surfaces, you can build an accurate picture of your surroundings, even when you cannot normally see them. Vision Counters Obscure (darkness), Radius.
- **Low-Light Vision (1 rank):** You can see twice as far in low-light conditions as normal. Vision Counters Obscure (darkness), Limited.
- **Radar (4 ranks):** By sending out radiowave emissions that bounce off solid surfaces, you can build an accurate picture of your surroundings. Accurate, Radius, Ranged Radio Sense.
- **Scent (1 rank):** You can differentiate and identify individuals by scent alone, although you cannot determine things like exact location (since your sense of smell is not necessarily accurate). Acute Scent.
- **See Invisible (2 ranks):** You can see anything hidden by a Concealment effect as it were not concealed. Vision Counters Concealment.
- **Sonar (3 ranks):** By sending out ultrasonic emissions that bounce off solid surfaces, you can build an accurate picture of your surroundings. Accurate Ultrasonic Hearing.
- **Spatial Awareness (4 points):** You are mentally aware of your surroundings, even when you cannot see them. Accurate, Radius, Ranged Mental Sense.
- **Trace Teleport (1 rank):** You can "track" another teleporter, provided your Teleport range is at least equal to theirs. Make a Notice check, DC 10, +1 per round since the target teleported (+10 DC per minute) and –1 to your check result per 10 feet between you and the departure point (no modifier if you are on the same spot). If the check succeeds you teleport to the place where your target went (or the closest open space, if that point is occupied). If the check fails, you don't go anywhere; you can't get an accurate "lock." You only get one attempt to track a particular teleport, and you can't take 10 or 20 on the Notice check. Track Teleport.
- **Tremorsense (3 ranks):** You can accurately feel the location of moving objects in contact with the same surface as you (such as the ground). If used underwater, you can feel objects moving through the water all around you, like a normal radius sense. Accurate Ranged Touch.
- **True Sight (10 ranks):** You automatically see through any Concealment, Illusion, or Obscure effect, see the true form of any disguised creature (including traits that grant a Disguise bonus, like Morph and Shapeshift), and see any deliberately hidden or concealed item (secret door, hidden panel, etc.), although the GM may require a Notice check to detect the latter. Vision Counters Concealment, Counters Illusion, Counters Obscure (all), Detect Hidden.
- **X-Ray Vision (4 ranks):** You can see through solid objects as if they weren't there (such objects provide no concealment to you). You have to define one reasonably common substance you can't see through, such as lead, gold, iron, wood, or such. A subject with no concealment relative to you cannot use Stealth to hide from you without a feat like Hide in Plain Sight or an effect like Concealment. X-Ray Vision may be Limited to particular substances (natural earth, for example), reducing cost to 2 ranks. It is a commonly associated effect of the Permeate ability of Super-Movement, allowing you to see where you're going as you pass through a solid object. Vision Penetrates Concealment.

POWER FEATS

- **Alternate Power:** At the Gamemaster's discretion, a "sensory array" is an option if all the senses included are sustained or continuous in duration, allowing the character to switch between them as desired. Note that this may represent a cost savings for a wide range of Super-Senses, but those senses will not all be available at the same time, so the character may miss certain things or not have the right sense(s) active at the right time to avoid a particular hazard or pick up on an important piece of information.
- **Dimensional:** This power feat allows you to extend your senses into other dimensions. It's assumed to apply to all your senses, allowing you to sense your proximate location in the other dimension(s). For a more extended range, use ESP with this feat.
- **Extended Reach:** This power feat does not apply to Super-Senses; they have their own options (notably the Extended feature) for enhancing their "reach."
- **Improved Range:** Likewise, this power feat does not apply to Super-Senses; use options like Extended instead.
- **Innate:** The Super-Sense abilities of many creatures, particularly aliens or constructs like robots, may be Innate, although this does not prevent sensory effects like Dazzle or Obscure from disabling them (which is different from countering or nullifying them). See the Sensory Shield power for that effect.
- **Subtle:** As passive effects, Super-Senses are Subtle by default and do not require this power feat.

EXTRAS

Super-Senses often take advantage of the partial modifiers rule when applying extras and flaws so they affect only particular ranks (and therefore senses). See the information under Super-Movement on applying modifiers to individual ranks of the effect.

UNDER THE HOOD: NORMAL SENSES

Senses in *Mutants & Masterminds* are broken down into sense types, used as a descriptor for sensory effects. Here are the traits of normal human senses, for use when modifying them with enhanced sense traits from Super-Senses:

- *Visual:* Normal vision is ranged (with a –1/10 feet range increment), acute (able to distinguish fine details) and accurate (able to pinpoint to locations of things). *5 points.*
- *Auditory:* Normal hearing is ranged (with a –1/10 feet range increment), acute (able to pick up details like differences in tone), and radius (able to pick up on sounds coming from any direction). Normal hearing is not accurate. *4 points.*
- *Olfactory:* Normal human olfactory senses, which lump together smell and taste for descriptor purposes, are fairly limited. Although "ranged" (at least for the sense of smell), ordinary human olfactory senses are neither acute nor accurate. The sense of smell is a radius sense, however, able to pick up on scents coming from any direction. *3 points.*
- *Tactile:* The normal sense of touch is, by definition, touch-ranged. It is acute, accurate (in that you know the location of anything you can touch) and radius (in that you can feel things from any surface of your body). *4 points.*
- *Mental:* In *Mutants & Masterminds* terms, the "sixth sense" or mental sense type is considered fairly crude in normal humans, limited essentially to interactions with the Sense Motive skill and awareness of mental effects used directly on you. Thus it is "touch" range and has none of the enhanced sense qualities. *1 point.*

Lacking one or more qualities of a normal sense can be considered a drawback (see **Drawbacks**, *M&M*, page 124). Normal sight, for example, is worth 5 points as a sense, so being completely blind is a 5-point drawback.

Note that the value of any such drawback may be modified by whatever Super-Senses you have, however. For example, being blind is not nearly so serious a drawback when you have another ranged, accurate sense to compensate, such as natural "radar" or "sonar". Likewise, if you only lack the sense part of the time (only during the day, for example), then the drawback may be common rather than very common (worth a point less). The GM ultimately sets the appropriate value of missing sensory traits in the game.

- **Affects Others:** With this extra, you can grant the benefits of one or more Super-Senses to another character. Apply Affects Others only to the ranks of the chosen sense(s).
- **Attack:** This extra does not apply to Super-Senses. For sense-affecting attacks, use other sensory effects like Dazzle, Illusion, and Obscure.
- **Area:** The Area modifier only applies to Super-Senses which Affect Others, and only to extend their benefits to everyone in an area. Apply the Selective power feat for the ability to choose who in your area does and does not benefit from the Super-Senses. To affect the area of a sense, use the Extended and Radius traits of the Super-Senses effect.
- **Range:** Likewise, the Range extra only applies to Super-Senses that Affect Others, extending the range at which you can grant their benefits. To extend a sense's range, use the Extended, Radius, and Ranged traits of the Super-Senses effect.

UNDER THE HOOD: PRECOGNITION AND POSTCOGNITION

Precognition and Postcognition can be problematic abilities, since they provide players with considerable information. Keep in mind precognitive and postcognitive information is often cryptic or unclear, and changes in circumstances may lead to changes in visions of the future. If players use either too often, feel free to have their visions become less and less clear as the timelines become tangled by so much constant surveillance and intervention. Generally, Precognition is best treated as a plot device for the GM to provide information to the player as suits the adventure, similar to a free use of the inspiration ability of hero points. In fact, GMs looking to limit Precognition and Postcognition may wish to require extra effort or hero points to use them, or require the Uncontrolled modifier.

FLAWS

- **Distracting:** Using some Super-Senses may prove distracting compared to one's normal senses, in which case this modifier applies. It is best reserved for Super-Senses intended to be used outside of combat, and shouldn't apply to senses that help users avoid surprise or overcome concealment, since it takes away much of their utility (robbing the user of dodge bonus as surely as those conditions).
- **Duration:** The duration of Super-Senses cannot be changed, although the action required to use them may be, at the GM's discretion (see the Action drawback in the following section for details).
- **Limited:** Some Super-Senses may be Limited to only sensing certain things or only under certain circumstances. As usual, the sense must lose about half its utility to qualify for this flaw, less than that is more likely a particular descriptor associated with the sense and may constitute a complication at the GM's discretion when it comes up in play.
- **Permanent:** This flaw does not apply to Super-Senses; the inability to turn them on and off is generally a complication at best rather than an actual flaw in the effect.
- **Sense-Dependent:** Super-Senses are, naturally, already sense-dependent and so cannot have this flaw.
- **Unreliable:** Some Super-Senses may be unreliable; the GM makes checks for reliability when the sense is used. Two variations of this flaw may apply: in the first, the Super-Senses effect is unreliable, when it doesn't work, the character perceives nothing with that sense. In the second, the character's perceptions are unreliable, the sense appears to work, but the

OPTION: PRECOGNITIVE DO-OVERS

One option for handling Precognition is to give the player of a precognitive hero the meta-game ability to use that foresight. For example, with a successful use of Precognition, the player can spend a hero point to declare a "do-over" of a particular scene, "resetting" things to a point in the past, like the "save point" in a video game. The events that occurred in the game after that point were nothing more than a precognitive vision!

So, for example, when the group falls into a trap, the precog player declares a use of Precognition and spends a hero point. Events "roll back" to just before the heroes set off the trap. The precog grabs the arm of his teammate, saying, "Wait, there's a trap!" Note the hero still loses the hero point even though those events "never happened." The GM can likewise use this as an "escape hatch" if things go awry in the adventure; declare the problematic events a precognitive warning and reset the adventure to a previous moment so the heroes can try again.

Be careful not to let this ability become problematic in and of itself. If players feel they have an "escape clause" for every bad situation, they may adopt a videogame-like system of exploring every possible option, knowing they can return to their "save point" when things go badly. Available hero points should limit precognitive "do-overs," but you should also feel free to use GM Fiat to limit them as needed.

character gets the wrong information. For this reason, the GM should make all reliability checks for Super-Senses in secret, just informing the player of what the character does (or does not) notice.

DRAWBACKS

- **Action:** Super-Senses normally don't require an action apart from that of the normal Notice or Search check. However, this power drawback makes using Super-Senses more of an effort. The value of the drawback depends on the action required: 1 point for a move action, 2 points for a standard action, and 3 points for a full-round action. Further time requirements move one step up the Time Table per point, although the GM should decide of such constitutes a desirable drawback (Super-Senses taking a minute or more aren't particularly useful in most settings). As with all drawbacks, this one must have a point value less than the total cost of the Super-Senses effect.
- **Disability:** Some comic book characters with Super-Senses also lack one of their normal senses, such as blind heroes with "radar sense" or deaf-mute characters with Mental Communication. Keep in mind that the value of the Disability drawback—like all other drawbacks—is situational and based on how much of a drawback it is for that particular character; A drawback that doesn't inconvenience a character isn't much of a drawback. Thus blindness is less of a drawback for a hero with another accurate sense (and a radius one, at that), worth only a point or two at most for the hindrance it imposes.
- **Noticeable:** Super-Senses with this drawback are particularly noticeable in some way: your eyes may glow, for example, or you may emit a noticeable sound, vibration, energy, or the like for use as a sensor.
- **Vulnerable:** Characters with Super-Senses may be vulnerable to certain sensory effects, making saves against things like Dazzle effects more difficult, for example. The default assumption is that Super-Senses carry no automatic vulnerability to such effects, but in realistic setting they make sense unless the character has some specific ability to "filter out" unwanted or dangerous sensory input.
- **Weakness:** Likewise, Super-Senses may imply a weakness caused by increased sensitivity. A character with darkvision might be dazzled or blinded by bright light, for example, while a hero with super-sensitive hearing could be deafened or stunned by the noise of a crowded city at rush-hour. This type of Weakness could be in conjunction with a Vulnerable to Dazzle effects drawback.

SUPER-STRENGTH

Type: Trait	**Action:** None (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 2 points per rank

You're capable of lifting and carrying more than normal for your Strength score, maybe *much* more. Each rank of Super-Strength grants you a +5 bonus to your Strength score when figuring carrying capacity (see **Carrying Capacity**, *M&M*, page 35). Your Super-Strength also gives you a +1 bonus per rank on Strength checks involving sustained application of strength or pressure, including grapple checks and breaking objects, but *not* Strength-based skills or melee damage.

SUPER-STRENGTH AND STRENGTH BONUS

Super-Strength power feats often refer to "Strength bonus," this is your normal modifier from your Strength score (including Enhanced Strength), not including any modification from Super-Strength rank unless it is specifically called out. You can think of some of the following power feats as Alternate Powers of Strength with Super-Strength as a prerequisite.

POWER STUNT: COAL INTO DIAMONDS

It's not a common use of Super-Strength, but some characters in the comics can use their tremendous strength to duplicate the effects of eons of geological heat and pressure to squeeze ordinary lumps of carbon (like coal) into raw or even perfect diamonds!

This is actually no less realistic than most superpowers, but the GM may still want to limit it to light-hearted Silver Age style games, and should use the same guidelines as other Transform effects when it comes to characters with the ability to manufacture limitless wealth. See **Transform** later in this chapter.

Generally, this stunt isn't one characters acquire with power points, but instead something they do occasionally as extra effort. In fact, the GM may wish to require this, saying characters cannot buy this feat, but can only perform it using extra effort.

POWER FEATS

- **Bracing:** You can use your tremendous strength to brace against the force of an impact. This is an Alternate Power, substituting Immovability for Strength and applying the Sustained duration to the Immovability rather than Permanent (so it can be acquired as an Alternate Power). You gain Immovability with a rank equal to your Strength bonus. Since switching between Alternate Powers is a free action, you generally need some forewarning to brace against an impact (see the Immovable effect for details).
- **Countering Punch:** You're so tough you can counter some effects by punching them! This takes a ready action or a hero point for an instant counter, just like normal countering, and only works on ranged attacks (you still block melee attacks normally). Make a Strength check to counter the incoming power. If successful, you literally punch or knock it out of your way. If using the Countering Contest rules (see Countering Effects, *M&M*, page 70), you can even fight you way "upstream" of a ranged attack and knock it back into the attacker!
- **Groundstrike:** You can strike the ground, creating a powerful tremor, radiating out a radius of (Strength bonus x 10) feet from you. Make a Strength check. Anyone in the area makes a check to resist a trip attack equal to your check result (see Trip, *M&M*, page 159). Reduce your result by –1 per 10 feet between you and the target, out to the maximum radius. Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the DC to avoid the trip attack.
- **Shockwave:** By slamming your hands together, you create a tremendous blast of air pressure, inflicting physical damage equal to your Strength bonus in a cone-shaped area in front of you with a length and width (at the far end) equal to your Strength bonus x 10 feet. Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the damage.
- **Super-Breath:** You can exhale a powerful blast of air, making a Strength check to trip targets in a cone-shaped area with a length and width at the far end equal to your Strength bonus x 10 feet (see Trip, *M&M*, page 159). Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the DC to avoid the trip attack. Your Super-Breath also blows out flames with a damage bonus equal to or less than (your check result –10).
- **Thunderclap:** By clapping your hands together, you create a thunderous blast of deafening noise in an area of (Strength bonus x 5) feet around you. Those in the area must make a Reflex save (DC 10 + your Strength bonus) or suffer an Auditory Dazzle effect with a rank equal to your Strength bonus.

OPTION: MANDATORY SUPER-STRENGTH

Mutants & Masterminds separates lifting and controlled applications of muscle power somewhat from the raw Strength score, allowing for a wide range of lifting capabilities within the narrower range of Strength bonuses allowed at a particular power level. Some Gamemasters may prefer a more direct correlation between Strength and Super-Strength, in which case the following option can be used.

For each point of Strength bonus over +5, a character must also have 1 rank of the Super-Strength power. So a character with Strength 22 (a +6 bonus) must also have Super-Strength 1; Strength 24, Super-Strength 2; and so forth. Characters can have more than the required amount of Super-Strength, but must have at least that amount. Since Super-Strength costs 2 points per rank, this effectively doubles the cost of Strength past Strength 20 to 2 power points per point rather than 1 (or 4 power points per +1 Strength bonus).

FLAWS

- **Duration:** Sustained duration Super-Strength may represent an effect requiring a certain measure of concentration, like a sort of "tactile telekinesis," for example. If the character is stunned, his Super-Strength may stop working, problematic if the character happens to be holding up semi-truck, supporting a collapsing bridge, or the like at the time!
- **Permanent:** Super-Strength cannot apply this flaw, since it doesn't impose any real limitations.
- **Uncontrolled:** Uncontrolled Super-Strength generally means you're ham-fisted, likely to break things without even meaning to by over-applying your strength. The GM can require reliability rolls and Concentration checks to avoid damaging things when it's important.

ASSOCIATED EFFECTS

- **Enhanced Strength:** This effect goes with Super-Strength the majority of the time. While some super-humans have only increased lifting and sustained applications of strength, most couple them with an improved Strength bonus (and therefore melee damage, bonus to Strength skills, and so forth). Super-Strength allows for Mutants & Masterminds characters to have the tremendous sorts of carrying capacities seen in the comic books without giving them Strength scores in the triple digits, particularly since the combat effects of Super-Strength in the comics are rarely so extreme.
- **Protection:** Super-strong characters also tend to be super-tough, and often have Enhanced Constitution, Protection, or both (possibly including Impervious applied to the Toughness derived from their Constitution score).

SWIMMING

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can swim faster than normal. You have a water speed of 2.5 MPH (25 ft.) at rank 1. Each additional rank moves your speed one step up the **Progression Table**. Speed per rank is shown on the **Swimming Movement** table. You can always take 10 on Swim skill checks, even while under pressure. This effect does not allow you to survive underwater (for that, see the **Associated Effects** section of **Swimming**).

SWIMMING MOVEMENT

Rank	Speed
1	2.5 MPH
2	5 MPH
3	10 MPH
4	25 MPH
5	50 MPH
6	100 MPH
7	250 MPH
8	500 MPH
9	1,000 MPH
10	2,500 MPH
11	5,000 MPH
12	10,000 MPH
13	25,000 MPH
14	50,000 MPH
15	100,000 MPH
16	250,000 MPH
17	500,000 MPH
18	1,000,000 MPH
19	2,500,000 MPH
20	5,000,000 MPH

Generally, you're limited to towing weights along with you if you want to carry more than you can fit under your arm or on your back. More than a light load reduces movement speed to two-thirds while a heavy load also reduces your all-out speed to one half. More than a heavy load drops your speed to a mere 5 feet per round as you fight your way through the water, pushing or dragging your burden.

POWER FEATS

- **Environmental Adaptation (aquatic):** This feat may also be a power feat of Swimming, allowing you to move through water as easily as you do air.

EXTRAS

- **Affects Others:** With this extra you can grant the benefits of your Swimming speed to others in contact with you. Note this isn't the same as simply carrying someone along with you while you swim, it is granting them the same Swimming movement as yours.

FLAWS

- **Duration:** Concentration duration Swimming can represent a type of focused movement effect requiring more of your concentration and effort. Since maintaining a concentration effect is a standard action, you can't use accelerated or all-out swimming movement, you're limited to the normal movement pace of your Swimming rank.

NATIVE SWIMMERS

Much of the Swimming effect is intended for *amphibious* characters, those equally at home in the water and on land. For *aquatic* creatures, those limited solely to the water, use the following guidelines:

- **Breathing:** Aquatic creatures have Immunity (drowning) but they suffocate in air like air-breathers do in the water, for a net cost of 0 points. Aquatic creatures are often Immune to cold and pressure as well, but not necessarily (paying the normal cost for those Immunities).
- **Movement:** Aquatic creatures have a normal swimming movement speed of 30 feet and can always take 10 on their Swim checks, but cannot move on land except by flopping around (about 5 feet per full-round action at most) for a net cost of 0 points. Aquatic creatures often have Swimming to improve their speed, just as many land animals have the Speed effect to improve their ground movement.
- **Senses:** Aquatic creatures often (but not necessarily) have some of the Super-Senses options discussed under the Associated Effects of Swimming. They pay normal cost for these.
- **Environment:** Aquatic creatures automatically have Environmental Adaptation (aquatic) at no cost, but suffer penalties when operating in a non-aquatic environment; generally a –2 penalty for poor conditions is the most appropriate (and easiest to apply). Those with access to the *Mastermind's Manual* may want to reverse-engineer the modifiers for aquatic environments to apply appropriate modifiers to water-breathers operating in air, but generally the condition penalty is sufficient, since the situation isn't likely to arise often.

REALISTIC SWIMMING SPEEDS

The fastest real-world marine creatures can swim around 30 MPH (Swimming 2, approximately), while the fastest underwater torpedoes can go about 250 MPH or so (Swimming 7). Gamemasters running a more realistic *M&M* game may want to limit ranks of Swimming to these speeds.

SWIMMING LEVERAGE

Gamemaster may want to apply the guidelines for Flight leverage (given in the **Flight** effect description) to Swimming movement as well, allowing powerful swimmers to push heavier weights, provided those weights are buoyant enough to float. This allows a high-rank swimmer to function like an "outboard motor" for a water vessel, for example

ASSOCIATED EFFECTS

- **Enhanced Strength:** Muscles strong enough to withstand deep water pressure and move a character at high speeds through the water may also feature truly Enhanced Strength or even Super-Strength, in the water and on land.
- **Immunity:** Immunity to drowning (1 rank) is common for swimmers, allowing them to breathe normally underwater. Immunity to cold and pressure (1 rank each) are also common effects for avoiding the frigid temperatures and crushing pressures of the ocean depths.

- **Super-Senses:** Traits like low-light vision and darkvision are useful for navigating the dim ocean depths and tremorsense allows swimmers to pick up vibrations in the water. Sharks and many other aquatic creatures have the scent trait, picking up minute traces in the water around them.

TELEPORT

Type: Movement	**Action:** Move (active)
Range: Personal	**Duration:** Instant
Saving Throw: Reflex (harmless)	**Cost:** 2 points per rank

You can move instantly from place to place without crossing the distance in between. You can teleport yourself and carry up to 100 lbs. of additional mass a distance of (power rank x 100) feet as a move action.

At rank 3 and above, you can also take a full action and teleport the distance shown on the **Extended Range Table** instead, but you lose your dodge bonus for one round after you arrive at your destination due to disorientation. You can only teleport to places you can accurately sense or know especially well (in the GM's judgment). You retain your facing and relative velocity when you teleport. So if you are falling, for example, when you teleport, you are still falling at the same speed when you arrive at your destination.

POWER FEATS

- **Change Direction:** You can change your direction or orientation after a teleport.



- **Change Velocity:** You can teleport "at rest" to your destination. Among other things, this means you can teleport out of a fall and suffer no damage.
- **Easy:** You are not disoriented when making full round teleports; you retain your dodge bonus after doing so.
- **Progression:** You increase the mass you can carry with you when you teleport. Each additional time you take this stunt, it moves your maximum "cargo" one step up the Progression Table (x 2, x 5, x 10, etc.).
- **Turnabout:** You can teleport, take a standard action, and teleport again as a full action, so long as the total distance doesn't exceed your short Teleport range (rank x 100 feet). This is Teleport's version of the Move-By Action feat (see Move-By Action, *M&M*, page 63).

EXTRAS

- **Accurate (+1):** You don't need to accurately sense your destination to teleport there, just be able to generally describe it, such as "inside the capitol building lobby" or "atop the Goodman Building's roof." If you can't accurately describe your destination or have no idea where it is, you still can't teleport there. At the GM's discretion, Dazzle and Obscure (Accurate Teleport) can temporarily block this extra like any other mental sense. This allows, among other things, for sites "shielded" against Accurate teleporters.
- **Affects Others:** This extra allows you to grant a subject the ability to teleport—either with you or alone—by touch. Note that Affects Others is voluntary, so anyone not wishing to be teleported is unaffected. To teleport unwilling targets see the Attack extra.
- **Area:** Applied to Affects Others Teleport, this extra allows you to teleport everyone in the affected area. Apply the Selective power feat if you can choose who is and is not taken along on the jaunt, otherwise, you automatically teleport everyone in the area. You can choose to leave behind physical objects not in anyone's possession whether or not you have Selective (so you don't automatically teleport all the assorted junk in the area).
- **Attack:** A Teleport Attack is a standard action and only teleports the target the effect's normal, rather than extended, range. Targets get a Reflex save (DC 10 + rank) to avoid being teleported, assuming the attack hits. At the GM's option, you may be able to make an "extended" Teleport Attack; this requires a full-round action and you lose your dodge bonus for one round after making the attack. The target is transported up to the effect's extended range and disoriented (no dodge bonus) for one round after arrival. Gamemasters should view Teleport Attacks with caution, due to their ability to quickly remove opponents from an encounter.
- **Castling (+0):** You and a willing subject within your Teleport range must "trade places" for you to teleport. You appear in the subject's location and the subject appears in yours. The subject of a Castling attempt is basically aware of who you are (if they're familiar with you), where you are (roughly), and of your desire to trade places. If they agree (as a reaction) the

effect occurs. If they refuse, nothing happens. This means you cannot castle with unconscious subjects. Castling often has some type of Communication, possibly Limited only to potential Teleport subjects, as an associated effect. If you can castle with unwilling subjects, you have a Teleport Attack Linked to your Teleport instead.

- **Portal (+2):** You open a portal or gateway between two points as a free action. The portal is 5 feet-by-5 feet in size. Anyone stepping through (a move action) is transported. The portal remains open as long as you concentrate. You can apply Progression feats to increase the size of your portal.
- **Selective Attack:** An Area Teleport Attack with this extra can teleport some targets without affecting others, as you choose.

FLAWS

- **Anchor (–1):** You are limited to teleporting either to a single specific place or to the location of a single specific object, either of which is considered "known especially well" to you. Choose one option when you apply this flaw. You can change the location of your anchor-point either by physically visiting and attuning yourself to a new site for one minute or by moving your anchor object to a new location. If you have an anchor object and it's moved without your knowledge, you still teleport to its location (which can potentially cause problems if your foes discover your anchor and move it).
- **Long-Range (–1):** You can only teleport up to extended range distance as a full-round action. You can't make short-range teleports as a move action and you can't have the Easy or Turnabout power feats.
- **Medium (–1):** You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, doorways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists.
- **Short-Range (–1):** You can't make extended range teleports, only short-range teleports as a move action.

ASSOCIATED EFFECTS

- **ESP:** The ability to perceive distant locations is quite useful in allowing a character to teleport there, particularly since ESP and long range Teleport have the same range.
- **Nauseate & Stun:** Teleportation often has disorienting side effects on passengers other than those of extended range teleports, allowing teleporters to, for example, grab an opponent and "jaunt," inflicting disorientation or nausea. This is a Linked Nauseate or Stun effect and requires a full-round action to grab the opponent and make the jump to inflict the effect. Note that if you can choose not to inflict this effect on your passengers, the Link modifier is +1 rather than +0.
- **Nullify Teleport:** "Teleport nullifiers" of one sort or another are fairly common in the comics, from mystic wards blocking the passage of spells of teleportation to super-science force fields. This is usually a Nullifying Field, preventing anyone from teleporting into or out of the affected area, although things like Nullifying Devices applied directly (headbands, collars, manacles, etc.) are also common. (See Nullify for details.)
- **Rend:** You can grab a target and teleport away with just part of them, inflicting damage! This is a touch range Penetrating Damage effect Linked to Teleport as a +1 modifier (since you presumably have the ability not to rend a passenger teleporting with you).
- **Teleport Awareness:** Characters with Teleport or related powers may acquire the Awareness Super-Sense, attuned to detecting uses of Teleport by picking up on "spatial distortions" or similar effects when someone arrives or departs via a Teleport effect. Also note that descriptor-based forms of Awareness can detect teleports involving that descriptor (Mental Awareness sensing the arrival of a psionic teleporter, for example). (See Super-Senses for more information.)

TRANSFORM

Type: Alteration	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained (lasting)
Saving Throw: Fortitude	**Cost:** 3-6 points per rank

You can change a target into something else. Make an attack roll to hit your target, who makes a Fortitude save (DC 10 + Transform rank). If the save fails, the target transforms. Inanimate targets transform automatically, so long as you can affect their mass. Characters can make a Reflex saving throw for any worn or held object. You can transform 1 pound of inanimate mass at rank 1. Each additional rank moves this one step up the **Progression Table**. The transformation lasts as long as you continue sustaining it. When you stop, the target reverts to normal. What you can transform affects cost per rank:

- **3 points:** Transform one thing into one other thing (flesh into stone, people into frogs, metal into wood, broken objects into repaired ones, etc.).
- **4 points:** Transform a narrow group of targets into one of a narrow group of results (animals into humanoids, or vice versa, one type of metal into any other, etc.). Transform targets of a broad group into one result or a single target into any of a broad group.
- **5 points:** Transform targets of a broad group into one of a broad group of results (inanimate objects or living creatures).
- **6 points**: Transform anything into anything else.

You can change around a transformed target's physical traits, so long as their point total remains the same or less. Adding new traits (such as giving a target wings) can be paid for by adding drawbacks or reducing other traits to compensate (or by Linking an Affects Others Variable structure to Transform, allowing you to add traits to the subject).

TRANSFORMING DEVICES AND EQUIPMENT

Transforming someone's devices or equipment requires targeting them first, as given under **Attacking Objects** (from *M&M*, page 155)*:* a held object has a Defense of the holder's Defense + the object's size modifier + 5, while a worn or carried object has a Defense of the holder's Defense + the object's size modifier. So transforming a held weapon like a gun requires an attack roll

against the holder's Defense + 9 (+5 base +4 for a diminutive-sized object), targeting a worn suit of armor is an attack against the holder's Defense (with no modifier for a medium-sized object).

Equipment is transformed automatically so long as the effect has sufficient rank to encompass its entire mass. The holder or wearer of a Device gets a Reflex saving throw to avoid having it transformed (DC 10 + Transform rank); a successful save means no effect. Transform is merely another way of "removing" a Device or equipment, considered a part of the discount that they offer, although transformed Devices should eventually be restored or replaced.

MENTAL TRANSFORM

Transformed targets normally retain their mental traits and personality, although animate targets made inanimate are effectively rendered unconscious. A Transform effect with the Will Save modifier can change targets mentally as well as physically. A mental transformation is considered a separate effect; apply modifiers and power stunts to it separately. To transform a target both mentally and physically at once, link the two Transforms together (see the **Linked** power modifier). The type of mental transformation determines cost per rank:

- **2 point:** Change the target's memories or recollections, making the target forget something, or remember things differently.
- **3 point:** Change around the target's mental traits.
- **4 points:** Completely alter the target's mind, effectively creating an entirely new personality. You can change around their mental traits as desired, so long as their point value remains the same or less.

POWER FEATS

- **Affects Insubstantial:** Transform needs this power feat to affect incorporeal targets, but works normally on subjects with lower ranks of Insubstantial.
- **Reversible:** Transform effects are generally reversible and do not require this feat.
- **Subtle:** While a Transform effect is not itself Subtle in that the target is clearly transformed, this power feat can help conceal the source of the effect, making it less noticeable or not noticeable at all.

EXTRAS

- **Alternate Save:** Transform based on Will is a Mental Transform effect; see the previous section for details.
- **Area:** An Area Transform effect changes all of the targets in the area in the same way. Each target makes its own saving throw, although the GM may choose to make a single save for a group of minions or other undifferentiated characters.
- **Duration:** Continuous transformations last until you choose to reverse them (or they are nullified). The GM can require that a Continuous Transform effect have some other reasonable way of undoing it, from a kiss from royalty to soaking in water, depending on the effect's descriptors.
- **Selective Attack:** An Area Transform with this extra can transform only those subjects you choose, excluding others.

FLAWS

- **Duration:** Transform with a duration of concentration requires constant attention (and a standard action each round) to maintain. Transform cannot have an instant duration.
- **Limited:** Transform effects limited to particular subjects or results should have their base cost adjusted as given in the effect's description rather than applying this flaw. Transform effects limited in other ways may still have the Limited flaw.
- **Permanent:** This flaw does not apply to Transform, since permanent transformations are generally more of an advantage, and Continuous Transform is as close to permanent as the effect gets.
- **Range:** Touch range Transform requires a successful melee attack roll to touch the subject. Transform cannot be personal range and does not work on you; to transform yourself in various ways see Morph and the Variable power structure as well as the Shapeshift power in the following chapter.

Example—Petrifying Gaze: *Your baleful gaze can turn living creatures to stone! Take a standard action; the opponent must meet your gaze (see the* ***Sense-Dependent*** *flaw description). Targets get a Reflex saving throw to glance away at the last moment. If it fails, they make a Fortitude save. On a failure, they turn to immobile stone. They remain so until you choose to restore them, your effect is nullified,*

UNDER THE HOOD: TRANSFORM

Transform is a powerful effect, particularly in the hands of a cunning player. To a degree, Transform can duplicate certain other effects, such as trapping a target by transforming air into a solid material (Snare) or turning oxygen into an unbreathable gas (Suffocate). This is perfectly allowable; use the rules for those other effects as guidelines.

Keep in mind, however, that Transform has a Sustained duration (not Instant like Snare, or Concentration like Suffocate), which may affect how such "tricks" work (e.g., the snare disappears if the character is stunned, the suffocating gas dissipates unless the character concentrates each round to continue transforming it, etc.). As always, the GM should use common sense and good judgment, following Rule Number One (see **Rule Number One**, *M&M,* page 7).

Gamemasters may wish to limit the higher levels of Transform and Mental Transform, especially the "anything into anything" level, to NPCs only. The 5-point level of any inanimate object into any other works well for "transmuter" characters, however.

You may wish to require characters using Transform to acquire money (gold, precious gems, etc.) or other permanent material goods to spend power points on rank of the Benefit feat to reflect this newfound wealth; otherwise, the goods fade or remain impermanent in some way.

or they are restored by another Transform effect or the petrification is countered. This is a singular Transform (flesh to stone, 3 points per rank) with the Range (Perception) and Duration (Continuous) extras and the Sense-Dependent flaw. It costs 4 points per rank. If anyone even looking at you may be petrified, decrease the required action to reaction, increasing cost to 7 points per rank.

Example—Memory Alteration: *You can mentally alter a person's memories. Choose a target you can accurately perceive. The target makes a Will save. If it fails, the target's memories are altered as you wish. This is a Mental Transform (memories, 2 points per rank) with the Range (Perception) extra. It costs 3 points per rank.*

TRIP

Type: Attack	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: See description	**Cost:** 1 point per rank

You can make a trip attack (see **Trip**, *M&M,* page 159) at normal range, with no modifier for your size category, only the target's size category (since larger targets are still harder to move). Make a ranged attack roll. If successful, the target makes a Strength or Dexterity check, whichever is better, against the results of your power check. If you win, the target falls prone. The target does not get the opportunity to trip you.

POWER FEATS

- **Improved Trip:** Targets of your Trip effect use the worse of Strength or Dexterity to resist it. This is just like the regular Improved Trip feat, but as a power feat.

EXTRAS

- **Alternate Save:** Since Trip doesn't technically have a saving throw this modifier does not apply to it.
- **Area:** An Area Trip effect works on everyone in the area at the same time. Make a single power check and compare the results against the targets' Dexterity or Strength checks.
- **Duration:** If a Trip effect's duration is extended beyond instant, it continues to affect its target(s) on succeeding rounds. Any time the target gets back up, make another opposed check to avoid being tripped again.
- **Knockback (+1):** If you successfully trip the target, you also knock the target back with an effective "damage bonus" equal to your Trip power rank (see Knockback, *M&M*, page 165, for details).
- **Opposed by (Ability) (+0):** A Trip effect with this modifier always uses a particular ability, either Strength or Dexterity, to oppose it. So an Opposed by Dexterity Trip effect is always an opposed roll of Trip vs. Dexterity, for example. The effect can sometimes take advantage of targets with an inferior ability, but at the cost of being less effective against targets with a superior ability score. You can't have the Improved Trip power feat.
- **Range:** A Perception range Trip effect does not require an attack roll, but still requires an opposed power check to trip the target.
- **Selective Attack:** An Area Trip effect with this modifier can affect only some targets in the area and exclude others, as you wish.

FLAWS

- **Range:** A Trip effect limited to touch range still retains the benefits of ignoring your size category and not giving the target the opportunity to trip you, making it somewhat more advantageous than a standard trip attack.

VARIABLE

The Variable power structure is located in the **Power Structures** section (see page 113).

POWER FEATS

Power feats expand an effect's utility in various ways. Acquiring a power feat costs 1 power point, just like a normal feat, and characters can use extra effort to temporarily acquire a power feat they don't already have. Power feats are *options* for an effect; you can generally decide to use them or not when you use the effect itself.

ACCURATE

An effect with this feat is especially accurate; you get +2 on attack rolls made with it. This power feat can be applied multiple times, each time it grants an additional +2 on attack rolls. The campaign's power level limits maximum attack bonus with any given effect. The GM may choose to waive this limit for Accurate feats acquired via extra effort (given their temporary nature).

AFFECTS INSUBSTANTIAL

An effect with this feat works on insubstantial targets, in addition to having its normal effect on corporeal targets. One application of Affects Insubstantial allows the power to work at half its normal rank against insubstantial targets; two applications allow it to function at its full rank against them. Sensory effects do not require this feat, since they already affect insubstantial targets.

ALTERNATE POWER

This feat provides an additional Alternate Power for an Array, a different way in which it can be used (see the **Array** power structure description for details).

Alternate Power is also usable via extra effort, temporarily reconfiguring an existing power (see **Powers and Extra Effort** in **Chapter 3** for details).

DIMENSIONAL

This feat allows an effect to work on targets in another dimension (if any exist in the campaign). You affect your proximate location in the other dimension as if you were actually there, figuring range modifiers from that point.

You can take this feat multiple times. If you take it a second time, your effect can reach into any of a related group of dimensions (mythic dimensions, mystic dimensions, fiendish planes, and so forth). If you take it a third time, it can reach into any other dimension in the setting.

For many powers, you may need a Dimensional ESP effect to target them. Otherwise, targets have total concealment from you, and any attack has a 50% miss chance, assuming it's targeted in the right area at all.

EXTENDED REACH

Each time you apply this feat to a touch range power, you extend the power's reach by 5 feet. This may represent a short-ranged power or an effect with a somewhat greater reach, like a whip or similar weapon.

HOMING

This feat grants an effect an additional opportunity to hit. If an attack roll with a Homing power fails, it attempts to hit again on the following round on your initiative, requiring only a free action to maintain and leaving you free to take other actions, including making another attack.

The Homing power uses the same accurate sense as the original attack, so concealment effective against that sense may confuse the Homing attack and cause it to miss. If a Homing attack misses due to concealment, it has lost its "lock" on the target and does not get any further chances to hit. You can buy Super-Senses Linked to the Homing effect, if desired (to create things like radar-guided or heat-seeking missiles, for example). If a Homing attack is countered before it hits, it loses any remaining chances to hit.

You can apply this feat multiple times, each time moves the number of additional chances to hit one step up the **Progression Table**, but the effect still only gets one attack roll per round.

IMPROVED RANGE

This feat improves the range increment of a ranged effect, moving the base increment (power rank x 10 feet) one step up the **Progression Table**. So Improved Range 1 makes a ranged effect's increment (rank x 25) feet, then (rank x 50), and so forth. This does not increase the effect's maximum range (see **Ranged**, page 13).

INCURABLE

The damage caused by an effect with this feat cannot be healed by powers such as Healing and Regeneration; the target must recover at the normal rate. Powers with the Persistent feat can heal Incurable damage.

INDIRECT

An effect with this feat can originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the power's origin point and the target. The range modifier is based on the distance from the attacker to the target, regardless of where the effect originates. An Indirect effect normally originates from a fixed point directed away from you. In some cases, an Indirect effect may count as a surprise attack (see **Surprise Attacks**, *M&M,* page 163).

If you apply this feat a second time, the power's effect can come from any point directed away from you, including behind you. If you apply it three times, the effect can also be directed *toward* you (hitting a target in front of you from behind, for example).

INNATE

An effect with this feat is an innate part of your nature. Trait effects, such as Boost, Drain, or Nullify, cannot alter it. Gamemasters should exercise caution in allowing the application of this feat; the power must be a truly innate trait, such as an elephant's size or a ghost's incorporeal nature. If the effect is not something normal to the character's species or type, it probably isn't innate. Unlike other power feats, the use of innate is *not* optional: you cannot choose not to apply the feat's benefits.

Since Innate is essentially the same as a very limited Immunity to Trait Effects applies to a particular effect or power, and complete Immunity to Trait Effects is 5 ranks of Immunity, the Gamemaster may choose to allow characters requiring 4 or more instances of the Innate feat to simply take 4 ranks of it and apply to as many of the character's effects or powers as desired.

KNOCKBACK

Applied to an effect that causes knockback (see **Knockback**, *M&M*, page 165), this ranked power feat adds +1 per rank to the effect's rank when determining knockback. So a rank 5 Blast power with rank 3 Knockback is treated as Blast 8 for determining its knockback effect. Generally, this feat is limited to no more ranks than the rank of the effect, but the GM may modify this as desired.

MOVING FEINT

You can substitute twice the power rank of a movement effect with this power feat for your Bluff check modifier when making a check to feint in combat (see **Bluff**, *M&M*, page 42, for details). You must use the effect to move during the round in which you feint, making the attempt a full round action (a move action to move plus a standard action for the feint check).

> ***Example:*** *Siren is fighting Devil Ray in the waters of Great Bay. Using Moving Feint, Siren swims rapidly in circle around the undersea villain, attempting to distract him. Siren's player makes a check of d20 + 16 (twice Siren's Swimming power rank) against the result of Devil Ray's Sense Motive check. If she is successful, Devil Ray loses his dodge bonus against Siren's next attack, distracted by her dazzling speed.*

PRECISE

Effects with this feat are especially precise. You can use a Precise effect to perform tasks requiring delicacy and fine control, such as using Precise Ranged Damage to spot-weld or carve your initials, Precise Move Object to type or pick a lock, Precise Environmental Control to match a particular temperature exactly, and so forth. The GM has final say as to what tasks can be performed with a Precise effect and may require a power, skill, or ability check to determine the degree of precision with any given task. A ranged attack effect



with the Precise modifier gains the benefits of the Precise Shot feat (see **Precise Shot**, *M&M*, page 63), which is essentially the same thing.

PROGRESSION

Each time you apply this feat, move the area, range, mass, subjects, or other trait of the effect one step up the **Progression Table**. See the effect and modifier descriptions for details on specific applications of Progression.

REVERSIBLE

You can remove the lingering results of an effect with this feat at will as a free action, so long as the subject is within the effect's range. Examples include removing the damage conditions from a Damage effect, repairing damage done by Drain Toughness, or removing a Dazzle or Snare effect instantly. Normally, you have no control over the lingering results of such effects.

RICOCHET

You can ricochet, or bounce, an attack effect with this feat off of a solid surface once to change its direction. This allows you to attack around corners, overcome cover and possibly gain a surprise attack bonus against an opponent. It does *not* allow you to affect multiple targets. The "bounce" has no effect apart from changing the attack's direction. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. You can take this feat multiple times; each time allows you to ricochet the attack an additional time before it hits. In some cases, a Ricochet effect may count as a surprise attack (see **Surprise Attacks**, *M&M*, page 163).

SEDATION

An effect able to cause unconsciousness can, with this feat, keep an unconscious subject from regaining consciousness as a sustained lasting effect. The subject gets a recovery check from unconsciousness for each interval on the **Time Table** rather than each minute, starting at one minute. If you concentrate during the time interval, the subject gains no bonus to the save to recover from that interval (as with a normal sustained lasting power).

SELECTIVE

An effect with this feat is discriminating, allowing you to decide what is and is not affected. This is most useful for Area effects (see the **Area** power extra description). You must be able to accurately perceive a target in order to decide whether or not to affect it. If the power requires an attack roll or allows a saving throw, then Selective is an extra instead of a power feat (see the **Selective Attack** extra).

SLOW FADE

An effect that fades over time—such as a trait effect or an effect with the Fades modifier—does so slower with this power feat. Each application moves the time interval one step down the **Time Table**: from one round to five rounds to one minute (10 rounds), and so forth.

SPLIT ATTACK

With this feat, an effect normally affecting one target can split its effect between two targets. The attacker chooses how many ranks to apply to each target up to the power's total rank. So a rank 10 power could be split 5/5, 4/6, 2/8, or any other total adding up to 10 (whole numbers only). If an attack roll is required, the attacker makes one roll, comparing the results against each target. The power affects the target normally at its reduced rank.

Each additional application of this feat allows the power to split an additional time, so two applications of this feat allows an effect to split among three targets, then four, and so forth. An effect cannot split to less than one rank per target, and cannot apply more than one split to the same target.

SUBTLE

Subtle effects are not as noticeable. A subtle effect may be used to catch a target unaware and may in some cases qualify for a surprise attack (see **Surprise Attacks**, *M&M,* page 163). One application of this feat makes an effect difficult to notice; a DC 20 Notice check is required, or the effect is noticeable only to certain exotic senses (at the GM's discretion). A second application makes the effect completely undetectable.

TRIGGERED

An instant duration effect with this feat can be "set" to activate under particular circumstances, such as in response to a particular danger, after a set amount of time has passed, in response to a particular event, and so forth. The circumstances must be detectable by your senses. You can acquire Super-Senses Limited to Triggered effects, if desired. Setting the effect requires the same action as using it normally. Any necessary rolls are made when you set the effect's trigger. Setting the effect requires the same action as using it normally.

A Triggered effect lying in wait may be detected with a Notice check (DC 10 + power rank) and in some cases disarmed with a successful Disable Device check or appropriate power check (such as Nullify or another countering power) with a DC of (10 + power rank).

A Triggered effect is good for one use, an instant duration. You can apply the Duration modifier to the power as a whole to extend the trigger's duration, allowing the effect to go off multiple times, so long as its duration lasts (this usually requires a continuous duration). This does not affect the normal duration of the triggered effect itself.

If you apply this feat a second time, you can change the trigger condition each time you set it.

VARIABLE DESCRIPTOR

You can change the descriptors of an effect with this power feat, varying them as a free action once per round. For one rank with this feat, you can apply any of a closely related group of descriptors, such as weather, electromagnetic, temperature, and so forth. For two ranks, you can apply any of a broad group of descriptors, such as any mental, magical, or technological descriptor. The GM decides if any given descriptor is appropriate for use with a particular effect and this feat.

POWER MODIFIERS

Power modifiers enhance or weaken effects in various ways, sometimes significantly changing how they work.

APPLYING MODIFIERS

Modifiers are permanent changes to how effects work. Positive modifiers, called *extras*, increase an effect's cost per rank by 1. Negative modifiers, called *flaws*, reduce an effect's cost per rank by 1. To determine the final cost, add the effect's base cost per rank, plus the total positive modifiers, minus the total negative modifiers. If the result is a positive number, that's the effect's new cost per rank. So an effect costing 2 points per rank with modifiers of +3 and –1 has a final cost per rank of 4 points (2 + 3 – 1 = 4).

FRACTIONAL EFFECT COSTS

If modifiers reduce an effect's cost to less than 1 power point per rank, each additional –1 modifier beyond that *adds* to the number of ranks you get by spending 1 power point on a 1-to-1 basis. So 1-point effect with a –1 modifier, rather than dropping to a cost of 0 points per rank instead gets 2 ranks for 1 power point.

An effect's cost can be expressed as the ratio of power points per rank (PP:R). So an effect costing 3 power points per rank is 3:1. If that effect has a total of –2 in modifiers, it costs 1:1, or 1 power point per rank. Applying another –1 modifier adds to the second part of the ratio, making it 1:2, or 1 power point per two ranks, and so forth.

Continue the progression for further reductions. Gamemasters may wish to limit the final modified cost ratio of any effect in the campaign (to 1:1, 1:2, 1:4, or whatever figure is appropriate). As a general rule, 1:5 (five effect ranks per power point) should be the lowest modified cost for an effect in *Mutants & Masterminds*, but the GM sets the limit (if any).

> ***Example:*** *The Soldier has Protection, but only effective against bludgeoning damage (a –3 modifier) and the Impervious extra (a +1 modifier) for a total modifier of –2. Since Protection costs 1 point per rank, the –2 modifier increases the number of ranks per power point, so the final cost of the power is 1 power point per 3 ranks of Impervious Protection vs. bludgeoning damage (from a 1:1 to a 1:3 ratio).*

PARTIAL MODIFIERS

You can apply a modifier to only *some* of an effect's ranks and not others in order to fine-tune the effect. A modifier must apply to at least one rank, and may apply to as many ranks as the effect has. The change in cost and effect applies only to the ranks with the modifier; the unmodified ranks have their normal cost and effect.

> ***Example:*** *Talona's claws provide her with 8 ranks of the Strike power, but have a limited ability to penetrate Protection. The last 4 ranks have the flaw Limited (not against ranks of Protection), so they cost 1 point per 2 ranks rather 1 point per rank. The first 4 ranks have their normal cost (1 point per rank), so the Strike power costs 6 points total: 4 points for the first 4 ranks and 2 points for the second 4 ranks. Against targets with Protection, Talona has a +4 melee damage bonus from her claws rather than +8.*

EXTRA DESCRIPTIONS

Unless specified otherwise, the following extras increase an effect's cost per rank by 1 point per application of the extra.

ACTION +1 MODIFIER/STEP

Using an effect requires one of the following types of actions: reaction, free, move, standard, or full action. Reducing the action required to use an effect is a +1 modifier per step (full action to standard action, for example). An effect's required action cannot be reduced to none unless the effect is permanent (in which case it is generally automatic, see the **Permanent** flaw description). Gamemasters should be cautious about allowing this extra for attack effects. Movement effects cannot take this extra, since the move action required to use a movement effect is part of the character's normal movement.

AFFECTS CORPOREAL +1 MODIFIER

An incorporeal being can use an effect with this extra on the corporeal world (see the **Insubstantial** effect description). Characters with lower ranks of Insubstantial do not require this extra for their effects to work on the physical world, although they can apply it to their Strength bonus to allow them to apply their Strength while Insubstantial.

AFFECTS OBJECTS +0/+1 MODIFIER

A Fortitude effect with this modifier works on non-living objects (those with no Constitution score). Generally, this extra applies to effects that heal or weaken living creatures, such as Boost, Drain, Healing, and Regeneration, allowing them to work on objects in the same way. If the effect works only on objects, and not living creatures, this is a +0 modifier.

AFFECTS OTHERS +0/+1 MODIFIER

This extra allows you to give someone else use of a personal power. You must touch the subject as a standard action, and they have control over their use of the power, although you can withdraw it when you wish. If you are unable to maintain the power, it stops working, even if someone else is using it. Both you and your subject(s) can use the power simultaneously.

If the power *only* affects others, and not you, there's no change in cost (a +0 modifier), essentially a combination of Affects Others and Limited (only others). You can increase the number of characters you can grant the power to simultaneously with the Progression power feat.

(ALTERNATE) SAVE +0/+1 MODIFIER

An effect with this modifier has a different saving throw than usual. The power's effects and saving throw Difficulty Class remain the same, only the save differs. This is particularly important for Toughness save powers, which have a base DC of 15 + rank, rather than 10 + rank. If you change an effect with a Toughness save to another save, its save DC remains 15 + rank.

When applied to powers requiring a Toughness saving throw, Alternate Save is a +1 modifier and can only make the power's save Fortitude or Will. Fortitude generally represents a toxic effect like a poison, while Will represents a mental or spiritual attack. In either case the power only works on targets with the appropriate save: Fortitude only affects living targets with a Constitution score. Will only affects creatures with all three mental ability scores. Neither works on inanimate objects.

Applied to powers requiring some other saves, this modifier does not change an effect's cost (it is a +0 modifier). The GM may choose to add a modifier if the alternate save grants a significant advantage in the campaign, but usually the differences in utility against various targets even out.

AREA +1 MODIFIER

This extra allows an effect that normally works on a single target to affect an entire area. Area effects are defined as *targeted* or *general*, by their shape, and by their interaction with effect range and duration.

Effects that already affect a given area cannot apply this modifier; their area is defined by the effect's rank and the use of the Progression power feat (see the **Progression** power feat description).

GENERAL AND TARGETED AREA EFFECTS

Choose one of the following options:

- **General:** A general area effect follows the normal area attack rules given in Mutants & Masterminds: targets in the affected area receive a Reflex saving throw to reduce the effect (or eliminate it entirely, if they have the Evasion feat). General area effects do not require attack rolls and cannot benefit from trade-offs on power level limits; they're limited to a saving throw DC modifier of no more than the power level.
- **Targeted:** A targeted area effect is an option for any effect that normally requires an attack roll. It allows the effect to "attack" everyone in the affected area. The attacker makes a single attack roll for the effect, comparing the result to the Defense of each potential target in the area, meaning the effect may hit some and miss others. The targets hit by the attack receive the normal saving throw against it, but do not get a Reflex save to reduce or eliminate the effect, unlike general area effects. The Evasion feat does not apply to targeted area effects, since they do not allow a Reflex saving throw. Attack and Save DC trade-offs apply to targeted area effects, since they require an attack roll.

AREA EFFECT SHAPE

Choose one of the following options:

- **Burst:** The effect fills a sphere with a 5-foot radius per rank. Bursts on level surfaces (like the ground) create hemispheres (rank x 5 feet) in radius and height.
- **Cloud:** The effect fills a sphere 5-feet in diameter (not radius) per rank and lingers in that area for one round after its duration expires (affecting any targets in the area normally during the additional round). Clouds on level surfaces (like the ground) create hemispheres (rank x 5 feet) in diameter and half that distance in height.
- **Cone:** The effect fills a cone with a final length, width, and height of 10 feet per rank, spreading out from the effect's starting point. Cones on a level surface halve their final height.

- **Cylinder:** The effect fills a cylinder with a total radius and height of 5 feet per rank. So, for example, a rank 10 Cylinder Area could have a 20-foot radius and a height of 30 feet, a 10-foot radius and a height of 40 feet, or any other combination adding up to 50 feet (10 ranks x 5 feet).
- **Line:** The effect fills a path 5 feet wide and 10 feet per rank long in a straight line.
- **Perception:** The effect works on anyone able to perceive the target point with a particular sense, chosen when you apply this extra, like a Sense-Dependent effect (see the Sense-Dependent modifier). Targets get a Reflex saving throw, as usual, but if the save is successful suffer no effect (rather than half). Concealment that prevents a target from perceiving the effect also blocks it. Perception Area effects must be General, and cannot be Targeted. This modifier includes the Sense-Dependent flaw (see Flaws) so it cannot be applied again. If it is applied to an already Sense-Dependent effect, it is a +2 extra rather than +1.
- **Shapeable:** The effect fills a 5-foot square cube per rank, and you may arrange the area's volume in any shape you wish, so long as all of the cubes are touching. Each application of the Progression power feat increases the number of cubes per rank (2, 5, 10, and so forth).
- **Trail:** The effect fills a line up to 10 feet per rank behind you as you move, affecting anyone in the area you've moved through. Note the action required to use the effect does not change unless you also apply an Action modifier. So as a default, you have to take a standard action each round to use a Trail Area attack effect.

ENLARGING AND REDUCING AREA

You may affect a smaller area than your maximum by lowering the effect's rank (reducing its effectiveness as well). So a rank 8 burst area has a radius of 40 feet (8 x 5 feet). If you lower the power's rank to 4, you reduce the radius to 20 feet. Effects with the Full Power drawback cannot adjust their area, since you cannot voluntarily lower the effect's rank.

The Progression power feat increases the size of an Area effect, moving its base distance one step up the **Progression Table**. Since power feat use is optional, you can choose not to use extra area provided by Progression without lowering the effect's rank.

The Progression feat can also *reduce* the size of an Area effect: each feat acquired for this purpose lowers the effect's effective rank by one to a minimum of one rank. This is a separate application of Progression and is likewise optional, you choose how much to reduce the area's size, or if you reduce it at all.

AREA AND RANGE

The Area modifier interacts with different ranges as follows:

- **Touch:** An effect must be at least touch range in order to apply the Area extra (personal range effects work only on the user by definition). A Touch Area effect originates from the user and fills the affected area; the user is not affected by it. So, for example, a touch range Burst Area Damage effect does not damage the user. This immunity does not extend to anyone else: for that, apply the Selective Attack extra.
- **Ranged:** A ranged Area effect's area can be placed anywhere within the effect's range, extending to fill the area's volume.
- **Perception:** A perception range area effect can be placed anywhere the user can accurately perceive. Neither General nor Targeted Perception Area effects require an attack roll or allow a Reflex save to reduce their effects, although targets still get a normal save against the effect. General Perception Areas are blocked by concealment: if the attacker can't accurately perceive a target in the area, it is unaffected. Thus even heavy smoke or darkness can block a General Perception Area effect. Cover that does not provide concealment does not block a General Perception Area effect. Targeted Perception Area effects are blocked by cover, much like conventional explosions: solid barriers can interfere with the effect, even if they are transparent, and the effect ignores concealment like darkness, shadows, or smoke. Only targets behind complete cover are unaffected.

Example: *Mastermind has a General Burst Area Mind Control effect, allowing him to seize control of the minds of everyone in the area. He must be able to accurately perceive a target to control it; an invisible foe or one out of his line of sight, for example, would be unaffected, even if they were within the radius of the burst. On the other hand, targets behind a glass wall are affected, since Mastermind can perceive them. Fear-Master has a Targeted Burst Area Emotion Control (fear) effect—a fear-inducing gas. Targets behind a solid barrier (such as on the other side of that glass wall) are unaffected, but the invisible or concealed target is, even though Fear-Master can't see him.*

AREA AND DURATION

If the Area effect has a duration longer than instant, choose one of the following options (with no change in cost):

- **Stationary:** A stationary Area effect remains where it is placed for as long as the effect lasts. Anyone in the area (or entering the area) is affected for as long as they remain. Anyone leaving the area is no longer affected.
- **Attached:** An attached Area effect remains with the targets it initially affects for as long as the effect lasts, even if those targets leave the initial area. Others who enter the area after the initial effect are not affected by it, only the initial targets.

ATTACK +0 MODIFIER

This extra applies to personal range effects, making them into attack effects. Examples include Shrinking and Teleport, creating attacks that cause a target to shrink or teleport away. Unlike most extras, the effect's cost does not change, although it does work differently.

The effect no longer works on you, so a Teleport Attack can't be used to teleport yourself. It affects one creature of any size or 100 lbs. of inanimate mass. You can increase affected mass with the Progression power feat. The effect has touch range and requires a standard action and a melee attack roll to touch the subject. Its ranged can be improved with the Range extra. Its required

action can be changed with the Action modifier. The target gets an appropriate saving throw, determined when the effect is purchased. Generally Reflex or Will saves are the most appropriate, with a DC of 10 + power rank.

You must define reasonably common defenses that negate an Attack effect entirely, such as force fields or the ability to teleport blocking a Teleport Attack. You control the effect, and maintain it, if it has a duration longer than instant.

If you want both versions of an Attack effect, such as being able to Teleport yourself and Teleport others as an attack, take both as configurations of an Array structure. For the ability to use both options simultaneously—to teleport a target and yourself at the same time, for example—apply a +1 modifier.

AURA +1 MODIFIER

A touch range sustained duration effect with this extra automatically affects anyone touching you, including anyone who strikes or grapples you unarmed, as well as anyone you touch or grapple.

To apply this extra, first modify the effect's range and duration, if they are not already touch and sustained, then apply the Aura modifier. So a Damage effect (which is touch range and instant duration) would need a +2 Duration modifier along with the +1 Aura modifier.

You can turn your aura on or off as a free action and it is sustained in duration (the effect itself has its normal duration, so a Stun Aura's effect is still instant in duration and lasting). You can change your aura effect's duration with Duration modifiers. You can apply the Selective feat to change what parts of your body the aura covers as a free action; it normally surrounds you completely.

Any attacker who makes a successful unarmed attack or a successful attack roll to begin a grapple is automatically affected by your Aura. This includes those attacks which you successfully block in such a manner that the attacker comes into contact with your Aura. The attacker gets a normal saving throw against the Aura's effect.

An attacker using a melee weapon does not come into direct contact with your Aura and therefore is generally not affected by it, although the Aura may affect the weapon itself. Descriptors can also affect this; for example, an Electrical Damage Aura could conduct through a metal weapon, affecting the wielder, while leaving the weapon itself largely undamaged. The Gamemaster should adjudicate these on a case-by-case basis.

If you make an unarmed attack while your Aura is active, a Damage Aura stacks with your melee damage, while targets save against other Aura effects separately.

You can also inflict your Aura effect on anyone you successfully grapple; you only need to make a successful attack roll to initiate the grapple, the effect occurs whether or not you win the opposed grapple check. It occurs again each round on your action so long as the grapple continues, which is likely to encourage your opponent to release you and escape the grapple as soon as possible. If you activate your Aura while being grappled, it affects anyone grappling you automatically (and, again, will likely encourage them to let go).

An Aura effect does not provide any protection against attacks (beyond dissuading opponents from attacking you unarmed); use an appropriate defense effect like Protection for that.



MENTAL AURA

Optionally, an Aura may be set up as a Mental Aura, "surrounding" your mind rather than your body. This has the same cost and requirements as a regular Aura effect. In this case, the Aura affects anyone "touching" your mind with an effect like Mind Reading or Mind Control or engaging you in a mental grapple (see **Mental Grapple**, *M&M,* page 157). A Mental Aura does *not* affect those with whom you initiate a mental grapple, only opponents who attempt to mentally grapple you. Otherwise, it works essentially the same: the aggressor must immediately save against the Mental Aura effect and must do so again on each of your actions so long as mental contact is maintained.

> ***Example:*** *The Murder Spirit Jack-A-Knives is not only Immune to Mental Effects, but also has a rank 4 Mental Stun Aura, inflicting agony on anyone foolish enough to attempt to delve into its mind. Anyone contacting Jack-A-Knives' host with an effect like Mind Reading must immediately make a Will saving throw against the Mental Aura's Stun effect (DC 14 for its rank).*

AUTOFIRE +1 MODIFIER

An Autofire power fires multiple shots in a standard action. Autofire can apply to any power requiring an attack roll (see **Autofire Attack**, *M&M,* page 160, for details).

To use an Autofire attack against a single target, make your attack roll normally. For every 2 points your attack roll exceed the

target's Defense, increase the attack's saving throw DC by +1, to a maximum of +5 (or half the attack's damage bonus, rounded up, whichever is less.).

If an Impervious defense (Force Field or Protection, for example) would normally ignore the attack before any increase in the save DC, then the attack has no effect as usual; a volley of multiple shots is no more likely to penetrate an Impervious defense than just one.

MULTIPLE TARGETS

You can use Autofire to attack multiple targets at once as a full action by "walking" the Autofire attack from target to target. Choose a line of 5-foot squares no greater in number than your attack bonus. You may make attack rolls to hit targets, one target at a time, starting at one end of the line and continuing to the other end. You suffer a penalty to each of your attack rolls equal to the total number of squares. If you miss one target, you may still attempt to hit the others.

COVERING FIRE

An Autofire attack can provide cover for an ally. Take a full action and choose an ally in your line of sight, who receives a +4 dodge bonus against enemies in your line of sight and in range of your Autofire attack. (You have to be able to shoot at them to get them to keep their heads down or this maneuver won't work.) You cannot lay down covering fire for an ally in melee. Each character after the first who lays down covering fire for the same individual grants an additional +1 dodge bonus. All covering fire attackers receive a free attack if an opponent chooses to ignore the dodge bonus granted to the protected target.

SUPPRESSION FIRE

An Autofire attack can lay down a volley to force opponents to seek cover. Take a full-round action and choose an opponent, who receives a –4 penalty to attack rolls and checks for one round while in your line of sight and in range of your attack. An opponent who chooses not to seek cover ignores the attack modifier from by suppression fire but is automatically attacked (a free action for you). You cannot lay down suppression fire on an opponent in melee. Each character after the first who lays down suppression fire for the same target imposes an additional –1 penalty. All suppression fire attackers receive a free attack if the target fails to take cover or otherwise get out of their sight.

Applying this extra a second time reduces the Autofire interval (the amount your attack roll needs to exceed the target's Defense) to 1 instead of 2. Another application of the extra can also increase the maximum saving throw DC bonus to +10, or the attack's normal save DC modifier, whichever is less. The bonus granted by Autofire does not count against power level limits.

CONTAGIOUS +1 MODIFIER

Contagious powers work on both the target and anyone coming into contact with the target. New targets save against the power normally. They also become contagious, and the effect lingers until all traces have been eliminated. A Contagious power is also eliminated if you stop maintaining it, although Continuous Contagious effects remain without need for maintenance. Examples of powers with this extra include "sticky" Snares trapping anyone touching them, Contagious Disease Drains, or even a Nullify effect spreading from one victim to another.

DISEASE +2 MODIFIER

This extra causes an instant duration effect to work like a disease. If the target's saving throw fails, the target is infected, but the Disease effect does not work immediately. Instead, on the following day, the target makes another save. If that save fails, the effect occurs, if the save succeeds, there is no effect that day. The target makes another save each day. Two successful saves in a row eliminate the Disease effect from the target's system; otherwise it continues to occur each day. The target cannot recover from the Disease effect until it is cured. A Healing effect can counter a Disease effect with a (DC 10 + power rank) check.

DURATION +1 MODIFIER

An effect has one of the following durations: Instant, Concentration, Sustained, or Continuous. Increasing duration one step (from instant to concentration, for example) is a +1 modifier. Permanent duration is a flaw applied to Continuous effects (see **Permanent**, page 104, and see **Duration**, page 103, for more information).

EXPLOSION +1 MODIFIER

The effect with this modifier radiates out 10 feet per rank from a center point, much like a Burst Area (see the **Area** modifier), except it loses one rank of effectiveness per 10 feet after the first (having its full effect in the first 10-foot radius, then minus 1 rank, minus 2, and so forth). You are affected by the effect if you're within it's area, unless it's a touch range or you have Immunity to the effect.

IMPERVIOUS +1 MODIFIER

A saving throw with this modifier is especially resistant. Any effect with a Save Difficulty modifier less than the Impervious save's bonus is resisted automatically (that is, the saving throw automatically succeeds). So, for example, Impervious Toughness 8 automatically resists any Damage with a bonus of +7 or less. Penetrating effects can overcome some or all of an Impervious saving throw see the **Penetrating** extra under the **Damage** effect).

Impervious is primarily intended for Toughness saving throws, to handle characters immune to a certain threshold of damage, but it can be applied to other saves with the GM's permission, to reflect characters with certain reliable capabilities in terms of resisting particular effects or hazards.

INDEPENDENT +0 MODIFIER

Applied to a sustained effect, this modifier makes its duration independent of the user and based instead on the number of power points in the effect. The effect occurs normally and then fades at a rate of 1 power point of effectiveness per round until it is gone. While it lasts, it requires no attention or maintenance from the user, like a continuous duration effect, although it can still be countered or nullified (also like a continuous effect). This is like a combination of the Duration (continuous) and Fades modifiers. An Independent Alternate Power continues to function even when the Array is

switched to a different configuration. If an effect is not sustained, modify its duration before applying this modifier.

Independent is useful for effects like Create Object (for objects that fade or melt away), Environmental Control (for changes to the environment that slowly return to normal), or Obscure (for obscured areas that slowly shrink and disappear, like the effects of a smoke or gas grenade). The Slow Fade power feat can modify the rate at which the Independent effect fades, and the Total Fade modifier can keep it at full strength until its duration runs out, although the GM should approve any increases in the fade duration as best suits the effect and the series.

INSIDIOUS +1 MODIFIER

This modifier is similar to the Subtle power feat, except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't even aware he's been damaged, someone affected by an Insidious Drain feels fine until some deficiency becomes obvious, and so forth. A target of an Insidious effect may remain unaware of any danger until it's too late!

An Insidious effect is detectable either by a DC 20 skill check (usually Notice, although skills like Knowledge, Medicine, or Sense Motive may apply in other cases as the GM sees fit) or a particular unusual sense, such as an Insidious magical effect noticeable by detect magic or magical awareness.

Note that Insidious does not make the effect itself harder to notice; apply the Subtle power feat for that. So it is possible for an active Insidious effect to be noticeable: the target can perceive the effect, but not its results: for example, the effect appears "harmless" or doesn't seem to "do anything" since the target cannot detect the results.

KNOCKBACK +1 MODIFIER

When applied to a non-Damage effect, this extra causes it to inflict knockback like a Damage effect (see **Knockback**, *M&M,* page 165). This is best suited to attack effects, naturally, although the GM should adjudicate applications of the modifier.

LINKED +0 MODIFIER

This modifier applies to two or more effects, linking them together so they *only* work in conjunction as a single power.

The Linked effects must have the same range (modify their ranges so they match). The action required to use the combined effects is the longest of its components and they use a single attack roll (if one is required) and saving throw (if both effects use the same type of save). If the effects use different saves, targets save against each separately. Different Alternate Powers in an Array cannot be Linked to each other, since they can't be used at the same time, although they can be Linked to other effects outside the Array structure. Generally the same effect cannot be Linked to itself to "multiply" the results of a failed save (such as two Linked Damage effects causing "double damage" on a failed save).

This modifier does not change the cost of the component effects; simply add their costs together to get the new power's cost. If you can use the Linked effects either separately or together, increase the cost of all but the most expensive power by +1 per rank (if the effects all have the same cost, choose one), or acquire non-Linked versions as Alternate Powers in an Array.

Example: *Captain Thunder has the ability to hurl thunderbolts that shock their targets with electricity and deafen them with powerful claps of thunder. This is a Ranged Damage effect (lightning) Linked to an Area Auditory Dazzle effect (thunder). Each effect costs 2 points per rank, so the combined effect costs 4 points per rank. Since they're both ranged and require a standard action to use, so does the combined effect. Since Damage requires a Toughness save and Dazzle requires a Reflex (and then Fortitude) save, the target saves against them separately, making a Toughness saving throw against the damage of the lightning and a Reflex save to avoid being deafened by the thunder.*

Example: *Fear-Master's newest device induces a state of utter fearlessness while simultaneously enhancing the subject's Strength. This is an Emotion Control effect, Limited to hope, Linked to Boost Strength. Emotion Control is perception range and requires a standard action; Boost is touch range and requires a standard action. Improving Boost's range to perception (to match Emotion Control) is a +2 extra. The GM also requires the Alternate Save modifier, changing Boost's save to Will. The Emotion Control effect costs 1 point per rank while the modified Boost effect costs 3 points per rank, for a combined effect cost of 4 points per rank. The target makes a single Will save: if it succeeds, there's no effect, if it fails, the subject's fear is erased and Strength is boosted.*

MENTAL +0 MODIFIER

Applied to a perception range effect with a Will saving throw, this modifier makes it a mental sensory effect. If necessary, first modify the effect's range and saving throw before apply this modifier. It is similar to the Sense-Dependent flaw (in the **Flaws** section, following) but is a +0 modifier because, unlike Sense-Dependent, a Mental effect is less limited. Mental effects are noticeable only to the subject and those observers with the appropriate mental senses. They only work on creatures with mental ability scores. Other sensory effects may interfere with or block mental sensory effects.

NO SAVING THROW +2 MODIFIER

An effect that normally allows a saving throw does not do so with the application of this modifier. Essentially, the target is assumed to automatically fail the effect's usual save. If applied to a staged effect, the target receives a saving throw, but the effect has its minimum possible effect (that of failing the save by 1) even if the save *succeeds*.

Immunity (and any other effect where a saving throw succeeds automatically) trumps this modifier; targets immune to an effect are equally immune to No Saving Throw versions of that effect.

POISON +1 MODIFIER

This extra, when applied to an effect requiring a saving throw, causes it to work like a toxin. If the target's save fails, the effect occurs. One minute later, the target must make another save or suffer the effect a second time. Then the effect stops. A Healing effect can counter a Poison effect with a (DC 10 + power rank) check.

RANGE +1 MODIFIER/STEP

An effect has a range of touch, ranged, or perception. Increasing range one step (from touch to ranged, for example) is a +1 modifier (see **Range**, page 13). Going from personal to touch range requires the Affects Others or Attack extras, not this extra. Extended range effects cannot have this modifier; their range determined by power rank. To change the effect's range, increase or decrease its rank.

SECONDARY EFFECT +1 MODIFIER

An instant effect with this modifier affects the target once immediately (when the effect is used) and then affects the target again on the following round, on the same initiative count as the initial attack. The target gets the normal saving throw against the secondary effect, which is treated as lasting, meaning it occurs without any effort on the part of the attacker, even if the attacker is incapacitated or switches to a different Alternate Power or Variable effect configuration.

Secondary Effects don't stack, so if you attack a target with your Secondary Effect on the round after a successful hit, it doesn't affect the target twice; it simply delays the second effect for a round. You can attack the target with a different effect, however. So, for example, if you hit a target with a Secondary Effect Strike then, on the following round, hit with a Stun attack, the target suffers both the Stun and the Secondary Effect of the Strike.

SELECTIVE ATTACK +1 MODIFIER

An attack effect with this extra is discriminating, allowing you to decide who is and is not affected. This is most useful for Area effects (see the **Area** extra). You must be able to accurately perceive a target in order to decide whether or not to affect it. This modifier is for effects requiring a saving throw. For other area effects, use the Selective power feat.

SLEEP +0 MODIFIER

When this modifier is applied to an effect that causes unconsciousness (such as Damage, Fatigue, or Stun), the effects puts targets into a deep sleep whenever it would normally render them unconscious. The target makes a recovery check to wake up only once per hour rather than once per minute, but may be awoken by loud noise (make a Notice check for the subject with a –10 modifier, a successful check means the subject wakes up). Someone taking an aid action can awaken a sleeping character automatically (see **Aid**, *M&M*, page 154). A sleeping character that takes damage automatically wakes up.

TOTAL FADE +1 MODIFIER

Effects with this extra don't fade gradually, at the normal at a rate of 1 power point per round. Instead, when the total fade time is up, the trait returns to its normal level. For example, an ability score receives an adjustment of 10 points. This would normally fade in a minute, or ten rounds (at a rate of 1 point per round). With total fade, the ability score retains the 10-point adjustment for one minute, and then loses the entire amount at once, back to its original value.

Gamemasters should be cautious about allowing this modifier in conjunction with more than one or two ranks of the Slow Fade power feat; it can be an easy way to create long-lasting effects requiring no effort from the user.

VAMPIRIC +1 MODIFIER

When you successfully damage a target with an attack effect with this extra, you can make an immediate recovery check for the same damage condition you inflict (or a lesser condition, if you wish). You get a bonus on the check equal to your attack's damage bonus. So, if you inflict an injured result on a target with a lethal vampiric attack, you can make an immediate recovery check if you are injured. If you are not injured, only bruised, you can still make the check. That would not be the case if you inflicted a bruised result with a non-lethal vampiric attack and were injured; a bruised condition is less than an injured condition, so you don't get a check to recover from it (see **Damage**, *M&M*, page 163, for more information).

FLAWS

Unless specified otherwise, the following flaws reduce an effect's cost per rank by 1 point per application.

ACTION –1 MODIFIER/STEP

Using an effect requires one of the following types of actions:

- reaction, free, move, standard, or full action.

Increasing the required action one step (standard to full action, for example) is a –1 modifier. After a full action, each step up the **Time Table** (full action to one minute, then five minutes, etc.) is a 1-point power drawback (see **Drawbacks** in this chapter for details).

ADDITIONAL SAVE –1 MODIFIER

An effect with this flaw grants *two* saving throws rather than just one, if either save succeeds, then the target avoids the effect. It only applies to effects that allow a saving throw (see the **Saving Throw** flaw for effects that don't normally allow a save, page 105). The additional save can be the same type as the first or a different save; choose when the modifier is applied.

The saving throws are assumed to occur simultaneously. For example, a Damage Aura effect might involve whirling blades an attacker can avoid with a successful Reflex saving throw, circumventing the need for a Toughness save against the damage.

CHECK REQUIRED –1 MODIFIER

An effect with this flaw requires a check of some sort (usually a skill check) with a Difficulty of (10 + power rank) in order to work normally. If the check fails, the effect doesn't work, although the action required to use it is expended (so attempting to activate an effect that takes a standard action takes a standard action whether the check is successful or not). The check occurs as part of the action to use the effect and provides no benefit other than helping to activate it. Normal modifiers apply to the check, however, and if you are unable to make the required check for any reason, then the effect doesn't work.

This check must be in addition to any check(s) normally required for the effect. So, for example, the normal Notice or Search check made in conjunction with a sensory effect does not count as an application of this flaw, and applying it means an additional check is required before the effect's normally required check(s).

Example: *A spellcaster has Super-Senses 4 (detect magic, ranged, acute, analyze) with Knowledge (arcane lore) Check Required. The player needs to make a DC 14 Knowledge check (10 + 4 ranks) to successfully cast the spell, followed by the normal Notice check to pick up on anything present, and perhaps another Knowledge (arcane lore) check to interpret what the character senses.*

CHECK EXAMPLES

Skill checks an effect may require include:

- **Acrobatics:** Suitable for effects requiring a measure of coordination, athletics, or complex maneuvering.
- **Bluff:** Good for effects intended to deceive, particularly sensory effects like Concealment or Illusion.
- **Concentration:** A good general skill check for almost any effect, particularly those calling for focus and concentration.
- **Disguise:** Appropriate for sensory or alteration effects, particularly Morph. Note that the required check is in addition to the actual check required for the disguise.
- **Intimidate:** Useful for effects intended to inspire fear (like Emotion Control) as well as similar offensive effects (including attack effects like Nauseate or Stun).
- **Knowledge:** A Knowledge skill check might represent having to know something about the subject of the effect (such as a sciences Knowledge) or having to know something about the effect itself (such as arcane lore or technology). Operating a complex device may also require a Knowledge check.
- **Medicine:** Medicine skill checks work well for biological effects like Healing or others requiring a Fortitude saving throw (such as the various effects of the Life Control power in the next chapter).
- **Perform:** Good for effects requiring a Will saving throw, including sensory effects like Emotion Control, Illusion, and Mind Control.
- **Stealth:** Best suited to sensory effects, particularly Concealment

DISTRACTING –1 MODIFIER

Using a Distracting effect requires more concentration than usual, causing you to lose your dodge bonus on any round the effect is used or maintained. Traits allowing you to retain your dodge bonus (such as the Uncanny Dodge feat) do not apply to Distracting effects.



DURATION –1 MODIFIER/STEP

An effect has one of the following durations: instant, concentration, sustained, or continuous. Reducing duration one step (sustained to concentration, for example) is a –1 modifier. An effect's duration cannot be decreased below instant, and many effects become virtually useless if their duration is decreased below concentration.

FADES –1 MODIFIER

Each time you use an effect with this flaw, it loses 1 power point (not rank) and a commensurate amount of effectiveness. For effects with a duration longer than instant, each round is considered "one use." Once the effect reaches 0 points (or below the minimum cost for one rank), it stops working. A faded effect can be "recovered" in some fashion, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how a faded effect recovers, but it should generally occur outside of combat and take at least an

OPTION: PARTIAL CHECKS

Optionally, the GM may allow a check required to use an effect that exceeds DC 10, but not the full Difficulty of (10 + rank) to be partially successful, allowing the use of one rank per point the check exceeds DC 10. Thus a rank 9 effect requires a DC 19 check, for example, but a DC 14 check can allow the character to use up to 4 ranks of the effect, since the check exceeds DC 10 by 4, even if it doesn't equal the full DC of 19. If a lesser rank of the effect doesn't do anything, then it's the same as just failing the check. This option adds a bit of complexity to the process of required checks but makes them a bit more flexible than a binary success or failure method.

OPTION: FADE DURATION

With the Slow Fade power feat, it's fairly easy and inexpensive to create effects that take a very long time to fade: just 4 ranks ensures a fade of 1 point per hour, while 10 ranks means a rate of 1 power point per *year!*

Gamemasters may simply want to limit the number of applications of the Slow Fade feat to any given power, particularly one with the Total Fade extra (see its description later in this section). Effects requiring more than a day or so to fade should be carefully monitored and controlled, and generally reserved for non-player characters.

However, if you want to allow for the possibility of more extreme fade durations while also keeping them under better control, you can make the Slow Fade power feat into a +1 power modifier instead. The effects are the same: each application of the extra moves the fade rate of the effect one step up the Time Table, but the cost rises sharply; 4 applications can easily double a power's cost (if not more) while 10 levels of Slow Fade as an extra increases a power's cost by 10 points per rank!

Using this version of Slow Fade may call for changing the Total Fade modifier to a power feat, but it can also remain an extra, since it does provide a substantial benefit for fading effects, keeping them fully effective throughout their duration.

If you're using this version of Slow Fade, the Independent power modifier remains the same unless its fade rate is improved, in which case apply the Slow Fade extra normally (increasing the Independent effect's cost per rank).

hour's time. The GM may allow a hero to recover a faded effect immediately and completely by spending a hero point. The Slow Fade extra reduces the rate at which an effect fades.

> ***Example:*** *Chris creates a character that has Animal Mimicry 6 with the Fades flaw. After the first round of using the power it drops to 5 ranks, but he can use it eight more times (or sustain it for eight more rounds) before it drops to 4 ranks, because it costs 9 points per rank and it only loses 1 power point per use.*

FEEDBACK –1 MODIFIER

You suffer pain when a manifestation of your effect is damaged. This flaw only applies to effects with physical (or apparently physical) manifestations, such as Create Object, Duplication, Illusion, Snare, or Summon, for example. If your power's manifestation is damaged, make a saving throw against non-lethal damage equal to the attack's damage, using the manifestation's Toughness save bonus or power rank in place of your own. For example, if you create a Toughness 12 object and it is attacked for +15 damage, you must make a save against +15 damage with a +12 bonus (the object's Toughness) in place of your normal Toughness save.

LIMITED –1 MODIFIER

An effect with this flaw is not effective all the time. Limited powers generally break down into two types: those usable only in certain situations and those usable only on certain things. For example Only Useable While Singing Loudly, Only Usable While Flying, Only Usable on Men (or Women), Only Usable Against Fire, Not Usable on Yellow Things, and so forth. As a general rule, the power must lose about half its usefulness to qualify for this modifier.

A great many other modifiers can be seen as variations on the Limited flaw (such as Unreliable, which also makes an effect ineffective about half the time), a number of examples are provided in the **Chapter 3**, but players and GMs should feel free to come up with their own.

PARTIALLY LIMITED

If your power is only *somewhat* effective in particular circumstances, then apply the flaw to only some of its ranks. For example, an attack effect that does half damage against targets with Protection (to represent a diminished ability to penetrate armor, for example) applies the Limited flaw to only half of its ranks.

PERMANENT –1 MODIFIER

A continuous power with this flaw *cannot* be turned off; it is always on by default. If some outside force turns it off—usually a Nullify effect—it turns back on automatically as a reaction at the earliest opportunity. Additionally, you cannot improve a Permanent power using extra effort. This includes adding temporary power feats. Permanent powers may be rather inconvenient at times (including things like being permanently incorporeal or 30 feet tall); this is included in the value of the Permanent flaw. Permanent effects that are *not* inconvenient in any way generally don't qualify for this flaw, and the Gamemaster should control the application of the Permanent flaw to ensure it is actually a flaw.

PHANTASM –1 MODIFIER

This flaw applies to effects like Concealment, Illusion, Morph, Obscure, and others that alter how things appear. A phantasmal effect controls how others *perceive* things rather than creating an actual, physical, effect. A phantasm has no effect on a mindless subject (like most machines) and allows a Will saving throw to overcome the effect if an observer has any reason to believe it isn't what it appears (just like detecting an illusion). Phantasm includes a measure of the Saving Throw flaw, so it doesn't apply, although Additional Save may.

RANGE –1 MODIFIER/STEP

An effect has a range of touch, ranged, or perception. Decreasing an effect's range by one step (from ranged to touch, for example) is a –1 modifier. Extended range powers have their range determined by power rank. To change the power's range, increase or decrease its rank; this flaw does not apply. Touch range effects cannot usually decrease their range, since it limits the effect to the user, which generally makes the effect more of a drawback than anything. In cases where it's allowed, moving a touch range effect to personal is also a –1 flaw.

REQUIRES GRAPPLE –1 MODIFIER

An effect with this flaw requires you to grapple and successfully pin a target before using the effect (see **Grapple**, *M&M*, page 156). This generally applies to an effect that is touch range and usable against others, since you have to be in close combat to grapple anyway. If you do not achieve a pin on the grapple, you cannot use the effect. If you achieve the pin, the effect occurs automatically as a reaction.

MENTAL GRAPPLING

Alternately, the effect may require you to initiate a mental grapple and successfully pin the target (see **Mental Grapple**, *M&M*, page 157). This is more common for perception range effects allowing Will saving throws, to reflect mental powers requiring a contest of wills. This applies the same –1 modifier to the effect.

RESTORATIVE –1 MODIFIER

A trait effect with this flaw only restores traits to their normal values and cannot raise or lower them above or below that level. Traits restored to their normal values do not fade, as normal.

SAVING THROW –1 MODIFIER

When applied to an effect that doesn't normally allow a saving throw, this flaw gives it one, generally Fortitude, Reflex, or Will. If an effect already allows a save (even if the effect is harmless), this flaw does not apply (but see the **Additional Save** flaw, page 102). Since effects that work on others allow a saving throw by definition, this flaw nearly always applies to personal effects that allow someone interacting with them to circumvent the effect with a successful save.

For example, an Enhanced Defense effect might reflect a subconscious psychic broadcast that makes it difficult for opponents to attack you. However, it may allow a Will saving throw to overcome the effect, denying you the Defense bonus against that opponent (and applying this flaw to the effect). Likewise, your Concealment effect might be illusory, permitting a Will saving throw for someone to overcome it.

SENSE-DEPENDENT –1 MODIFIER

A perception range effect with this flaw works through the *target's* senses rather yours. So a Sight-Dependent effect requires the target to see you, Hearing-Dependent to hear you, and so forth. You may choose a target able to sense you and automatically affect them (using the effect's normal action) unless the target makes a successful Reflex saving throw. The DC is 10 + the effect's rank. A successful save means the target has managed to avert his eyes, cover his ears, etc. and the effect doesn't work. Otherwise the effect works normally (and the target is allowed the usual saving throw against it, if applicable).

Opponents aware of a Sense-Dependent effect can also deliberately block the targeted sense: looking away, covering ears, etc. This gives you partial concealment from that sense but your Sense-Dependent effect has a 50% miss chance. An opponent unable to sense you at all (blind, deaf, etc.) is immune to the effect. Opponents can do this by closing their eyes, wearing ear- or nose-plugs, or using another effect like Obscure or a Concealment Attack on you. This gives you total concealment from that sense.

Note a Sense-Dependent effect based on the sense of touch is essentially the same as touch range, since you still need to touch the target. This modifier isn't required; reduce the power's range to touch instead. If you want the target to have an additional opportunity to avoid the touch (apart from the required attack roll), apply the Additional Save modifier to allow a Reflex saving throw. Ranged Touch-Dependent effects aren't allowed.

SIDE EFFECT –1/–2 MODIFIER

Failing to successfully use an effect with this flaw causes some problematic side effect. Failure includes missing an attack roll, or the target successfully saving against the power's effect. If the side effect *always* occurs when you use the power, it is a –2 modifier. The exact nature of the side effect is for you and the Gamemaster to determine.

As a general guideline, it should be an effect about the same in value as the power with this flaw, not including the cost reduction for the flaw. So an effect with a cost of 20 points should have a 20-point side effect. Typical side effects include Blast, Drain, and Stun, or the same effect as the power (it essentially rebounds and affects you). The Side Effect does not require an attack roll and only affects you, although the GM may permit some Side Effects with the Area modifier on a case-by-case basis.

Some "side effects" of powers may actually be Temporary Disabilities (see **Temporary Disability**, page 108, for details).

TIRING –1 MODIFIER

An effect with this flaw causes you to suffer a level of fatigue when you use it. You recover from this fatigue normally, and can use hero points to overcome it. In essence, the power requires extra effort in order to use it (see **Extra Effort**, *M&M,* page 120). This makes Tiring a useful flaw for creating an effect you can *only* use with extra effort.

UNCONTROLLED –1 MODIFIER

You have no control over an effect with this flaw. Instead, the Gamemaster decides when and how the power works (essentially making it a plot device, see **Plot Devices**, *M&M,* page 130). This flaw is best suited for mysterious powers out of the characters' direct control or effects the GM feels more comfortable having under direct, rather than player, control.

UNRELIABLE –1 MODIFIER

An Unreliable effect doesn't work all the time. Roll a die each round before you use or maintain the effect. On a roll of 10 or less, it doesn't work this turn, but you've still used the action the effect requires. You can check again on the following round to see if it works, although you must take the normal action needed to activate the effect again. Spending a hero point on your reliability roll allows you to succeed automatically (since the roll is then at least an 11).

Alternately, instead of having a reliability roll, you can choose to have five uses where your effect works normally, then it stops working until you can "recover" it in some way (see the **Fades** flaw for more on this). The GM may allow you to spend a hero point to automatically recover a spent Unreliable power.

UNDER THE HOOD: UNRELIABLE EFFECTS AND AMMO

One application of the Unreliable flaw is to reflect Devices or other effects that occasionally run out of ammunition or "jam" and must be reloaded or reset in some way. It really only applies to effects where this happens fairly often, as given in the Unreliable flaw description. Large ammo or fuel capacities, which only occasionally run out or inconvenience the character, are better handled as descriptors and occasionally as complications when they actually prove problematic.

> ***Example:*** *A gun-toting vigilante has a variety of guns (acquired via the Equipment feat). Generally, the character has sufficient ammunition that it isn't a concern, no matter how many shots he fires or how many thugs he guns down. When, during a long fire-fight, the Gamemaster decides that the vigilante's guns click on empty, the player gets a hero point for the setback, forcing the vigilante to come up with a new plan.*

Powers that are only occasionally unreliable (less than about 50% of the time) are better handled as complications (see **Power Complications**, page 107).

POWER DRAWBACKS

Some drawbacks (see **Drawbacks**, *M&M*, page 124) are *power drawbacks*, meaning they apply to a particular power rather than necessarily to the character. You can think of power drawbacks as the reverse of power feats: minor limits on the power. A power can have a total value in drawbacks equal to 1 point less than its total cost (so the power must cost at least 1 power point, regardless of how many drawbacks it has).

Power drawbacks decrease the actual cost and value of a power. This is important for things like Array and Variable structures, which are limited by the number of power points they have to allocate. So a power with 20 points worth of effects (including modifications from extras and flaws), a power feat, and a –2 point power drawback has a total cost of 19 points (20 + 1 – 2), meaning, among other things, it fits "inside" a 20-point Array or Container.

DRAWBACK VALUE

A drawback's power point value is based on two things: its *frequency* (how often the drawback affects your character) and its *intensity* (how seriously the drawback affects your character). The more frequent and intense the drawback, the more points it's worth. Drawbacks generally range in value from 1 power point for something that comes up rarely and has little effect to 5 power points for a drawback that comes up all the time and seriously weakens the character.

FREQUENCY

Drawbacks have three levels of frequency: uncommon, common, and very common. Uncommon drawbacks show up about a quarter of the time, every four adventures or so. Common drawbacks show up about half the time, and very common drawbacks show up three-quarters of the time or more.

Each level has a *frequency check* associated with it, which is a simple d20 roll with no modifiers against a DC (15, 10, or 5). A GM who wants to randomly check a drawback makes a frequency check to see if it shows up in the adventure. Otherwise, the GM can simply choose to bring a drawback into play based on its frequency.

Note that frequency represents how often the drawback comes up during the game, not necessarily how common it is in the campaign setting. Even if glowing meteors are extraordinarily rare in the *setting*, if they show up every other adventure, they're still common in frequency.

INTENSITY

The intensity of a drawback measures how much impact it has on the character. There are three levels of intensity: minor, moderate, and major. Minor drawbacks have a slight impact or are not difficult to overcome. Moderate drawbacks impose some limits, but can be overcome about half of the time. Major drawbacks impose serious limits and are quite difficult to overcome.

DRAWBACK VALUE

Value	Frequency: How often does the drawback come up?
+1	Uncommon (every few adventures. DC 15)
+2	Common (every other adventure, DC 10)
+3	Very Common (once per adventure, DC 5)
Value	**Intensity: How seriously does the drawback affect you?**
+0	**Minor:** DC 5 to overcome, less capable than the character, or slight limitation.
+1	**Moderate:** DC 10 to overcome, as capable as character, or modest limitation
+2	**Major:** DC 15 to overcome, more capable than the character, or major limitation

DRAWBACK DESCRIPTIONS

Each entry here describes the drawback's game effect and its suggested value(s). Gamemasters should feel free to expand or modify this list of drawbacks to suit the campaign, using the existing examples as guidelines in terms of mechanics and point values.

ACTION –1 POINT/STEP

An effect requiring longer than a full-round action to use is considered a drawback (see the **Action** flaw on page 102). Each step up the **Time Table** is a 1 point drawback. The drawback cannot equal or exceed the value of the associated power. So a power costing 10 points cannot have more than 9 points in this drawback (and meaning the power takes *three months* to use!).

This drawback can also apply to the time needed to switch between Alternate Powers (see **Array**, page 108) in an Array: 1 point if a move action is required, 2 points if a standard action is required, 3 points if a full action is required, each step up the **Time Table** thereafter is an additional 1 point drawback. In this case the drawback's value cannot equal or exceed the power's total Alternate Power feats, so a power with four Alternate Powers can only get 3 points out of this drawback (requiring a full action to switch between them).

POWER COMPLICATIONS

An option related to power drawbacks is power complications (see **Complications**, *M&M,* page 122, for details). Powers offer all sorts of potential to complicate a character's life, and you the Gamemaster can use this as an opportunity to award hero points and add some detail to adventures without a lot of additional complexity in terms of hero creation or game play. Complications are especially useful for handling certain highly situational drawbacks or power limitations that don't crop up often enough to define them in a character's traits, particular when doing so involves a lot of nit-picking and needless detail.

Think of power complications as the "reverse" of power stunts: players use the latter to give their heroes occasional use of an effect or capability that suits them but which they don't normally have at the cost of a hero point. You can use power complications to give heroes an occasional drawback or challenge that suits their powers and descriptors at the cost of giving the player a hero point.

For example, say a battlesuit-wearing hero flies by means of powerful jets built into his boots. You decide during a game to have a villain use his sticky Snare effect to gum up the air intakes of the hero's boot-jets, causing them to cut out at a critical moment. Snare doesn't normally counter Flight, and you don't want to roll an opposed check between them, but by the same token, the hero's Flight doesn't have the drawback Power Loss (when boot jets are gummed up by a sticky Snare effect) just because it's too rare an occasion to be worth even a power point, and you and the player didn't consider it beforehand! So you just declare that if the villain's Snare hits the hero's Flight power cuts out and award the player a hero point for the power complication.

Now, if this sort of drawback cropped up a lot, and every villain was trying to knock out the hero's Flight in a similar way, it would be worth a Power Loss drawback, but generally it's rare enough that it's better handled as a one-time or occasional complication

FULL POWER –1 POINT

You have less than full control over an effect. Effects subject to this drawback *must* be used at full rank or intensity, or not at all. This means you cannot pull punches with an attack (see **Pulling Your Punch**, *M&M*, page 163), move at less than full speed, and so forth, depending on the effect to which this drawback is assigned. You can still turn the effect on and off as you wish (it is neither Permanent nor Uncontrolled), you just can't fine-tune it, it's either on at full intensity or off entirely. You can't have the Precise feat (see page 94) for any effect with this drawback. Full Power is an uncommon, minor drawback, worth 1 point.

INVOLUNTARY TRANSFORMATION –1 TO –6 POINTS

You have two or more forms or identities you sometimes change between against your will. The value of the drawback is based on how often you change (frequency) and how difficult it is for you to resist the change (intensity). If you *cannot* resist the change, no matter what, the intensity value is 3 points. If you involuntarily switch between super-powered and normal human forms, you also have the Normal Identity drawback (see the following).

NORMAL IDENTITY –3 TO –5 POINTS

You have two identities: a super-powered one and a normal one. This is not the same as having a secret identity (although you may have that, too). The difference is your normal identity has *none* of the powers or extraordinary abilities of your superhuman self. So in your normal identity you might be an average teenager, businessman, or other everyday person. Characters with Devices (see page 145) may have this drawback, but not necessarily. For example, a hero who wears a suit of powered armor might have a Normal Identity while he's out of the armor, but a hero who wields a magic ring doesn't have a Normal Identity unless he can't wear or have the ring with him in his normal identity for some reason.

To qualify for this drawback there must be some reasonable means of preventing you from changing from your normal to your super identity. For example, you might require access to a Device (which can be stolen or disabled), you might need to speak a magic word or incantation (blocked by an Auditory Obscure, a gag, or a simple chokehold), you might need to take a particular pill or formula, and so forth. The GM decides whether or not a particular condition qualifies for this drawback. If you can switch between a normal and super



identity at will and nothing can prevent it, you don't qualify for this drawback. If you can't always control switching between identities, you also have the Involuntary Transformation drawback.

You define the traits of your Normal Identity. Your Normal Identity cannot have any powers by definition, and the GM may restrict the application of feats and ability scores above 20. Your Normal Identity must also be built on fewer points than your super-identity (how many fewer is up to the GM, but no more than half is a good rule of thumb). The simplest Normal Identity has the same traits as your super identity, minus any powers. Your two identities may have different appearances.

The intensity of this drawback is major (since you lose access to all your powers). The frequency depends on how difficult it is for you to assume your super-identity. If it takes a free action, then it's uncommon (3 points). If it takes a full-round action, it's common (4 points), and if it takes longer than a full-round action it's very common (5 points).

NOTICEABLE –1 POINT

A passive effect with this drawback is noticeable in some way (active effects are noticeable by default, see **Noticing Power Effects**, page 17). Choose a noticeable effect of the power. For example Noticeable Mind Control might cause the subject's eyes to glow or skin to change color. Noticeable Protection may take the form of armored plates or a tough, leathery-looking hide. Noticeable is an uncommon, minor drawback, worth 1 point.

ONE-WAY TRANSFORMATION –3 TO –5 POINTS

When you transform through the use of a power such as Alternate Form, Metamorph, or Shapeshift or due to the Normal Identity or Involuntary Transformation drawbacks, it takes some time for you to return to "normal." This may be due to a need to "bleed off" excess energy, letting the transformation lapse slowly, or a requirement to reset certain mechanical system parameters. Whatever the case, undoing your transformation is involved.

One-Way Transformation is a very common drawback (less if you don't transform every adventure). Its intensity is minor if it takes a matter of hours for you to return to normal. It's moderate if it takes hours plus certain resources (a lab, workshop, special equipment or components, and so forth). It's major if it takes a matter of days or longer.

POWER LOSS –1 TO –3 POINTS

You lose the use of a power with this drawback under certain conditions. Examples include when exposed to a particular substance, when immersed in water, when unable to speak, and so forth. You can also suffer power loss from a failure to do something, like not recharging a power, breaking an oath, not taking a pill, and so forth. Power Loss is minor intensity, with frequency based on how often you encounter the conditions, giving it a value of 1–3 points. You regain use of the power when the condition that triggered the loss no longer affects you.

The loss of Devices and Equipment is *not* covered by this drawback. Losing Device and Equipment powers due to theft is a part of those traits and factored into their cost. So characters cannot take Power Loss with the condition "when devices or equipment are removed."

REDUCED RANGE –1 TO –2 POINTS

This drawback reduces the number of range increments of a ranged effect, which normally has a maximum range of ten increments. For –1 point, it reduces the effect to half that, or five increments (the same as throwing range). For –2 points, it reduces the effect to two increments. A greater reduction should be handled by making the effect touch range, possibly with some measure of the Extended Reach feat, if necessary.

TEMPORARY DISABILITY –1 TO –4 POINTS

You suffer a disability in conjunction with the use of a power (see the **Disability** drawback, *M&M,* page 126, for details). For example, if your arms transform into wings in order for you to fly (leaving you without the use of your arms and hands while flying) then you have the disability of no arms, normally very common and major (5 points) but reduced to common in frequency, since the disability only applies when you're flying. If you possessed prehensile feet (able to use them as substitute hands while flying) you would have no real disability at all, and thus no drawback.

This drawback doesn't apply to implied disabilities of an effect: for example, having an attack effect require the use of one hand when you use it (to wield a weapon or to strike) isn't a disability, it's just how such effects work. The GM should approve any temporary disabilities caused by powers to ensure they actually are disabilities and are appropriate for the campaign.

WEAK POINT –1 POINT

This drawback makes a defense effect that provides a Toughness save vulnerable to critical hits. A critical hit completely bypasses the effect, ignoring its bonus to Toughness saves when the target saves against the attack's damage. This is in addition to the normal effects of a critical hit (+5 damage). Weak Point is a 1-point drawback.

POWER STRUCTURES

A *structure* is how a power is put together from a combination of effect, modifiers, feats, and possibly drawbacks. The normal power structure is described in the Introduction and on page 66 of *Mutants & Masterminds,* it is:

Power cost = (effect + extras – flaws) x rank + (feats – drawbacks)

The minimum power cost for this and all other structures is 1 power point (although in some cases, 1 power point may provide more than one power *rank*, see **Fractional Effect Costs** on page 108.)

ARRAY

You have a collection or *Array* of (Array rank x 2) power points you can use to duplicate other effects, which share the descriptors and the points available to the Array. You can allocate your Array points once per round as a free action to any of the effects of your Array. Your Array also has one "default" effect where it can apply its points; choose this when you create the structure. Essentially, an Array is a collection of powers, each structured in the standard

way, but sharing the same "pool" of power points. Each possible "setting" or configuration of an Array is called an Alternate Power.

A particular Alternate Power includes all effects, power feats, modifiers, and drawbacks included in that particular power. So if your Array gives you 20 power points to allocate, and you have an Alternate Power that is a 4 points per rank effect with two power feats, then you have 4 ranks in that power (for 16 power points) plus the two feats for a total cost of 18 points. Any "leftover" Array points not allocated to an Alternate Power don't do anything.

Each Alternate Power of your Array requires an Alternate Power feat. So being able to apply your Array points to the Blast power is one power feat. To apply them to Blast with the Area extra is another power feat, to apply them to Flight is a third feat, and so forth.



ALTERNATE POWER LEVEL LIMITS

Alternate Powers are subject to the normal power level limits on effects. So, even if you have sufficient Array points to acquire a rank 20 Damage effect, for example, you're still limited to whatever the campaign's power level limit is on damage. This may result in "wasted points" for some Alternate Powers, as previously described, but is generally more than compensated for by the flexibility an Array provides. Non-player characters are limited in the same way to whatever power level the GM sets for them.

USING ALTERNATE POWERS

Each Alternate Power available to your Array is usable individually. While one Alternate Power is in use, none of the others are available. So if you have an Array with Blast, Dazzle, Force Field, and Flight Alternate Powers, for example, you can only use one of these each round, the others don't work and aren't considered in effect. The Dynamic power feat (see Array's power feats, following) changes this, allowing you to "mix-and-match" Alternate Powers.

MULTIPLE EFFECTS IN AN ALTERNATE POWER

An Alternate Power can contain more than one effect and you can use all the effects of that Alternate Power normally, requiring their usual actions. Effects in the same Alternate Power need not be Linked, although they *can* be. For example, a rank 10 Array with 20 power points can have an Alternate Power that has Flight 5 (10 points) and Force Field 10 (10 points), both usable at the same time. Indeed, effects in the same Alternate Power *must* have points allocated to them at the same time and in the same proportion in order to use them at all, although they don't have to be activated at the same time unless they are Linked.

POWER FEATS

Power feats within a particular Alternate Power are considered part of it and not feats of the Array itself. Thus points for the Array must be assigned to those feats in order to make that Alternate Power active, whether the feats are in use or not.

Some power feats apply to the Array structure itself rather than to any of its Alternate Powers. These feats are "outside" and apply equally to all Alternate Powers. The GM should carefully scrutinize any such overall feats, ensuring they do in fact apply to the Array as a whole. Array points do not need to be applied to these power feats.

- **Accurate:** This power feat can be applied to the Array as a whole, granting its benefits to all of the Array's effects requiring attack rolls, since the Array can be considered a single power (albeit one with multiple applications).
- **Alternate Power:** This feat adds an additional Alternate Power to the Array, another way in which its power points may be applied, subject to the normal guidelines for Alternate Powers, given in the effect's description (see Alternate Power in the Power Feats section for details).
- **Dynamic:** Applied to one of the Array's Alternate Powers, this feat makes that Alternate Power dynamic, allowing it to share Array power points with other Dynamic Alternate Powers. Making the default power of an Array dynamic also requires an application of this feat. Usually, an Array needs at least two Dynamic configurations for this feat to be useful, although it can also be handy for Arrays where one Alternate Power requires fewer points than the Array provides (allowing those "wasted" points to be applied elsewhere). The total point value of Dynamic Alternate Powers in use still cannot exceed the Array's available power points and the Array's configuration can still only change once per round.

EXTRAS

Generally, extras are applied to the various effects in an Array's Alternate Powers rather than to the Array itself. If a particular extra applies to *all* of an Array's Alternate Powers equally, the GM may wish to note it as applying to the Array itself for simplicity. The extra "floats," applying to whatever Alternate Power is in use at the time.

> ***Example:*** *An Array of gas cloud attacks might all have the Cloud Area extra (see the Area extra), in which case you can increase the cost of the Array from 2 points to 3 points per rank and apply 2 power points per rank to each Alternate Power without the need to apply points to the Cloud Area extra each time; it applies to all of the Alternate Powers at no "cost" (since the cost is already covered by the increased cost of the Array).*

- **Action:** Note that the free action required to change an Array's configuration may only be reduced to a reaction at the GM's discretion to suit a particular concept (an Array that changes automatically as a reaction to a particular circumstance). Even in this case, the Gamemaster should be wary of allowing an Array to reconfigure more than once per round.
- **Affects Others:** An Array may have this modifier, allowing you to grant the use of the Array and its Alternate Powers to someone else. The subject granted the use of the Array controls its configuration from round to round (although you retain the ability to withdraw use of the Array altogether whenever you wish).
- **Linked:** Effects in the same Alternate Power are not linked by default, but may have this modifier, if they're intended solely for use simultaneously. So, for example, an Alternate Power can have two independent effects (such as Flight and Force Field), but they are not Linked, and must be activated separately unless the Linked modifier is applied to them.
- **Range:** An Array with the Affects Others modifier may have the Range extra to improve the range at which you can grant the Array to another. This does not alter the ranges of the Array's various Alternate Powers. To do so, apply the Range modifier to the effect(s) within a particular Alternate Power.

FLAWS

Alternate Powers can have their own individual flaws, which reduce the cost of the Alternate Power (and the number of Array power points that must be allocated to it) normally. If a particular flaw applies to all the configurations of an Array, then it may apply to the Array as a whole, the same as with extras.

> ***Example:*** *All the Alternate Powers of an Array have the Tiring flaw. The GM may permit the application of Tiring to the Array itself, reducing its cost to 1 point per rank (1 power point per 2 points in the Array). The Array's effects are acquired at their normal cost, without the Tiring flaw, but the flaw applies equally to all of them, since it is applied to the Array overall.*

- **Action:** Modifying the action required to change an Array's configuration is a drawback rather than a flaw (see the following section).
- **Duration:** Note that an Array has a "special" duration, which cannot be modified. The Alternate Powers of the Array use their individual durations while in use. Switching Alternate Powers counts as no longer maintaining that Alternate Powers effect(s). Lasting effects persist even when they're not maintained, however. This remains the case if those lasting effects are part of an Array.
- **Distracting:** An Array that is distracting to reconfigure is a drawback rather than a flaw (see the following section). The Array's individual Alternate Powers may also be distracting to use, in which case the flaw is applied individually to them, rather than the Array as a whole. If all the Alternate Powers of the Array are distracting, then the flaw may apply to the entire Array structure but then does not apply to its Alternate Powers when figuring their cost.
- **Uncontrolled:** If this flaw is applied to the Array structure (rather than one or more of its Alternate Powers) then the Gamemaster controls when the Array's configuration changes and which one it changes to when it does. If the Array has Dynamic Alternate Powers, the GM also decides where its power points are allocated. Uncontrolled applied to a particular Alternate Power has its normal effect when that Alternate Power is in use.
- **Unreliable:** If this flaw is applied to the Array as a whole (rather than one or more of its Alternate Powers), then changing the Array's configuration becomes Unreliable. The player must roll a die when changing the Array, on a 10 or less the Array is "stuck" on its current Alternate Power and doesn't change.

DRAWBACKS

As noted previously, drawbacks applying to particular Alternate Powers of an Array are considered part of that Alternate Power and not the Array structure as a whole.

UNDER THE HOOD: ARRAY

Array is a *very* useful and flexible power structure, a means for characters to have a range of diverse effects at a substantially reduced cost. The trade-off comes in the inability to use different effects at once and the fact that anything disabling the Array takes out *all* of its various Alternate Powers. In particular, Arrays are useful for powers that can have many different applications, one at a time. See the **Powers** chapter for numerous examples of this sort of Array.

Ultimately, the GM decides what effects can and cannot be placed together in an Array. Given the effective discount, you'll want to carefully consider any proposed Array. While not as broad as a Variable structure (later in this section), Arrays deserve proper Gamemaster scrutiny.

ARRAYS AND ALTERNATE POWER

The Alternate Power feat in *Mutants & Masterminds* essentially turns any standard power into an Array structure with two configurations, the default effect and the Alternate Power. *Ultimate Power* defines Arrays as specific ways of structuring powers for ease of reference, but the mechanics are essentially the same: characters can have Arrays of different effects and can use extra effort to turn one of their existing powers into a temporary Array with a one-shot Alternate Power.

Some drawbacks may apply to the Array structure overall, in which case they also apply equally to all of the Array's Alternate Powers.

- **Action:** An Action drawback applied to an Array increases the time required to change its configuration: each point of the Action drawback increases the time one step on the Time Table, from a free to a move action, then standard, full action, one minute, and so forth. This can represent an Array requiring "recalibration" or some other involved effort to reconfigure. As usual, the drawback cannot have a value greater than or equal to the total value of the Array.
- **Distracting:** If changing the Array's configuration is distracting—causing you to lose your dodge bonus during the round you reconfigure—this is a 2-point power drawback for the Array.
- **Power Loss:** An Array may have circumstances where it is ineffective or stops functioning, in which case all of the Array's powers become unavailable. Otherwise, the Power Loss drawback applies to Array like any other power.

Example: *Adrian Eldrich, Earth's Master Mage, has a Magic Array at rank 16, representing his mastery of the mystic arts (and thus having the "magic" or "mystic" descriptors). Eldrich's player chooses Ranged Damage (a mystic power blast) as the power's default configuration as well as the following as Alternate Power feats: Dazzle (visual), ESP (visual and auditory), Illusion (all senses), Move Object, Obscure (visual), and Obscure (auditory).*

Each Alternate Power can have a cost of up to 2 power points per Array rank (or 32 points total). For those effects costing 2 points per rank, like Ranged Damage, Dazzle, Move Object, and Obscure, this gives them the same rank as the Array, or 16. ESP for visual and auditory senses costs 3 points per rank, so it has a rank of 10 (30 points), and Illusion for all senses costs 4 points per rank, so it has a rank of 8 (32 points). Eldrich can only use one Alternate Power at a time. If he wants to use his mystic blast, he has to stop using Illusion, Move Object, or whatever other Alternate Power he's currently using.

Eldrich's player also applies the Power Loss drawback to the Array: if the Master Mage cannot speak and gesture to cast his spells, then they don't work. This is a 1-point reduction in the cost of the Array itself, since the drawback applies to the entire structure and not just some of its Alternate Powers.

Later, Eldrich's player decides to make some of his Alternate Powers Dynamic. He applies the Dynamic power feat to the ESP, Obscure (visual), and Move Object Alternate Powers. This allows Eldrich to mix-and-match points from his Array between those three Alternate Powers. So he could split his points between two or more of them at one time, for example. However, he can still only use the other Alternate Powers one at a time. If the player wants to make Eldrich's mystic blast (the default Ranged Damage configuration) dynamic, it costs 1 power point to apply to Dynamic power feat to it as well.

If Eldrich's player comes up with a particular spell he wants the Master Mage to pull off during the game (one not already on Eldrich's character sheet as an Alternate Power of his Array), he can use extra effort or spend a hero point to acquire the new one-time Alternate Power feat for the Array as a power stunt.

Example: *Tek has a Device Array, described as a "Tek-Pak" able to configure itself into different useful devices at Tek's mental command. This is a Device (see the Device structure) with an Array at rank 10 and a selection of Alternate Powers. Tek's player chooses the following Alternate Powers: Blast 10 as the default power, Dazzle (visual) 10, Stun 6 (Ranged), and Teleport 10. Since the Tek-Pak is a Device, it's subject to the usual limitations and rules for devices. Since its Alternate Powers aren't dynamic, Tek can only use one at a time. It's quite possible the Tek-Pak may have effects in addition to its Array, things that can't be reconfigured, such a granting Tek Protection or Immunity (life support).*

CONTAINER

A *Container* places a group of effects, modifiers, feats, and drawbacks sharing common descriptors together in a structure that can be modified as a whole power by "outside" modifiers and feats affecting the accessibility and use of the Container's traits.

A Container costs 5 points per rank and grants a pool of (rank x 5) power points you can use to acquire certain traits that are all part of a common "meta-trait" or overall power, an example of this

is the Alternate Form power (see **Alternate Form**, page 133); a group of traits all connected to assuming a different form. While the form's effects may have their own individual modifiers, durations, and so forth, the Alternate Form also has its own qualities. Activating the Container structure brings all of its powers "on-line" at once and likewise deactivating the structure makes all of its powers "off-line" or inactive.

As you can see, at the default level, a Container has the same cost as acquiring the traits independently (5 points per rank providing 5 power points per rank to spend on traits). The difference comes into play when modifiers are applied to the Container itself, and when the Container's own action and duration are considered.

ACTION

A Container as a whole is considered either active or passive, just like an effect (see **Active and Passive Effects** in **Chapter 1** for details) and this determines, and is determined by, the Container's action and duration:

An *active* Container requires a free action to make the Container's effects usable. This free action can also activate any effect in the Container that also requires a free action or less to use at the same time. An example is Alternate Form: a free action shifts the character into the other form and activates any of its free action effects.

A *passive* Container does not require an action (it has an action of none). Its effects are always available, although not necessarily always active and it may require different actions to activate them individually. An example is a Device (see **Device**, following), an item that contains various effects. The Device is a passive Container for those effects, which are always available, so long as the wielder has the Device, although they may require activation on their own.



The Container's required action does *not* affect the required actions of its effects: they remain the same unless modified with extras or flaws. So a Container that holds a Damage, Flight, and Protection effect, for example, has an action of free or none, by its effects still require standard, move, and none actions, respectively, to use.

You can change a Container's action with extras and flaws like an effect. This modifies the cost of the Container structure itself: so changing an active Container's action from free to move, for example (a –1 modifier), changes the structure's cost from 5 points per rank to 4 points per rank (but the Container still grants 5 power points per rank to apply to its effects).

DURATION

An *active* Container has a default duration of sustained: the Container's effects remain accessible so long as you maintain the Container's activation each round as a free action. If you're unable to maintain the Container, you also lose access to its effects. If a character in Alternate Form is unable to maintain that power, he reverts to normal form.

A *passive* Container has a default duration of permanent: the Container's effects are always available and, in fact, cannot be made unavailable unless some other modifier comes into play. Take a suit of armor as a Device: it is a real, permanent item with certain traits that don't go away unless you take off the armor, which is a particular flaw of Devices (see **Device**, following).

Like action, a Container's duration does not affect the durations of the effects it contains, with one exception: permanent duration effects in a sustained or continuous duration Container *do* stop working if the Container is deactivated. While active, these effects still have the limitations of being permanent (no extra effort, no countering other effects) and you can't switch them off selectively; you have to deactivate the entire Container.

So, for example, a hero who turns into solid steel has an active Container with (among other things) the Protection effect to reflect his steel-hard skin. Protection is a permanent effect, meaning our hero can't improve it using extra effort. He also can't just choose to turn off his Protection to allow a hypodermic to penetrate his skin, for example. He needs to turn off his entire Alternate Form Container, along with all its other effects. In some cases, the GM may decide a permanent duration doesn't constitute a significant flaw when applied to an effect in a Container you can turn on and off, in which case the effect may have to have its duration modified.

You can change a Container's default duration with extras and flaws just like an effect, which modifies the cost of the Container structure: so changing an active Container's default duration to continuous (a +1 modifier), changes the cost of the structure from 5 points per rank to 6 points per rank (although the Container still grants 5 power points per rank to apply to its effects).

CONTAINERS AND MODIFIERS

In addition to the Action and Duration modifiers, certain other modifiers may apply to a Container structure at the Gamemaster's discretion. As a general rule, a modifier must affect the ability to activate, access, or maintain a Container in order to apply to it rather than to its individual effects. The following are some guidelines on applying other modifiers to Container structures:

- **Action:** An active Container can apply an Action flaw to take longer to than a free action to activate.
- **Affects Others:** You can bestow a Container with this extra on someone else. With the +0 version, you can only grant the Container and its effects to others; with the +1 version, you can grant the Container's effects while also using them yourself. Note that you can only grant all of a Container or none of it. The GM may allow selective granting of effects for an additional +1 extra (like the Selective Attack extra).
- **Duration:** A Container can apply a Duration flaw to change its default duration.
- **Limited:** Certain Limited flaws—concerned with activation or maintenance—may apply to Containers, such as only being able to activate a Container at night. The flaws applied to the Device structure (see Device in the following section) are essentially particular Limited flaws.
- **Range:** Container structures are personal range by default and cannot apply this extra unless they first have Affects Others (which makes a Container touch range). One application allows you to grant a Container's effects at range, while two allow you to grant them at perception range.
- **Side-Effect:** This flaw can apply to Containers with Unreliable or similar conditions that make their activation uncertain, in which case the Side-Effect applies when the activation fails. If the Side-Effect always applies, then no roll is required.
- **Tiring:** If activating an active Container causes fatigue, this flaw can apply. It does not mean using the Container's effects are tiring, only activating the Container itself.
- **Unreliable:** If applied to an active Container, it means it doesn't always activate when you want it to. You need to make a reliability roll each time, with the Container activating on a roll of 11 or higher.

VARIABLE

A Variable structure contains *every* trait of an appropriate type or descriptor! Variable structures approach the level of plot devices or X-traits (see **X-Traits**, *M&M*, page 211) and are about as close as the Gamemaster should let player characters get to those sorts of powers. Variable structures are generally used for creating powers with highly situational or indeterminate effects, where a set list of effects just won't cover everything the power is supposed to be able to do. However, they come with their own drawbacks, including both complexity and cost.

With a Variable structure, you have a pool of (rank x 5) power points you can use to acquire certain other traits. No trait can have a rank or bonus greater than your Variable structure rank. The cost per rank determines what types of traits you can acquire:

- **4 points:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. Thus you could acquire any one skill at a time, for example, or any one power.
- **5 points:** Any one trait at a time.
- **6 points:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than (rank x 5) power points.
- **7 points:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than (rank x 5) power points.
- **8 points:** Any combination of traits adding up to (rank x 5) total power points.

It takes a standard action to change the configuration of your Variable structure's points. The allocation of those points is sustained, so if you stop maintaining your Variable structure for any reason (failing a Concentration check, for example), your allocated points "reset" to a "null" value: you lose any acquired traits and you must take the action to reconfigure your Variable points again to regain them.

Any Variable points you are unable to spend due to your effect's limitations are "wasted" and not usable. So, for example, a character with Variable 1 (any one skill, 4 points/rank) can acquire 1 rank in any one skill at a time (since the trait is limited to the power's rank). This costs only a fourth of a power point, but the remaining points can't be allocated to anything, since the effect is limited to one skill at a time. The same is true with feats and some low-cost powers. Variable structures simply pay a premium for them.

You must also place a particular descriptor on your Variable structure, limiting its scope to traits suited to that descriptor. For example, a Variable structure that mimics other's traits is limited to the traits its subject(s) possess, a Variable structure providing adaptations is limited to the stimulus to which it adapts, and so forth. This descriptor does *not* reduce the cost of a Variable structure unless it's particularly narrow, and the GM is the final arbiter of what constitutes a suitable Variable descriptor and what descriptors are narrow enough to be considered flaws. Use the powers based on the Variable structure in this book for examples of descriptors.

POWER FEATS

Power feats within a particular Variable structure configuration are considered part of it and not feats of the effect itself. Thus power points from the Variable structure must be assigned to those feats.

Some power feats apply to the Variable structure rather than any of its configurations. These feats are "outside" the effect's power point pool and apply equally to all of its configurations. The GM should carefully scrutinize any such overall feats, ensuring they do in fact apply to the Variable structure as a whole. The effect's power points do not need to be applied to these power feats.

- **Accurate:** The GM may permit this power feat to apply to a Variable structure as a whole, granting its benefits to all of the effects requiring attack rolls for its various configurations, since the effect can be considered a single power (albeit one with a wide range of applications). However, the GM may choose to limit this feat to suitably focused Variable structures.
- **Alternate Power:** A Variable structure essentially contains all possible Alternate Powers for its point value and descriptors, so it does not require this power feat to add new configurations, just the permission of the Gamemaster.
- **Dynamic:** Likewise, a Variable structure is already dynamic in the allocation of its power points and does not need this power feat.

- **Innate:** A Variable structure may be Innate at the GM's discretion, in which case all of its configurations are Innate as well. Individual configurations cannot be Innate; the entire Variable structure must be Innate. Gamemasters should be cautious about allowing Innate Variable structures.

EXTRAS

Generally, extras are applied to the various effects in a Variable structure's configurations rather than to the effect itself. If a particular extra applies to *all* of a Variable structure's configurations equally, the GM may wish to note it as applying to the effect itself for simplicity. This should be limited solely to extras that always apply; given how this is rarely the case with any set of configurations, it shouldn't be often.

Some power extras also apply specifically to the Variable structure itself, rather than any of its configurations:

- **Action:** You can change the configuration of your Variable structure more quickly, although it still cannot change more often than once per round. Gamemasters should exercise caution with Variable structures that can be reconfigured as a free action or reaction: they not only grant tremendous flexibility, they can also slow down game play as the player considers virtually infinite possibilities for each action using the Variable structure.
- **Affects Others:** While individual configurations may have this modifier, a Variable structure can also Affect Others as a whole, allowing you to grant the use of the effect and its configurations to someone else. The subject granted the use of the Variable structure controls its configuration from round to round (although you retain the ability to withdraw use of the effect altogether whenever you wish).
- **Duration:** A COntinuous Variable structure holds its current configuration until you choose to change it, even if you are stunned, knocked out, or the effect is nullified.
- **Linked:** Effects in the same configuration of a Variable structure are not linked by default, but may have this modifier, if they're intended solely for use simultaneously.
- **Range:** A Variable structure with Affects Others may have the Range extra to improve the range at which you can grant the effect to another. This does not alter the ranges of the effect's various configurations. To do so, apply the Range modifier to the effect(s) within a particular configuration.

FLAWS

Variable configurations can have their own individual flaws, which reduce the cost of the configuration (and the number of power points that must be allocated to it from the Variable structure's pool) normally. If a particular flaw applies to *all* of a Variable structure's configurations, the GM may allow it to reduce the cost of the Variable structure rather than the points applied to a particular configuration.

> ***Example:*** *All the configurations of a particular Variable structure are Tiring. The GM may permit the application of Tiring to the Variable structure itself, reducing its cost by 1 point per rank. The effect's configurations are acquired at their normal cost, without the Tiring flaw, but the flaw still applies equally to all of them, since it is applied to the Array overall.*

- **Action:** A Variable structure that requires a full round action to reconfigure has a –1 flaw. Further increases in configuration time apply the Action power drawback.
- **Duration:** A concentration duration Variable structure only maintains its configuration as long as you concentrate. This significantly limits the effect's usefulness, since you have to make Concentration skill checks to use any configuration requiring more than a move action, juggling both the Variable structure

UNDER THE HOOD: VARIABLE STRUCTURES

Note that the Variable structure is called "Variable Power" in the *Mastermind's Manual,* but otherwise the two are essentially the same.

Powers based off Variable structures are obviously quite flexible, capable of duplicating a potentially wide range of traits. Responsibility for controlling Variable structure use in the campaign is placed largely in the hands of both the Gamemaster and responsible players. To do otherwise would require weighing the structure down with numerous limitations, which would keep it from doing what it is supposed to do: namely create a wide range of effects.

Keep in mind a Variable structure is *not* supposed to be "any effect I want." That kind of unlimited power doesn't belong in the hands of the player characters, and is better reserved as an X-trait for NPCs (see **X-Traits**, *M&M*, page 211). A Variable structure *can* be "any effect within a given set of parameters," but it's up to you and the GM to define those parameters. The limits of power flexibility in *Mutants & Masterminds* are deliberately set by Variable structures, the use of extra effort, and hero points.

Many comic book heroes who *appear* to have the power to do "anything" are actually using one of these options in *M&M* terms. For example, the master mage or the hero with the all-powerful wishing ring can do *practically* anything. However, generally speaking, those characters have certain abilities they use all the time (powers and power feats they've acquired with power points) and "tricks" they only do from time to time, essentially power stunts performed with extra effort (and possibly hero points). This is why the Magic power, for example, is *not* normally a Variable structure in *Mutants & Masterminds:* all powers in the game have the potential to do "stunts" via extra effort, so the "variability" of Magic seen in the comics is already built-in, with some costs to control it, without having to give players *carte blanche* to duplicate any effect in the game at will (which is just likely to slow things down and cause game balance issues).

While you can certainly allow unlimited Variable structures in your *M&M* game if you wish, be aware of the consequences of doing so. In particular, the need for extra effort and hero points for power stunts becomes much less, and players are encouraged to "optimize" the effects of their characters' powers to suit every single challenge and situation, making it that much harder to properly challenge them. Unlimited Variable structures also reduce the need for teams and teamwork. If every hero can do *everything*, why bother to work together?

and any others you wish to use. A Variable structure cannot have an instant duration.

- **Distracting:** A Variable structure that is distracting to reconfigure is a drawback rather than a flaw (see the Drawbacks section, following). The effect's individual configurations may also be Distracting, in which case the flaw is applied individually to them, rather than the Array as a whole. If all the configurations of a Variable structure are distracting, then the flaw may apply to the entire Variable structure and does reduce the cost of its configurations.
- **Uncontrolled:** If this flaw is applied to a Variable structure (rather than one or more of its configurations) then the Gamemaster either controls when the effect's configuration changes and what it changes to, or all of the effect's configurations are considered Uncontrolled (but the user gets to choose how the effect is configured). Uncontrolled applied to a particular configuration has its normal effect when that configuration is in use.
- **Unreliable:** If this flaw is applied to the Variable structure as a whole, then changing its configuration becomes Unreliable. The player must roll a die when changing the Variable structure, on a 10 or less it remains "stuck" on its current configuration and doesn't change.

DRAWBACKS

- **Action:** A Variable structure that takes longer than a full-round action to reconfigure has this power drawback. Each step up the Time Table is a –1 point drawback; one minute, five minutes, twenty minute, etc. The GM may set any reasonable limit on the Action drawback for Variable structures (beyond the standard limit of 1 point less than the effect's total cost).
- **Distracting:** If it is distracting to reconfigure a Variable structure (rather than using any effects derived from it), then the effect has a 2-point power drawback.

DESCRIPTORS

Descriptors help to bring a collection of effects, modifiers, feats, and drawbacks to life, differentiating them from similar (or even identical) configurations and making them into distinct powers. Although descriptors don't always have significant *game* effects in *Mutants & Masterminds,* they're perhaps most important in providing color and character to the powers of heroes and villains.

Descriptors do have some affect on game play, however. In particular, descriptors often govern how certain effects interact with each other, serving as convenient shorthand to help define an effect's parameters. For example, Immunity and Nullify work against effects with specific descriptors; if they were limited solely to things like effect type, it would leave out a tremendous range of powers, like "Immunity to Fire" or "Nullify Mutant Powers," which are important to the source material.

TYPES OF DESCRIPTORS

Descriptors come in many different forms. The breakdown in this section is inexact, and deliberately so; some descriptors fall into more than one category, while others might not fall into any of these categories, being unique to that particular character or power. Still, the following are the major types of descriptors suited to *Mutants & Masterminds* powers, and things to consider when creating or choosing powers for a character.

ORIGIN

A descriptor may relate to the origin of a power, where it comes from or what granted it to the character. For example, did he gain Super-Speed in a scientific accident or from years of focused meditation at a secret temple to the God of Speed? A power's origin may determine how it interacts with other powers. Some powers with the same origin might be better suited to counter each other, for example, or to work in conjunction, combining their benefits. Examples of origin descriptors include:

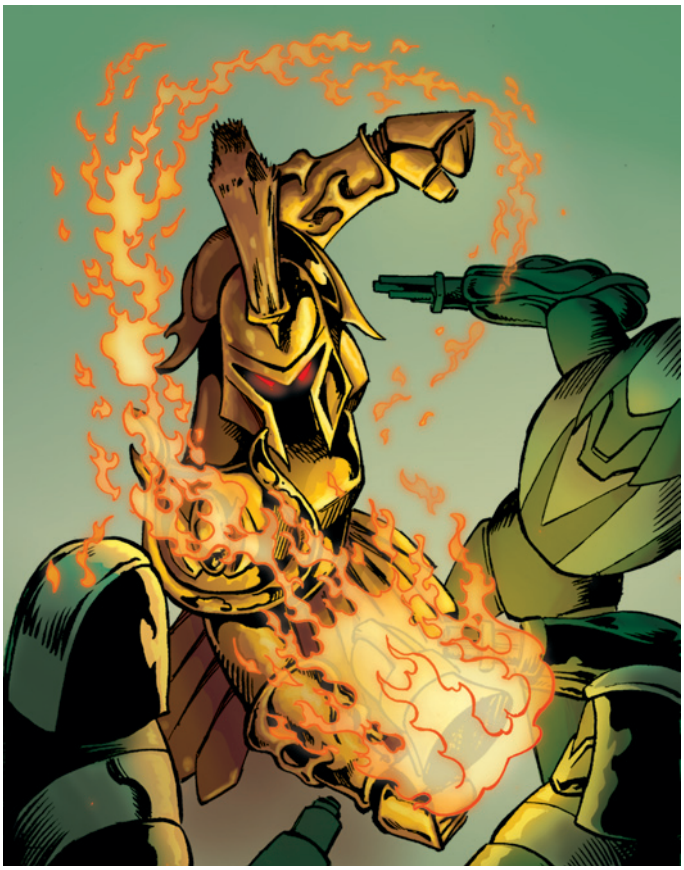
- **Accidental** powers are the result of random chance or accident: being struck by lightning, doused in chemicals, exposed to exotic radiation, and so forth. The circumstances of an accidental origin may or may not be something others can duplicate (although some are sure to try).
- **Bestowed** powers are granted by an outside agency of some sort, such as a deity, a technology, an alien race, or another superhuman. The process that bestows the powers can be as transitive as a Boost effect or the Empowerment power or effectively permanent, barring some sort of plot device or GM-created setback.
- **Invented** powers are designed and created by someone, either the inventor of a particular piece of technology or the designer of a technique or technology for bestowing powers on others.
- **Mutant** powers are inborn, but not natural to the character's race or species. They are the result of a genetic mutation of some sort, possibly due to environmental influences like chemical mutagens or radiation. Since they involve a change in the subject's DNA, mutant powers—or at least the potential for them—are inheritable.
- **Training** powers are gained from study and practice. While many training powers are "super-skills" or esoteric abilities learned from trained masters, this origin covers any power that is learned rather than acquired in another way. It's not necessarily limited to "skill-based" powers or feat-like traits. For example, the Magic power might be acquired through training and study.

SOURCE

A power's source differs from its origin in that the origin is where the potential or ability to use the power comes from (where the character got the power in the first place), while source is where the power's effect comes from, or where the power draws its energy.

Comic book style superpowers answer this question with vague descriptors, since the kind of real-world energy required for many powers is staggering, requiring all super-humans to be living fusion reactors! While this may well be the case in your own setting, the assumption is that power source is just another descriptor in most *Mutants & Masterminds* games.

Source descriptors influence the effects of certain powers, such as Nullify Magic Powers, which can counter powers with a magical source, whether or not their effects are magical. Examples of power sources include:



- **Biological** powers come from the user's own physiology, drawing power from stores of bio-chemical energy or perhaps from specialized organs or biological functions, like a squid's ink or a skunk's musk, which are generated biologically.
- **Cosmic** powers draw upon the fabric of the universe itself or "cosmic" power sources like quasars, white holes, or the background radiation of the Big Bang. Cosmic powers are close to divine in many respects (see the following) in that they transcend earthly sources of power.
- **Divine** powers come from a higher being, essentially a god or gods. Divine power is generally limited to the god(s) areas of influence and may be morally aligned, available only to wielders with an allegiance to that divinity (see Allegiances, *M&M*, page 118, for details).
- **Extradimensional** powers originate outside the home dimension of the setting, from other planes or dimensions of existence. Some extradimensional powers are scientific while others are downright mystical, or even beyond into realms "man was not meant to know."
- **Magical** powers draw upon magical energies, however they might be defined in the setting. Typically, there is some sort of "magical energy" in existence that magicians and magical creatures draw upon for their powers and effects. Note that powers with a magical source are not necessarily "spells," although they might be; a dragon's breath might use magic to power it, or it might be biological, depending on the descriptors applied to it (in other words, how it's defined in terms of the setting).
- **Moral** powers come from an abstract morality or ideal, essentially from an allegiance to that ideal. Whether or not the moral power is aware and capable of interaction is up to the GM and the specifications of the setting; it's the character's belief in that ideal that matters so far as the power is concerned. "Good" and "evil" are common abstract moral sources of powers, but others may include chaos, law, anarchy, order, justice, balance, neutrality, reason, and so forth.
- **Psionic** powers are powers of the mind, coming from the psyche of the wielder (or perhaps from the Collective Unconscious, which acts as a "wellspring" of psionic power). This power source is associated with classic "mental" powers like Telepathy and Telekinesis, although those powers can also come from other sources.
- **Technological** powers are the result of technology, machines and technological devices. Although technological power sources often involve Devices or Equipment, they don't necessary have to; a technological power may be a permanent implant, for example, without the limitations of a Device, but still technological (and affected by things keyed to the technological descriptor).

MEDIUM

A power's medium is what the power uses to accomplish its effect(s). Often, a power's source and medium are one and the same: a psionic power uses psionic energy to power and accomplish its effects, likewise, a divine power often uses divine energy to power and accomplish its effects.

In some cases, however, source and medium may differ and the distinction may be significant. For example, the power to throw fireballs granted by the God of Fire is a bestowed origin, divine source, and uses fire as the medium to cause its Damage effect.

Medium descriptors generally fall into either material or energy: material mediums are substances, ranging from things like air (or other gases), water (or other liquids), and earth (soil, rock, sand, etc.) through to biological materials like acids, blood, and so forth. Energy mediums are different forms of energy, from electromagnetic (electricity, light, radio, radiation, etc.) to gravity, kinetic energy, or an exotic source like divine, magical, or psionic energy (given under **Origin** descriptors).

RESULT

Lastly, a power's *result* is what occurs when the power is used beyond just the game mechanics of its effect. For example, the rules of a Snare effect describe the penalties suffered by the entangled or helpless target, but they don't describe the result, the nature of the snare itself. Is it glowing bonds of energy, chains of ice, the target sinking into rapidly hardening quicksand, or any number of other things?

Result descriptors tend to be fairly broad, given the potential range of results available to effects in the game. Some powers may not have or need result descriptors; after all, "Mind Control" is a pretty clear description of a result. However, "an induced trance where the human brain becomes capable of accepting neurolinguistic programming inputs" is also a valid result for that same effect.

Like medium descriptors, result descriptors may or may not match others the power already has. Take a taser-like weapon able to stun

CREATIVE USES OF DESCRIPTORS

In many instances, players will come up with creative uses for their characters' descriptors. This should be encouraged and, generally speaking, allowed freely so long as those uses don't have a significant impact on the game. So if a fire-using character wants to use just a tiny amount of his Flame Blast power to light some candles, or the electrical-controlling character wants to use some of his power output to act as a living battery to jump-start a car, go for it. In the latter case you *might* want to call for a Craft (mechanics) check to make sure the character gets the terminals and the voltage right, but most of the time it's better to just let the trick go through and give the character a chance to shine.

Situations where creative uses of descriptors do have a significant game effect can be handled as power stunts: pick the effect that best suits the desired outcome and treat it as an Alternate Power of the power the hero wants to use, with descriptors assigned as appropriate. If an electrical-controlling hero wants to use his power like a living defibrillator to save a heart-attack victim, for example, that can be a Healing power stunt of Electrical Control. The hero uses extra effort (and possibly a hero point) and gets a one-shot use of Healing to stabilize the dying victim. Obviously, Array-based powers are the most effective at this sort of thing, but with the extra effort rules, any power can potentially have an Alternate Power based on its descriptors.

the nervous system of its target: it has an invented origin (someone designed and built it), a technological source (it's a technological device with a battery), uses a energy medium (an electrical shock), and results in an electrical overload of the target's nervous system (the result descriptor for its Stun effect). This tells us a lot about that particular power and reasonable ways it might interact with other effects.

APPLYING DESCRIPTORS

Applying descriptors to a power is as simple as describing what the power is and how it works: "The divinely-granted ability to heal through a laying-on of hands," for example, "or the mutant power to control magnetic fields to move ferrous metal objects." Considerably more evocative and descriptive than "Healing effect" or "Move Object, Limited to Ferrous Metals," aren't they?

Generally, you should feel free to apply whatever descriptors seem appropriate and necessary to describe your character's powers, *so long as they don't significantly change how they work in game terms.* This is the key element. While descriptors may imply certain interactions or minor benefits or drawbacks, they shouldn't significantly change how an effect works, that's the role of power feats, modifiers, and drawbacks. So, for example, "area" is not a descriptor, it is an extra you apply to allow a power to affect an area rather than a single target.

APPLYING DESCRIPTORS IN PLAY

While descriptors are generally applied to powers when those powers are acquired (that is, when a character is created), in some cases, certain descriptors may be left unspecified, to be defined during play. This can either be because nobody thought to define the descriptor in advance, or it was deliberately left vague, to be filled-in later.

So, for example, a particular heroine might not know the origin or source of her powers, and her player doesn't *want* to know, leaving them a mystery for later development in the game. The GM agrees and so the heroine's powers have no origin or source descriptors. Instead, the GM chooses them, which isn't known until the heroine is subject to an anti-magical field and discovers her powers don't work! The GM awards the player a hero point for the unexpected setback and now the source of the heroine's powers is known, although their origin still remains a mystery...

Applying descriptors in play gives you a lot of flexibility, letting you handle certain things "on the fly" rather than having to describe every aspect of a character in excruciating detail beforehand. The key tool for handling the application of descriptors in play is the use of hero points. If applying a new descriptor is a setback for the hero, then award the player a hero point, just like any other setback (see **Complications**, *M&M*, page 122). If the new descriptor is chosen by the player and gives the hero a minor advantage, you might ask the player to pay a hero point for the privilege, although you can balance this with an immediate hero point award for the clever idea, if you want (making the hero point a token expenditure). If it's neither, then there's no hero point cost, just apply the descriptor.

CHANGING DESCRIPTORS IN PLAY

On some occasions, you or a player may wish to change a particular descriptor during the course of the game, removing an existing descriptor and possibly replacing it with another one.

Sometimes this takes the form of discovering that a descriptor the character *thought* applied actually does not, such as a hero discovering his "magical" powers are actually the mutant ability to manipulate reality in certain ways. So long as the change doesn't contradict any previously introduced information, this is no different than applying a descriptor in play, and should be handled in the same way. On the other hand, if other effects previously worked on the hero as if his powers were magical, then some sort of explanation is required. The Gamemaster may wish to limit or ban "discovering" a descriptor that has already been established, although it might still be changed.

Changing descriptors is best handled as a plot device, much like re-allocating power points and redesigning characters (see *M&M*, page 25, for details). If exposure to strange magical forces changes a character's power source from biological to magical, for example, that's something for the GM to decide in the context of the game. Like with defining descriptors in play, if a change in descriptors through GM Fiat constitutes a setback, the GM should award the player a hero point. Changes that provide an advantage don't cost, however, since the GM chooses when and where they occur.

Temporarily changing a descriptor can be a use of extra effort, like any other power stunt. For example, a hero might change the result of an electrical Damage effect to a magnetic Move Object effect for one use. This is like any other power stunt and the changed or additional descriptors are an important part of the stunt. Sometimes a power stunt may change nothing but an effect's descriptor(s), such as changing a Damage effect from laser-light to a gamma-ray "graser" or from heat to cold. The GM decides what constitutes a reasonable change in descriptors for a power stunt, based on the power's existing descriptors and effects.

CREATING POWERS

The components in this chapter allow you to create a tremendous range of powers (as can be seen by the selection of sample powers in **Chapter 3**). This section looks at a few guidelines to keep in mind when coming up with new powers for your *Mutants & Masterminds* game.

POWER CREATION CHECKLIST

Whether you're the Gamemaster creating a new power for your *Mutants & Masterminds* game, or you're approving a player-designed power, consider the following items:

- **Theme:** First, is the theme of the power appropriate for the setting? A power like Radiation Control might be just fine in a post-nuclear era setting, but not necessarily in campaigns set before the atom was split, much less a medieval fantasy world! Does the power's theme overwhelm those of other powers? An "Energy Control" power that combines everything every "Control" power in this book can do is a bit over-effective for a player character trait, for example. Encourage players to choose appropriate themes for their heroes' powers and stick with them.
- **Source:** Make sure the power's source fits the setting. Decide in advance whether or not certain power sources are available, limited solely to NPCs, or banned altogether. So, if magic isn't a viable source in your campaign, make sure the players know this up-front before they start designing magicians, spirits, or enchanted golem heroes. Likewise, make sure the power's source suits its theme and effects and vice versa. See the following section, Available Power Sources, for details.
- **Structure:** Consider the power's structure: most powers have a standard structure of one or more basic effects, but some powers call for something more involved like an Array, Container, or Variable structure. If a different structure suits the power, consider what effects it should include. Try to limit the use of Container and Variable structures solely to powers that really call for them and carefully scrutinize player-designed powers using them. Ask yourself: does the power really need this structure, or is it just a means of making the power more effective in the game for less cost?
- **Effects:** What effects should the power include? While most powers only have one or two effects, other structures call for more, perhaps many more. Arrays can have a list of suitable Alternate Powers, Containers a list of suitable effects they may contain, and Variables lists of effects to which they can apply their points. Keep in mind to always limit Variable structures to a particular range of effects rather than any effect (or any random group of effects a player happens to want). Effects should suit the theme and source of the power. Also consider what effects the power can include, if you've chosen to limit access to some effects, or ban them altogether, in your game.
- **Modifiers:** Look at the power's modifiers—both extras and flaws—as well as any power feats and drawbacks (either applied or potential). Make sure modifiers are applied correctly to all of a power's effects according to the guidelines for its structure. Beware of the application of "spurious" flaws intended solely to lower a power's cost without really reducing its capabilities, and of frivolous extras applied solely for an in-game advantage or to use up "free" power points available to an Alternate Power, whether the extra is appropriate or not.
- **Influence:** Lastly, consider the power's influence on your game. Is it potentially problematic? Will it require special countermeasures or capabilities on the parts of NPCs to deal with it? Does it have too great a scope for the setting you have in mind? For example, if you're planning to restrict your campaign to Earth, never venturing out into space, then interplanetary ranges are too big, effects like Space Travel are effectively worthless, and you're better off telling your players not to create powers with them. If a power looks likely to have an unwanted influence on your game, scale it back, working with the player to do so, if necessary.

AVAILABLE POWER SOURCES

What power sources are available, both in the setting, and to the heroes? You can have a single power source, multiple power sources, or any of the power sources given in this book (and perhaps others of your own creation). Each approach has its pros and cons.

Available power sources influence the availability of various powers, and their improvement, in a campaign.

ONE SOURCE

A single power source lends a degree of predictability to the nature of powers in the setting. It doesn't mean all powers are the same,

POWER SOURCE INTERACTIONS

In any setting with multiple power sources, the GM should consider if and how powers of different sources interact, and what that means for the use of powers in the setting.

The default assumption is while power sources may differ their *effects* interact normally. So a psionic Mind Shield guards equally against Mind Reading or Mind Control regardless of power source. The same is true of other effects. The only exceptions are effects targeting a specific power source, such as Drain or Nullify, which may be limited by source as a descriptor. This is the easiest approach for settings with multiple power sources, and keeps them on relatively equal footing.

Two power sources may also be opposed to each other. Moral or divine powers on opposite ends of the spectrum (Good vs. Evil, Law vs. Chaos, etc.) are examples of this. Opposed powers typically have the ability to counter each other (see **Countering Effects**, *M&M*, page 70).

An opposed power structure tends to set up conflict between wielders of the two power sources, even if there is no innate conflict (such as that between opposed moral powers). For example, if divine powers have the ability to counter magical forces, but magic can counter the powers granted by the gods, it's likely magic-wielders are somewhat agnostic (if not atheistic) while the divinely empowered may be hostile toward those who "usurp" powers they consider rightly reserved for the gods and their faithful by practicing the "unholy" magical arts.

just that they derive from the same source. It also doesn't mean everyone has the same origin or acquires powers the same way, but their powers are similar on a fundamental level.

One immediate effect of having one power source is it becomes easier to counter or nullify powers. Any countermeasures associated with source descriptor work on *all* powers in the setting. For example, if the setting's only power source is magical, then nobody's powers work in a Nullify Magic area, magical counter-spells affect everyone's powers equally. Similar things occur in other settings where powers all come from one source.

This has advantages and disadvantages; you can more easily set up countermeasures against others' powers, but they can more easily counter yours as well. Since countermeasures for other power sources may be limited in such a setting, anyone with another power source–such as a psionic in a setting where all other powers are magical–has a significant advantage (and may need to have one or more ranks of the Benefit feat, at the GM's discretion).

One source for powers may also limit the availability of things like origins and powers, depending on the source. For example, psionic powers tend to be very broad, but if divine is the only power source, then the availability of powers is entirely dictated by the gods, and certain powers may be restricted to certain divine patrons depending on their portfolios.

One source settings are the most consistent, if not the most realistic, simply because powers all have a single, consistent source. Therefore, one power source tends to be best for more realistic settings.

MULTIPLE SOURCES

Multiple power sources may co-exist in the same setting. This can be anywhere from two (possibly opposed) power sources to as many as *all* of them (see **Any Source**, following).

Multiple power sources allow for more variety in terms of powers and origins, but also require more in terms of planning, preparation, and overall effects on the setting. For example, if anti-magical defenses have no effect on the divine powers wielded by the gods' champions, or the psionic powers of a race of mysterious psychics, then it is difficult to create a complete defense against all powers. Likewise, no power source has a "monopoly" in the setting: if the magically gifted become a problem, the divinely empowered can help keep them in line (and vice versa).

Powers of different sources *can* oppose one another to a degree (see the **Power Source Interactions** sidebar), just not directly. So the magically empowered are not helpless against psis, who are not helpless against those wielding mutant powers, and so forth.

While multiple power sources allow for variety in character creation, you should consider the possibility of individuals wielding more than one type of power. Can someone have both magical and mutant powers, for example? Are divine and psionic powers compatible?

If the GM decides certain sources are mutually exclusive, this does *not* count as a flaw or drawback; it is merely a feature of the setting. The assumption is the character simply trades access to one power source for another.

ANY SOURCE

Finally, some settings allow powers from *any* source. Comic book settings tend to allow virtually any power source, and individuals may even have more than one. For example, a psionic mutant may have cybernetic implants and use sorcery, or an alien chosen as a champion by divine cosmic forces may wield certain elemental powers.

ABSOLUTE EFFECTS

Some fictional characters have certain powers that are "absolute:" attacks that never miss (or always kill, or both), defenses that are impervious to any harm, flawless techniques of combat or skill, unfailing insight, and so forth. These absolute abilities can sometimes be difficult to include in roleplaying games simply because they're so dependable; they can unbalance the game if players are allowed to use them to their full effect.

However, *Mutants & Masterminds* does allow for some absolute effects. The classic example is Immunity: it grants automatic success on certain saving throws regardless of the DC, from 1 to 100 (or more)! So a character with Immunity to Fire Effects is *absolutely* immune to fire, barring the use of GM Fiat to introduce a plot device able to affect the character. Note, however, the escalating cost of Immunity, and the fact that it's incredibly expensive to be immune to "everything:" Immunity for Fortitude, Reflex, and Will saves is 90 points. Immunity to all physical and energy damage on top of that is 170 points altogether!

Likewise, perception range powers (including those with the Range extra improving them to perception range) always "hit," so it's possible to create a "can't miss" attack, although the power should still allow a saving throw, per the guidelines for perception range. A perception range, no saving throw, effect is generally too powerful.

While "flawless" abilities and skills aren't really allowed in *M&M,* the Ultimate Effort feat (see **Ultimate Effort**, *M&M,* page 65) comes pretty close. You can spend a hero point to ensure your hero's effort with a particular trait is as good as it can possibly be. Success isn't assured, however. That's more the realm of an X bonus in that trait (see **X-Traits**, *M&M,* page 211). The same generally goes for unlimited knowledge and insight: beyond the range of player characters and into the realm of X rank skills like Knowledge or X rank sensory effects (like ESP).

While some absolute effects are possible in *M&M,* Gamemasters are always encouraged to look carefully at any such effects, and their potential impact on the game, before allowing them. Immunity to Fire Effects isn't likely to become as significant as Immunity to Fortitude Effects or, even more, Immunity to Damage.

The primary challenge of any source settings is their unpredictability. With all the power sources in play, it becomes almost impossible to plan and prepare for them all. Only the highest level of Nullify has the ability to counter or overcome *any* other power; most other countermeasures are only partially effective.

Any source settings also tend to be the least realistic by definition, but they are the most similar to four-color comics. After all, they are worlds where cosmic, divine, magical, psionic, and super-science abilities all coexist! Still, the four-color comics aren't particularly noted for their realism, so this may not be an issue for some groups.

FROM EFFECT TO CAUSE

The most commonly heard question about new powers in *Mutants & Masterminds* starts off with, "How do I..." and ends with everything from, "...create an indestructible magical throwing weapon" to "...make a character who can do anything he can imagine?" The answer to those (and many other) questions about creating powers depends on the ability to go from the power's *effects* (what it does) to its *cause* (what the power is or is called).

As you can see in this chapter, powers in *Mutants & Masterminds* are "effects-based," that is, the game system deals with what the power actually does, the effect that it has, and leaves the details of what it looks like, what it's called, and where it comes from to descriptors, which can vary from one power to another. It's how *M&M* can encompass the near-limitless range of super-powers in a single set of rules: a great many diverse powers actually have very similar effects. The power to magnetically move metals isn't actually all that different from the power to mystically move stone, or to telekinetically move objects; it's all moving things, the differences are largely in how they're described and what (if anything) they're limited to moving. All of the previous powers are based on the Move Object effect, even though they are different and distinct traits.

So the first step in creating a new power in the game is asking yourself: What does this power *do?* In some cases, it will be fairly obvious, in others, it may be somewhat complicated, and may involve a list of many different things the power can do (which may suggest a power structure like an Array).

PC VS. NPC POWERS

Not all powers are created equal. In fact, some powers can be quite problematic simply because they are extremely useful in overcoming certain challenges, challenges you as Gamemaster might want to put in the heroes' path!

Some powers in fictional sources like the comic books sometimes don't translate well to a roleplaying game because characters in a comic, novel, or film always do exactly what the writer wants, never using their powers to circumvent an interesting scene. Characters in RPGs, on the other hand, virtually *always* use their powers in the most efficient manner possible, which can cause real headaches for the GM, who doesn't have the same creative control as an author.

While GM Fiat is one means of dealing with this (see **Gamemaster Fiat**, *M&M*, page 124) it is sometimes not enough. You may wish to restrict access to certain problematic powers to non-player characters, banning them for the players' heroes. While this may not seem fair on the face of it, non-player characters already have an "advantage" in that they can have whatever capabilities are required for the story, up to and including X-traits, which are already reserved only for them. The idea is to keep the heroes on a relatively even playing field and ensure there are sufficient challenges for them.

For example, you might decide that Precognition is just too potentially problematic to allow any player character hero to have it. So you decide to restrict it solely to NPCs. This means you can have a precognitive supporting character (like Foreshadow from *Freedom City*) show up from time to time to offer the heroes cryptic hints about the future, but you control exactly what information they receive and can always have the NPC precog mutter something about how the timelines are unusually muddled or the like whenever you prefer to keep certain information out of the heroes' hands.

It's up to the GM whether or not there is an in-game reason why such powers are prohibited. It can be as simple as saying "these effects or powers are unavailable to player characters," but some may prefer to have another reason behind it. Perhaps certain effects are connected to certain origins or power sources unavailable to PCs. For example, Mind Control is an effect granted only by certain evil supernatural being, but not their good counterparts (who provide the Healing effect the evil ones cannot). Maybe some powers require (or cause) particular drawbacks, discouraging players from taking them. The optional Taint rules from the *Mastermind's Manual* are a useful tool in making certain effects less attractive (see **Taint**, *Mastermind's Manual*, page 87).

The same guideline goes for power modifiers, feats, drawbacks, and even power structures. If any of these are too much of a hassle to deal with you can ban them from your game entirely or just limit them to non-player characters. The GM may choose to restrict some extras to NPCs, or require the PCs to labor under certain flaws NPCs do not have.

A middle ground between allowing all effects and restricting some to NPCs is to require the Uncontrolled flaw on certain problematic effects, placing them under the GM's control. This ensures they remain under control while still being available to players who want them (and at a discount, since they aren't getting the effect's full utility). In the previous example, the GM may decide Precognition is just fine for PCs, so long as it is Uncontrolled and the GM decides when and how the character receives precognitive visions.

Give some thought to what traits may be restricted in your game well in advance. With options like power stunts and variable effect structures, *Mutants & Masterminds* heroes all have a potentially wide range of powers. Even if it isn't on a hero's character sheet, that doesn't mean the player won't give it a try eventually! If the ground rules are clearly established from the beginning, there's likely to be less disagreement when the situation arises in play.

BUFFING POWERS

One type of power the *Mutants & Masterminds* power level system can only cover to a degree is the "buffing" power, that is, a power that augments or improves the traits of another character. These

PLOT-DEVICE POWERS

As described in **Chapter 11** of *Mutants & Masterminds* (beginning on page 208), it's often simpler to treat certain characters as plot devices, giving them whatever capabilities the story requires. Likewise, it's often easier for the GM to treat certain powers as plot devices, having them do whatever is necessary for the story.

Plot-device powers go even beyond X-traits (see **X-Traits**, *M&M,* page 211) in some respects. An X-trait is presumed to work like an ordinary trait of that type, just with an unlimited rank or bonus (meaning it's impossible to save against it, and it has essentially infinite levels of that trait's normal effects). A plot device power can basically do *anything*, even if there's no standard trait capable of doing it.

Take for example the ability to grant wishes (perhaps the ultimate plot device power). While you could call it a "Variable X" effect, allocating unlimited power points to an unlimited range of effects, why bother? Assuming that you're wisely limiting it to a plot device character, just make up whatever guidelines you want for how the power works and go with it. Anything more is just creating extra work for yourself: extra work no one else is really going to know about anyway, since all the players will see is the actual effects of the plot device in play.



powers can be problematic in play and the GM should give special attention to them. Examples of buffing powers include Boost and Empower, along with many effects with the Affects Others extra, allowing characters to "lend" powers to their allies.

The problem with buffing powers is twofold: first, they can easily exceed the power level limits of the campaign. For example, a character with Strength 10 and Boost Strength 20 is no problem in a power level 10 game: the hero's maximum Strength bonus is +10 (for Str 30), which is right at the campaign limit. However, when the character uses the same Boost effect on a teammate with Str 36 (thanks to a trade-off), you get a hero with a +23 Strength bonus! The same is true for effects like an Affects Others Force Field, which, stacked on top of an ally's already high Toughness, can make him nigh-invulnerable, especially if both defenses are Impervious.

The problem is compounded when players create "buffing" characters or use tactics where one or more heroes exist primarily to enhance the traits of their teammates while remaining out of harm's way and letting their boosted allies do the heavy lifting. If all Force Field Lass does is grant her teammates huge Toughness bonuses and make Concentration checks to maintain them, letting the other heroes roll right over the opposition, there's a problem.

STRICT POWER LEVEL

One solution to the problem of buffing powers improving characters beyond the power level limits is to strictly enforce the limits in play: so while Force Field Lass' power may grant *her* a +10 Impervious Toughness bonus, it does nothing for her teammate Rock-Man, who is already at the campaign's power level limit for Toughness. While this sometimes makes sense, it often does not—why *shouldn't* one character's super-weapon do the same damage in someone else's hands, after all? While it may enforce game-balance, it won't necessarily do anything for the players' suspension of disbelief.

UNLIMITED POWER BUFFING

Alternately, you can ignore the power level limits for situational bonuses like these, applying them as best suits the situation. This allows buffing powers to work as they should: improving traits equally across the board. However, it generally requires an agreement between the GM and the players not to abuse the privilege by creating buffing characters focused solely on boosting their teammates or relying too heavily on trait-boosting tactics, which may require players to forgo some obvious avenues of success in favor of sticking with the spirit of the game.

POWER BUFFING PREMIUM

An option in between strict enforcement of the power level limits and free use of buffing effects is to require extra effort or the expenditure of a hero point for a buffing effect to improve a trait beyond the campaign's power level limits. This allows for the occasional "power buff" to reach truly impressive levels, but applies a premium to the cost so players can't rely on them too heavily or use them too often.

LIMITED POWER BUFFING

Another option between strict enforcement and unlimited buffing is to allowing buffing powers to improve traits past the power level

limit, but to reduce their effectiveness when doing so. For example, a buffing effect can improve traits up to the campaign's power level limits as normal, but past that limit applies only half its usual benefit. So, for example, a character at the PL limit receiving a Boost to that trait gains only half the usual increase because the trait goes over the limit.

You can extend this idea to "pro-rate" a power buff in relation to the power level limit, such as: over the limit is half effect, more than 150% of the limit is one-quarter effect, and 200% of the limit is the maximum, with no further effect beyond that. This helps keep buffing powers under control but is a bit more complex as the effect will vary from subject to subject and require some calculation on the fly to figure out.

IMPROVING AND ADDING POWERS

A power's origin not only affects when and how it is acquired but may also affect efforts to improve the power later on. Power source may come into play here, too, particularly if the power comes from an outside source. In such cases, improving the power may depend heavily on the wielder's relationship with its source!

METHODS OF IMPROVEMENT

Consider the following methods of power improvement and which are appropriate to which powers your game. Along with the methods of improving powers, consider the different types of improvements available: to existing powers, adding new effects to existing powers, adding or removing modifiers, and acquiring entirely new powers.

IMPROVEMENT THROUGH ADVENTURE

The GM decides what powers (if any) can be improved simply by spending earned power points on them. This may include existing power effects, adding extras, removing flaws, or adding entirely new effects or powers. Some or all of these improvements may have certain requirements. For example, characters may need training in order to improve their existing effects, and the GM might ban adding entirely new effects or powers without some sort of special training or even transformation first.

Players can spend earned power points on whatever improvements the GM allows, so long as any prerequisites are met.

IMPROVEMENT THROUGH STUDY

Study and practice with a power may improve the ability to use it and might also improve the power's effectiveness over time. If a power is based wholly or partially on the user's knowledge or understanding, then study may help to improve it. If the power's effectiveness is based primarily on use, then practice can help improve the power.

The GM should decide what areas of improvement are possible through study and practice. For some, only the ranks of an effect improve, representing greater skill with the power. In other cases, the GM may allow practicing a power to improve the power's other traits: adding extras, removing flaws, and so forth.

Having a teacher may be helpful in learning to improve some powers, although only in particular areas. A teacher may be able to help a student overcome a power's flaws, removing flaws, or adding extras.

A particular area where improvement through study or practice may apply is in regard to power feats, which are often learned applications of a particular effect. The GM can require, for example, a certain amount of practice in order for a character to acquire the Precise feat with a power (with a number of failed attempts along the way!). Likewise, you can require a hero use a new power feat a certain number of times through extra effort (see **Extra Effort**, *M&M,* page 120) before spending power points to acquire it permanently.

TRANSFORMATION

Powers are sometimes improved through transformation: heroes are exposed to conditions similar to an origin, granting new levels of power or new powers altogether! Some transformations may be brought about through training, or by stressful situations. For example, a hero pushes his power to the limit in an adventure. The GM and player agree this triggers a transformation, allowing the player to spend accumulated power points to improve the hero's powers. Some transformations are subtle and gradual, others quite dramatic. In the latter case, the GM may even allow players to completely redesign their characters, provided they keep the same point total (see **Re-Allocating Power Points**, *M&M,* page 25).

TYPES OF IMPROVEMENT

Powers can improve in a number of different ways: you can add ranks to existing effects or entirely new effects, add extras, remove flaws, add power feats, remove drawbacks, or even add entirely new powers. Some or all of these improvements may be limited according to the setting and the nature of powers in that setting.

IMPROVING EFFECTS

Effects available in ranks can be improved. The GM may wish to set limits on the maximum ranks in certain effects beyond just the normal power level limits. Gamemasters should also consider whether or not to occasionally raise the campaign's power level limit to allow for improvement in effects and other traits already at the limit (see **Increasing Power Level**, *M&M,* page 178 for details).

ADDING EFFECTS

A common improvement is to add new effects to a power, expanding its scope. These effects may initially be power stunts mastered over time so the wielder can use them at will. Alternately, they might be entirely new facets of the power the user has "discovered" or developed. New effects may require instruction (from a teacher with the power) or even transformation, opening up the potential for the ability.

The GM can require the player to have enough power points to pay for the entire new effect before the hero can use it, or can allow the player to pay in "installments," devoting earned power points to paying off the new effect's cost (this is useful for effects acquired during adventures). As another type of "installment plan," the new effect can initially have flaws that reduce its cost. The player can then devote earned points to removing these flaws, eventually granting full and unrestricted use of the effect.

ADDING EXTRAS

Like new effects, players can add extras to existing effects. Extras are added separately to each effect in a power; so if you want the

Area extra on your Damage effect, for example, you have to apply the Area extra again if you want it to apply to your Stun effect or to an entirely different effect of the power. At the GM's discretion, extras may be easier to add to powers than entirely new effects, since they use existing effects in different ways.

Note that extras, once applied, are *always* in effect; a Damage effect that acquires the Area extra always affects an area, for example. For adding alternative versions of an effect, use the Alternate Power feat instead.

REMOVING FLAWS

Training and experience may help overcome certain flaws on powers, particularly flaws representing inexperience or lack of control. The GM decides what, if any, flaws can be removed and how it is done. Some flaws require nothing but time and effort (and the appropriate expenditure of power points). Other flaws may need the assistance of a qualified instructor or some sort of "breakthrough" experience to allow the character to overcome them. Finally, some flaws may be permanent, barring a dramatic transformation, and perhaps not even then, if the flaw is simply part of the nature of powers in the setting.

ADDING POWERS

It may be possible to acquire entirely new powers during a game. It's up to the GM to decide not only if this is possible, but under what conditions. Can you gain new powers solely by training and experience, such as a telepath learning ESP or a hero with Fire Control learning to command cold as well? Sometimes closely related powers may be learned, although you should distinguish between adding effects to an existing power and developing a completely new power.

In other settings, acquiring new powers takes instruction, or even some sort of transformation. For example, supers often acquire new effects or extras for their existing powers, but entirely new powers require some major event, equivalent to a new origin. A hero might be exposed to a mutagen, encounter a new power source, invent a new device, or even die and return to life with an entirely new power!

The GM can choose to restrict new powers solely to transformations. Players can request a new power, but it's up to the Game Master when and how they occur.

Regardless of how they are acquired, new powers should follow the guidelines set down for powers in general in the campaign, unless the GM specifically chooses to bend the rules for some reason.

AVAILABILITY OF IMPROVEMENT

How and when can powers be improved, and to what degree? Improvement through adventure and study place control over power improvement largely in the hands of the players, although in the latter case the GM can limit access to teachers for some things. Improvement via transformation generally limits control over improvement to the Gamemaster, who decides where and when transformations occur. This is particularly appropriate for powers gained from an outside agency such as a deity or cosmic patron, who decides if and when the wielder is worthy of additional power.



Different types of powers may have different methods of improvement. For example, perhaps magical powers can be improved through study while divine powers are only improved through transformation (granted by the divinity). Generally speaking, if any power can be improved through adventuring (assigning earned power points), then they all should be, or some players get an unfair advantage over the others.

Likewise consider the types of power improvement available. Again, this may vary from one power to another. Some powers might allow only the improvement of existing effects, others may permit the adding of new effects. The GM decides whether or not characters can acquire entirely new powers during play, as opposed to simply adding new effects and modifiers to existing powers.

Finally, you can regulate certain combinations of methods and types of improvement. For example, anyone can improve effect ranks or add power feats through study and training, but it requires a teacher to add extras and new effects or remove flaws, and entirely new powers are available only through transformation (in other words, by GM fiat), allowing the GM to control the introduction of these powers into the game.

CHAPTER 3: POWERS

Using the components of effect, modifier, feat, and drawback, combining them in various structures and applying different descriptors, it is possible to mix-and-match a virtually limitless range of different super-powers, with ranks from the most minor and subtle to truly earth-shaking. The previous chapter provides you with all the tools you need; this chapter looks at what you can do with those tools.

Chapter 3 describes a range of sample powers using the components found in **Chapter 2**, suitable for quick use in creating *Mutants & Masterminds* heroes and villains. You can use these powers as-is in your games, giving you a quick "shorthand" without the need to build every power from scratch, and you can also use them as examples of some of the things you can do with the power creation guidelines. Here is the format for power descriptions in this chapter:

POWER NAME

Effect: The type of effect(s) the power has.

Action: The action required to use the power.

Range: The range at which the power functions.

Duration: The power's duration. Lasting powers have "(lasting)" listed after their duration.

Saving Throw: The saving throw used to resist the power's effects.

Cost: How many power points the power costs per rank.

A description of the power and what it does in game terms follows.

ALTERNATE POWERS

A listing of suitable Alternate Powers of the power (for powers with an Array structure).

POWER FEATS

A listing of any power feats relevant to the power.

EXTRAS

A listing of any extras relevant to the power.

FLAWS

A listing of any flaws relevant to the power.

DRAWBACKS

A listing of any drawbacks relevant to the power.

ASSOCIATED EFFECTS

A listing of other powers often associated with or outgrowths of the main power. These are optional add-ons for the power, but not power feats or modifiers, since they count as independent power effects unless they are Linked to the main power so they can be activated simultaneously. The default assumption is that associated effects are not automatically linked.

If any of these entries do not apply, they are omitted. So if a power does not have any particular extras associated with it, the extras entry is omitted.

In various parts of a power's description, certain effects may operate at a fraction of the power's normal rank (one-half, two-thirds, and so forth). Unless specified otherwise, round all such fractions down to the nearest whole number.

ABSORPTION

Effect: Boost, Protection	**Action:** Reaction (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 4 points per rank

You can absorb a particular type of damage, and use its energy to improve a trait or heal yourself.

Choose physical or energy damage when you buy this effect. Subtract your Absorption rank from the damage bonus of the affected attack. If the remaining bonus is +0 or greater, make a normal Toughness save against the remaining damage bonus, otherwise you ignore the attack's damage completely. Your Absorption rank counts as a bonus to your Toughness saves for power level purposes.

You gain 2 temporary power points per +1 damage bonus absorbed. After absorbing damage, as a reaction, you can immediately use these temporary power points, either to improve a particular trait (like a Boost effect) or to heal yourself, applying points to the Healing effect (one rank of Healing per 2 power points, as usual). Choose which effect you can do when you acquire Absorption; if you choose the Boost effect, you must also determine what trait it will be applied to. Your Absorption Boost can increase a power you don't normally have—such as Blast—granting you temporary use of that power. If an Absorption Healing attempt fails, you can try again the next time you absorb energy (rather than having to wait or spend a hero point like Healing normally requires).

You can acquire the other effect of Absorption as an Alternate Power feat, but you can't use both at the same time. So if you have Absorption Boost, you can acquire Healing as a power feat, but have to choose one effect or the other (Boost or Healing) each time you absorb energy. You can also acquire different forms of Absorption Boost as Alternate Powers, or apply Boost modifiers to your Absorption for a broader boosting effect (see the **Boost** effect description for details).

> ***Example:*** *Energizer has Energy Absorption 9 and is hit with a +7 damage lightning bolt. Since the damage is less than her Absorption rank, she absorbs all of it, gaining 14 temporary power points (+7 damage x 2). She can apply those absorbed points to the Blast power, of the same energy type as she absorbs; so, on the following round, she can throw a lightning Blast 7 right back.*



POWERS

Name	Action	Range	Duration	Save	Cost
Absorption	Reaction	Personal	Continuous	None	4/rank
Acid	Standard	Touch	Instant	Toughness	3/rank
Adaptation	Full	Personal	Continuous	None	6/rank
Adrenal Surge	Free	Personal	Varies	None	1/rank
Age Shift	Free	Personal	Sustained	None	8 points
Air Control	Standard	Perception	Sustained	See description	2/rank
Alternate Form	Free	Personal	Varies	None	5/rank
Animal Control	Standard	Perception	Sustained (L)	Will	2/rank
Animal Mimicry	Free	Personal	Continuous	None	9/rank
Animate Objects	Standard	Ranged	Sustained	None	3/rank
Astral Form	Standard	Extended	Continuous	None	5/rank
Blast	Standard	Ranged	Instant	Toughness	2/rank
Blending	Free	Personal	Sustained	None	2 or 4 points
Blur	Free	Personal	Sustained	None	4 points
Bouncing	Reaction	Personal	Permanent	None	2/rank
Chi	Standard/Full	Personal	Instant	None	1/rank
Clairaudience	Move	Extended	Concentration	None	1/rank
Clairvoyance	Move	Extended	Concentration	None	2/rank
Cold Control	Standard	Ranged	Sustained	Fortitude	2/rank
Color Control	Standard	Ranged	Sustained (L)	Reflex	2/rank
Corrosion	Standard	Touch	Instant	Fort/Tough	3/rank
Cosmic Energy Control	Standard	Ranged	Instant	Toughness	2/rank
Darkness Control	Standard	Ranged	Sustained	None	2/rank
Datalink	Free	Extended	Sustained	None	1/rank
Death Touch	Standard	Touch	Instant	Fortitude	1/rank
Device	None	Touch	Special	None	3-4/rank
Dimensional Control	Free	Personal	See description	None	2/rank
Dimensional Pocket	Standard/Move	Touch	Instant (L)	Ref/Will	2/rank
Disease	Standard	Touch	See description	Fortitude	3/rank
Disintegration	Standard	Ranged	Instant	Fort/Tough	5/rank
Displacement	Free	Personal	Sustained	None	4 points
Dream Control	Standard	Perception	Sustained	Will	3 /rank
Dream Travel	Move	Perception	Sustained	Will	1/rank
Duplication	Standard	Personal	Sustained	None	2/rank
Earth Control	Standard	Perception	Sustained	None	2/rank
Elasticity	Move	Personal	Sustained	None	1/rank
Electrical Control	Standard	Ranged	Instant	Toughness	2/rank
Empowerment	Full	Touch	Sustained	Will (H)	6/rank
Energy Aura	Free	Touch	Sustained	Toughness	4/rank
Evolutionary Shift	Free	Personal	See description	None	10 points
Exorcism	Standard	Perception	Instant	See description	2/rank
Fire Control	Standard	Perception	Sustained	None	2/rank
Force Constructs	Standard	Ranged	Sustained	None	2/rank
Force Field	Free	Personal	Sustained	None	1/rank
Friction Control	Standard	Perception	Instant	Reflex	3/rank
Gadgets	Standard	Personal	Continuous	None	6-7/rank
Gestalt	Full	Personal	Continuous	None	1/rank
Grafting	Standard	Touch	Sustained	Fortitude	11/rank
Gravity Control	Standard	Ranged	Sustained	See description	2/rank
Hellfire Control	Standard	Ranged	Instant	Toughness	2/rank
Hypnosis	Standard	Sensory	Sustained	Will	2/rank
Ignite	Standard	Perception	Instant	Toughness	3/rank
Immortality	None	Personal	Permanent	None	5 points
Immutable	None	Personal	Permanent	None	10 points
Invisibility	Free	Personal	Sustained	None	4 or 8 points
Kinetic Control	Standard	Ranged	Instant	Toughness	2 /rank
Life Control	Standard	Perception	Instant (L)	Fortitude	4/rank
Light Control	Standard	Ranged	Sustained	None	2/rank

Name	Action	Range	Duration	Save	Cost
Machine Animation	Standard	Ranged	Sustained	None	2/rank
Magic	Standard	Ranged	Instant	See description	2/rank
Magnetic Control	Standard	Perception	Sustained	None	2/rank
Matter-Eater	Standard	Touch	Instant	None	5 points + 1/rank
Mental Blast	Standard	Perception	Instant	Will	4/rank
Mental Duplication	Standard	Touch	Continuous	Will	3/rank
Microwave Control	Standard	Ranged	Instant	Toughness	2/rank
Mimic Trait	Standard	Touch	Sustained	None	1-5/rank
Mind Shield	Free	Personal	Sustained	None	1/rank
Mind Switch	Standard	Perception	Sustained (L)	Will	2/rank
Mirror Image	Free	Personal	Sustained	None	4 points
Mutation	Standard	Touch	Sustained (L)	Fortitude	4/rank
Nemesis	Free	Perception	Continuous	None	8/rank
Object Mimicry	Move	Touch	Sustained	None	6/rank
Pain	Standard	Perception	Concentration (L)	Will	5/rank
Petrification	Standard	Ranged	Sustained (L)	Fortitude	3/rank
Pheromones	Reaction	Sensory	Sustained (L)	Will	4/rank
Plant Control	Standard	Ranged	Instant	Reflex	2/rank
Plant Mimicry	Free	Personal	Continuous	None	9/rank
Plasma Control	Standard	Ranged	Instant	Toughness	2/rank
Possession	Standard	Touch	Sustained (L)	Will	3/rank
Power Control	Standard	Perception	Sustained (L)	Will	2/rank
Power Reserve	Free	Personal	Sustained	None	2/rank
Power Resistance	Reaction	Personal	Instant	None	2/rank
Prehensile Hair	None	Personal	Sustained	None	1/rank
Radiation Control	Standard	Ranged	Instant	Toughness	2/rank
Reflection Field	Reaction	Personal	Instant	None	8/rank
Reflex Memory	Free	Personal	Continuous	None	9/rank
Sensory Link	Move	Extended	Concentration (L)	Will	2/rank
Sensory Shield	Reaction	Personal	Permanent	None	1-2/rank
Shape Matter	Standard	Ranged	Sustained (L)	None	4/rank
Shapeshift	Move	Personal	Sustained	None	8/rank
Shield	Free	Personal	Sustained	None	1/rank
Silence	Free	Personal	Sustained	None	1 or 2 points
Sleep	Standard	Ranged	Instant (L)	Fortitude	3/rank
Sonic Control	Standard	Ranged	Instant	Ref/Fort	2/rank
Spatial Control	Move	Personal	Instant	None	2/rank
Spinning	Free	Personal	Sustained	None	2/rank
Spirit Control	Standard	Perception	Sustained	Will	2/rank
Strike	Standard	Touch	Instant	Toughness	1/rank
Super-Speed	Move	Personal	Sustained	None	5/rank
Super-Ventriloquism	Free	Extended	Sustained	None	1/rank
Suspended Animation	Full	Personal	Continuous	None	2 points
Telekinesis	Standard	Ranged	Sustained	See description	2/rank
Telelocation	Full	Extended	Concentration (L)	Will	1/rank
Telepathy	Standard	Per/Ext	Concentration (L)	Will	2/rank
Thermal Control	Standard	Ranged	Sustained	Fortitude	2/rank
Time Control	Move	Ranged	Sustained	See description	7/rank
Time Stop	Standard	Ranged	Sustained	Reflex	7/rank
Transfer	Standard	Touch	Instant	Fortitude	2-10/rank
Transmit	Move/Full	Personal	Instant	None	1/rank
Transmutation	Standard	Ranged	Sustained (L)	None	5/rank
Troubleseeker	Full	Personal	Instant	See description	2/rank
Universal Translator	Reaction	Personal	Continuous	None	8 points
Vibration Control	Standard	Ranged	Instant	Toughness	2/rank
Ward	Standard	Touch	Sustained	Will	1/rank
Water Control	Standard	Perception	Sustained	None	2/rank
Weapon Summoning	Free	Personal	See description	Toughness	2/rank
Weather Control	Standard	Ranged	Sustained	Fortitude	2/rank

POWER FEATS

- **Energy Conversion:** You can convert absorbed energy from one type to another (sound into light, or kinetic energy into heat, for example). This allows you to absorb one type of energy and project another, if you have a Blast power (or if your Absorption Boost grants you a Blast power).
- **Slow Fade:** This power feat can reduce the rate at which your stored energy fades, if you have the Energy Storage extra (see the following).

EXTRAS

- **Both Types (+1):** You absorb physical and energy damage, not just one or the other.
- **Energy Storage (+1):** You can "store" absorbed energy. Each attack gives you energy equal to the damage bonus your Absorption stops. You can have up to (rank x 10) energy points at once (excess energy dissipates harmlessly). Stored energy harmlessly "bleeds off" at a rate of 1 point per round. You can reduce this rate with the Slow Fade feat. You can use your stored energy points to fuel your other absorption effects (Boost or Healing) as desired on a 1 point per rank basis. The Progression feat increases your storage capacity by one multiple per application (x 11, x 12, and so forth).
- **Power Magnet (+1):** You can absorb energy from suitable sources (such as bonfires, generators, speakers, and so forth) at a distance of (power rank x 100 feet) with a ranged attack roll. It takes a standard action to absorb energy in this way. Reduce the power source's output that round by your power rank and gain temporary power points equal to twice its rank or twice your power rank, whichever is less. This extra allows you to use Absorption to counter powers of the appropriate type at a distance and absorb their energy (see **Countering Effects**, page 18).

FLAWS

- **Limited (-2):** Your Absorption affects only a specific type of energy, such as cold, electricity, heat, radiation, and so forth.

ACID

Effect: Damage, Secondary Effect	**Action:** Standard (active)
Range: Touch	**Duration:** Instant (see description)
Saving Throw: Toughness	**Cost:** 3 points per rank

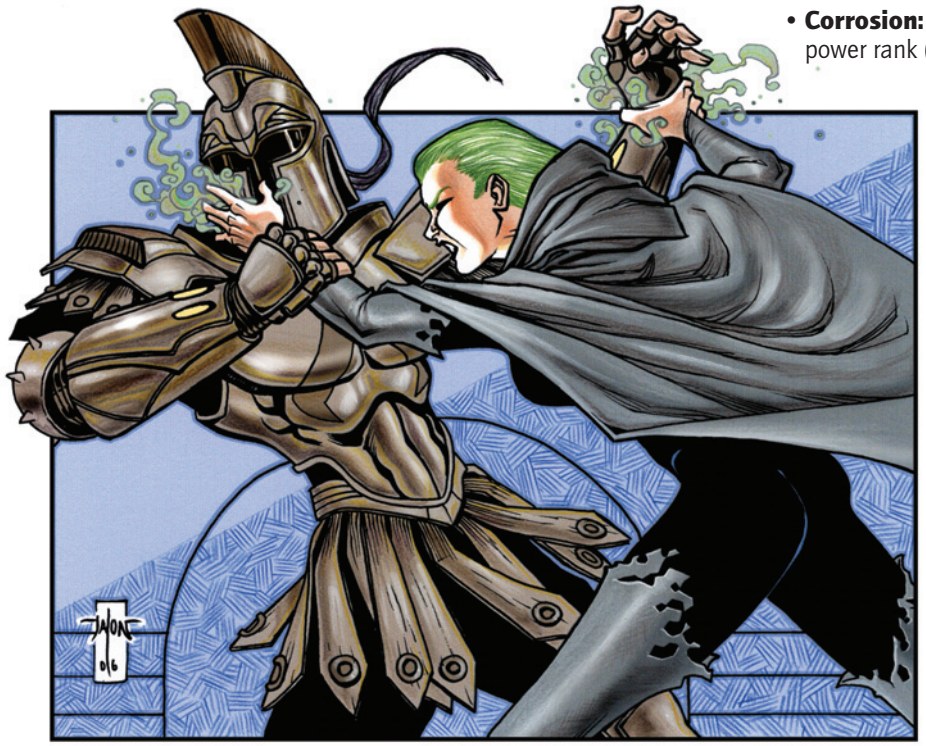
You can generate or exude acid from your hands, affecting anything you can touch. Your acid inflicts damage equal to your power rank on the round of the attack and the round following the attack. Your Acid damage does not "stack," however, so the secondary damage only occurs on rounds when you do not make a successful Acid attack.

> ***Example:*** *The deadly Caress strikes with her burning acid touch, inflicting damage to Daedalus. She manages to hit again on the following round, and Daedalus is again subject to her acid damage. He manages to swoop out of her reach, but the next round is subject to one more Toughness save against Caress' acid as the secondary effect does its work. Then the acid effect stops.*

ALTERNATE POWERS

Instead of the previously described effect, Acid may have one of the following effects, or it might have one or more of them as Alternate Powers in an Array.

- **Corrosion:** You can use the Corrosion power at your Acid power rank (see the Corrosion description for details).
- **Drain Impervious:** Your corrosive touch weakens a target's Impervious Protection, temporarily removing the Impervious modifier from as many ranks as your Acid power (so Acid 8 would remove 8 ranks of Impervious).



POWER FEATS

- **Incurable:** Acid damage may reasonably be impossible for normal Healing or Regeneration to repair, qualifying it for this power feat.
- **Mighty:** The GM may choose to allow this power feat for Acid (letting it stack with Strength damage) but most acid-wielding characters tend to rely on their power's damage rather than the addition of their own Strength, and the GM may disallow Mighty for Acid damage.
- **Precise:** With this power feat, you can control your acid to a very fine degree allowing you to (for example) etch fine lines into

materials or burn solely through a firing pin or small mechanism without affecting anything around it. The GM may require a skill check (Craft, Concentration, Sleight of Hand, or another suitable skill) for some precise power uses.

- **Reversible:** You can repair and remove damage inflicted by your acid at will. Perhaps your "acid" is actually a kind of molecular nano-solvent, retaining a "memory" of objects it destroys and able to reconstruct them, for example.
- **Split Attack:** You can use this feat to reflect grabbing or attacking two targets at once with reduced damage rather than focusing and concentrating your acid damage on a single target. The secondary damage of your acid is likewise reduced, the same as the initial damage.
- **Subtle:** While this power feat isn't as likely for Acid as for some damaging powers, it can still apply: normal Acid is visible and usually hissing, bubbling, smoking or all three. Subtle Acid is less noticeable until its searing touch is felt, while completely Subtle Acid gives no warning, useful for an Acid-wielder who offers a hand in supposed friendship, for example.

EXTRAS

- **Alternate Save:** Acid applied to Fortitude may represent a kind of fast-acting contact poison with a similar secondary effect, faster than the normal Poison extra, but also somewhat easier to counteract, since the toxin can be wiped or washed off rather than treated solely with Medicine or Healing.
- **Area:** Your Acid spreads out from you to affect an area, such as a radius (Burst) or acid cloud (Cloud) around you. The Line or Cone areas can represent a stream or spray of acid, Explosion a splash or acidic gas that diminishes in strength the further away it gets. A Trail area can be something like acidic slime left in the wake of a slithering creature or a trail of acidic mist.
- **Aura:** You exude acid over your entire body, affecting anything you touch automatically. You can make acid attacks normally, but also inflict acid damage on anyone touching or attempting to grapple you (see the Aura extra for details).
- **Autofire:** Not the most suitable extra for Acid, Autofire can still represent the ability of a well-applied Acid attack to inflict additional damage (in other words, the better the attack roll, the better the damage bonus) without necessarily being able to overcome a certain level of Toughness.
- **Contagious:** This is a common extra for Acid. The default power assumes the acid isn't harmful to anyone but the target for the secondary damage; this extra makes it so anyone touching the target is also affected.
- **Penetrating:** Another common extra for Acid, Penetrating represents its ability to "eat" through most defenses, rendering even Impervious Toughness vulnerable to its damage. It's especially effective for low ranks of Acid, allowing it to potentially affect any target.
- **Poison (+0):** Applied to Acid, this extra can replace the Secondary Effect modifier, shifting the second save against the acid to a minute later rather than the following round. The GM may allow you to customize the time interval between the Acid's initial and secondary effects anywhere between one round and one minute (or perhaps more).

FLAWS

- **Limited Target (–1):** Your Acid only affects a particular type of target, such as only living or non-living. The former might indicate a kind of "cellular disruption" or organic solvent while the latter may involve accelerated decay of non-living matter, for example. Particularly limited targets may qualify for a larger modifier.

DRAWBACKS

- **Power Loss:** This power drawbacks can indicate a specific material your Acid doesn't affect, such as glass/ceramics, precious metals, plastics, and so forth. More common (and therefore frequent) materials garner more power points, while particularly common materials qualify for the Limited Target flaw.

ASSOCIATED EFFECTS

The following effects may be related to the Acid power, or even Alternate Powers of it in cases of suitable non-permanent effects.

- **Acid Blood:** Rather than being able to use your Acid at will, you automatically inflict an Acid "attack" on anyone who does an injury condition or worse lethal damage to you in melee combat. You use Acid as a reaction (to being injured) but you must be injured in order for the effect to occur; the power's cost remains the same.
- **Acid Form:** A character able to exude acid might also be able to transform bodily into acid! (See Alternate Form for details.)
- **Burrowing:** Acid is a good descriptor for the ability to rapidly tunnel through even solid rock, suitable for a Burrowing character.
- **Immunity:** An acid-wielder might have Immunity to acid damage (2 ranks for the fairly narrow descriptor) or Immunity to all acid effects (5 ranks). Immunity to poisons, suffocation, and even life support are also common.

ADAPTATION

Effect: Variable	**Action:** Full (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 6 points per rank

You can adapt to changing conditions. When you encounter a hostile environment, you acquire the powers you need to function in that environment, up to (rank x 5) power points worth. Adapted traits cannot exceed the campaign's power level limits.

You can suggest Adaptation powers, but the GM makes the final decision as to what powers your get. See the various examples in the following section for guidelines on suitable environments and adaptations. Your Adaptation only functions once per round; it can't adapt to changing conditions faster than that. It takes a full round to adapt to a new environment, during which you cannot take any other action. This means you can't adapt to attacks, because the power doesn't react quickly enough.

SAMPLE ENVIRONMENTAL ADAPTATIONS

Here are some examples of hostile environments and the trait(s) a character with Adaptation might acquire in response to them. See **The Environment**, *M&M*, pages 167–170, for details on different environmental hazards.

- **Acid:** Acid might exist in the atmosphere (see Corrosive Atmosphere, *M&M* page 170), in liquid form, or even in the tissues or secretions of certain plants or animals, especially alien ones. Immunity 5 (acid effects) is the most likely power, with additional Immunity if the acid is atmospheric (see the Poison Gas/Atmosphere listing, following).
- **Aquatic:** An air-breather submerged in water acquires Immunity 1 (drowning) and a water-breather surrounded by air does the same. An air-breather in especially deep water acquires Immunity 3, adding cold and pressure to the list to completely adapt to the conditions of the deep.
- **Cold:** One Adaptation point is sufficient to provide Immunity 1 (cold). The GM may choose to require rank 2 Immunity for extreme cold, while cold intense enough to inflict damage requires Immunity 5 at least.
- **Darkness:** While darkness isn't technically a "harmful" environment, it is discomforting, and may qualify for a use of Adaptation at the GM's discretion. Super-Senses (low-light or darkvision) are the most likely adaptations for dealing with darkness.
- **Falling:** A falling character may adapt Flight with the Gliding flaw; even 1 rank is sufficient to allow the character to glide gently to the ground like using a parachute. Especially high falls may also need Immunity to protect against thin air or even atmospheric friction (for falls from orbit). At the GM's discretion a character may acquire Immunity 5 (falling damage) rather than Gliding, making for a more spectacular—but no less safe—landing.
- **Fire/Heat:** One Adaptation point is sufficient to provide Immunity 1 (heat). The GM may choose to require rank 2 Immunity for extreme heat, while heat intense enough to inflict damage requires Immunity 5 at least. Exposure to fire like a forest fire or house fire may also provide Immunity to suffocation (2 ranks) to deal with the thick smoke.
- **Heavy Gravity:** A character under heavy gravity may adapt Super-Strength to overcome some of the effects or, alternately, simply acquire Immunity 1 (heavy gravity), allowing the character to operate in all ways as if the local gravity was Earth-normal (1G).
- **High Wind:** Faced with wind powerful enough to push or even blow a character away, Adaptation most likely provides sufficient ranks of Immovable to counter the effects, along with Super-Movement (sure-footed) to overcome the hamper movement effect of powerful wind (such as that caused by Weather Control).
- **Light:** While normal Adaptation doesn't work quickly enough to shield against Dazzle attacks, it does allow characters to adapt to continuous blinding light (whether from a bright sun or an artificial source), granting Immunity 2 (bright light). This includes immunity to sunburn, although not dehydration or other hazards.
- **Light Gravity:** A character in a light gravity environment may adapt Density to provide additional mass (and therefore weight) or simply acquire Immunity 1 (light gravity), allowing the character to operate in all ways as if the local gravity was Earth-normal (as with Heavy Gravity, previously).
- **Poison Gas/Atmosphere:** Immunity 3 (poison and suffocation) provides protection against a poisonous atmosphere, whether that of an alien world or airborne toxins introduced into a normal atmosphere.
- **Radiation:** Immunity 1 (radiation) is sufficient to shield against environmental background radiation. At the GM's discretion Immunity 2 may be required for high levels of radiation exposure, like that in deep space or from powerful radioactive materials. (See the *Mastermind's Manual*, page 125, for some detailed options for radiation exposure and radiation sickness.) Immunity 5 protects against radiation Damage while Immunity 10 safeguards against all radiation effects.
- **Space:** Characters exposed to deep space need to contend with the lack of air, intense cold, and cosmic radiation bombardment. This requires at least 5 ranks of Immunity (cold, radiation, suffocation, and vacuum). The GM may want to add an additional rank to overcome any disorientation due to the light (micro-) gravity of space.
- **Vacuum:** Exposure to vacuum most likely results in Immunity 3 (suffocation, vacuum) to deal with the two primary hazards.

Note the most expensive of the above environments is only about 5 points, so most characters can generally get by with fairly low ranks of Adaptation unless power modifiers like Reaction are applied.

POWER FEATS

- **Precise:** Note that neither this feat nor Selective allow the user to control what power(s) Adaptation provides. That requires at least a power extra (see the following section).
- **Selective:** Adaptation with Affects Others and Area can have this power feat, allowing you to choose who in the area of effect does and does not benefit from the power's effects.
- **Subtle:** Since Adaptation is a Continuous power, its effects are not immediately noticeable and it does not need this power feat.
- **Triggered:** Adaptation includes an element of this feat, activating in response to a hostile environment, so it does not require the Triggered feat.

EXTRAS

- **Action:** This extra reduces the amount of time it takes you to adapt. If you reduce the power's action to a reaction, you can adapt to any harmful effect, including attacks, once per round as a reaction. So if you are hit with a flame Blast, you adapt Immunity to Fire, for example. If you're hit with mul-

tiple harmful effects in the same round, you only adapt to the first one. You can choose to delay your Adaptation (consciously overriding it) if you wish to adapt to a later attack in the round.

- **Affects Others:** Adaptation with this extra can grant its benefits to another character. At the +0 level the power affects the other person and not you. At the +1 level, it affects you both simultaneously. To grant Adaptation's benefits at a distance, you need both this extra and the Area or Range extras.
- **Area:** Adaptation with Affects Others can have this extra to extend to everyone within a given area.
- **Controlled:** You can exert conscious control over your Adaptation, sufficient to choose what power(s) you acquire in response to any given hazard. The powers must still be ones that help you overcome the hazard, but you can reasonably choose Flight rather than Gliding to deal with falling or Absorption rather than Immunity against heat or radiation. The GM still has final say on the powers chosen, but you at least get to choose.
- **Range:** Adaptation with Affects Others can have the Range extra, allowing it to grant its benefits at a distance.

FLAWS

- **Duration:** Adaptation can be reduced to sustained duration for a –1 flaw, meaning if you are unable to maintain the power for any reason, you lose the benefit of its protection. Adaptation usable as a reaction can even be reduced to instant duration (a –2 flaw) meaning it is only good for countering other instant effects like attacks, or sudden bursts of cold, heat, and such. Given its variable nature, Adaptation cannot be made permanent in duration.
- **Uncontrolled:** Adaptation is already Uncontrolled in most respects, so it cannot have this flaw.
- **Unreliable:** Adaptation with this flaw doesn't always work (a potentially dangerous combo for a character who relies on the power). It's wise to have some backup in case the Unreliable Adaptation fails (see the Drawbacks section, following, for some suggestions).

DRAWBACKS

- **Action:** Adaptation with this drawback requires more than a full round to activation. While this might seem useless, given the immediacy of most environmental hazards, such a limited form of Adaptation can still have its uses. The Gamemaster may wish to allow this form of Adaptation to "prepare" a character for nearby conditions. For example, a character with Adaptation that requires an hour (a 3-point drawback) might be able to adapt while wearing life-support gear like the space suit or SCUBA rig. When the power kicks in, the character doesn't need to equipment any longer. The character may even be able to adapt while in a vehicle or structure exposed to the environment, like on board a submarine, starship, or moonbase.
- **Noticeable:** This drawback makes the effects of Adaptation clearly noticeable. The character might acquire scales, fins, and gills underwater, for example, or gain shiny, reflective metallic skin in extreme heat. The GM chooses the noticeable effects as well as the adaptive powers.

ASSOCIATED EFFECTS

- **Immunity:** Most configurations of Adaptation rely on the Immunity effect to one degree or another. Consult the Immunity effect description for more detail on how it works and how to apply its effects in play.

ADRENAL SURGE

Effect: Boost	**Action:** Free (active)
Range: Personal	**Duration:** Varies
Saving Throw: None	**Cost:** 1 point per rank

You can will a powerful surge of adrenalin to temporarily enhance your physical abilities. You gain a bonus to your Strength and Constitution scores equal to your power rank, which fades at a rate of 1 point per round until it is gone. You cannot use Adrenal Surge again until its bonus has completely faded. After your Adrenal Surge has completely faded, you are fatigued (although you can shake off this fatigue normally with a hero point). Your Adrenal Surge enhanced state must generally fall within the bounds of your power level limit (see **Buffing Powers**, page 120).

AGE SHIFT

Effect: Morph 4, Shrinking 4	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 8 points

You can change your apparent physical age at will, growing "younger" or "older" in an instant. If you become young enough, your size decreases by one category to that of a child (generally small size), with all the modifiers for your new size. Your other abilities don't change; the normal aging modifiers don't apply, even if they are in use (see **Aging and Abilities**, *Mastermind's Manual*, page 22, for details). The primary use of this power is for disguise: you get a +20 bonus to Disguise checks to portray your assumed age and suffer no Disguise penalties for portraying a different age. Note that people who know you well still get a bonus to recognize you at a different age (since you still look like yourself, just younger or older).

AIR CONTROL

Effect: Array (Move Object)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: See description	**Cost:** 2 points per rank

You have the ability to shape and direct masses of air. You can create powerful winds, moving objects with an effective Strength of (Air Control rank x 5). So a character with Air Control 5 can create winds able to move objects with an effective Strength of 25 (5 x 5), moving a heavy load of up to 800 lbs. and pushing up to 4,000 lbs. or so (like pushing along a wheeled vehicle, for example).



A powerful gust of wind can knock a target off his feet. Treat this as a trip attack, with no attack roll required since Air Control is perception range. The target makes a Strength or Dexterity check (whichever is greater) against the results of your Air Control check. If you win the opposed check, the target falls prone. The target does not get the opportunity to trip you, since it's the air, and not you, doing the tripping.

COUNTERING

The ability to control the air offers a number of opportunities for countering different effects.

You can counter the effects of natural wind as well as others' use of Air Control. An air controller can blow out fires (an Air Control check against the fire's rank or damage bonus) and counter specific uses of Fire Control, although powerful gusts of air only feed fires with enough fuel, and the GM can rule that large areas of fire—say (Air Control rank x 5 ft.) in radius—are beyond a particular character's ability to extinguish.

Air Control can counter some forms of Flight, creating powerful winds that ground their target. This depends on the Flight power's descriptors and the GM's judgment.

Finally, while it's not really "countering" per se, you can use Air Control's ability to move things to create "cushions" of air to catch falling objects, perhaps even those that have had their Flight countered! Subtract the power's rank from the falling damage each round; a few rounds are usually sufficient to slow a fall enough to land feather-light on the ground.

ALTERNATE POWERS

The following are additional Alternate Powers suited to an Air Control Array:

- **Air Blast:** You can fire a powerful blast of compressed air, like a use of the Blast power, inflicting power rank damage at normal range.
- **Air Rifle:** You can use a burst of compressed air to propel small objects like bullets, inflicting power rank damage at normal range like Blast. The primary difference between this and the Air Blast feat (previously) is Air Rifle has a ballistic descriptor, which may interact differently with various effects, and it may also be able to inflict lethal damage where Air Blast cannot, depending on the guidelines of the campaign.
- **Mist:** You can summon a thick mist or fog that obscures vision like a use of the Obscure power, affecting all visual senses and filling an area 5 feet in radius at rank 1, moving one step up the Progression Table per additional rank.
- **Solid Air:** You can solidify air into a hard, crystalline substance and shape it as you see fit like the Create Object power at your Air Control rank.
- **Stench:** You can taint the air around a subject with a sickening stench, like the Nauseate power at perception range, so it has an effective rank of half your Air Control rank, giving it a saving throw DC of (10 + half your Air Control rank).
- **Suffocate:** By controlling air you can cut off a target's oxygen. This works like the Suffocate power at perception range, so it has an effective rank of half your Air Control rank, giving it a saving throw DC of (10 + half your Air Control rank).

- **Tornado:** You can whip up a powerful vortex of wind that causes damage in a wide area, acting like a Blast with the Area Burst modifier. This tornado continues inflicting damage on the affected area as long as you concentrate on it (giving the effect a concentration duration). Damage bonus is half your Air Control rank, rounded down, and the tornado's radius is five times its damage bonus in feet, so Air Control 8, for example, has a damage bonus of +4 and a radius of 20 feet.
- **Wind:** You create a strong wind in your area that automatically extinguishes open flames and imposes a –2 penalty to thrown weapon attacks and auditory Notice checks. At two-thirds your normal rank, you can create a severe wind that increases the penalty to –4 and has a 50% chance of snuffing out protected flames as well (like those of lanterns). At half your effective rank, you can whip up a windstorm where muscle-powered ranged weapon attacks automatically miss and all other ranged attacks are at a –4 penalty, auditory notice checks are at –8 due to the howling wind, and even protected flames have a 75% chance of going out. Finally, at one-third your rank, you can create hurricane-force winds that extinguish all flames, impose a –20 penalty on all auditory Notice checks.
- **Wind Screen:** You can use powerful winds to turn incoming projectiles off course so they miss you. This works like the Deflect power against slow projectiles, usable as a reaction, so it has a bonus equal to half your Air Control rank, rounded down. You may wish to make this Deflect effect an associated power (outside of your Air Control Array) in order to use it at the same time as your other Air Control effects.

POWER FEATS

- **Affects Insubstantial:** Air Control already affects gaseous forms (Insubstantial 2) with the appropriate descriptors and doesn't require this power feat to do so. The application of this power feat allows Air Control to affect energy and incorporeal forms as well.
- **Freshen Air:** Any time you wish you can clean and freshen the air in a radius of (Air Control rank x 5 ft.) within perception range. This eliminates unpleasant odors, and may (at the GM's discretion) allow you to cover scent traces and use Air Control to counter scent-dependent effects.
- **Indirect:** As a perception range power, Air Control already has some Indirect qualities. Some Air Control effects, particularly Blast powers, may take the Indirect feat to reflect their ability to originate from different directions.
- **Precise:** Precise Air Control allows you to direct the exact intensity of the wind, creating a whirlwind in a tightly controlled area, for example, or even filtering certain impurities out of the air as you move it, based on their different densities. It does not, however, allow you to move objects with a fine level of control, just the air (see the Move Object effect for details).
- **Subtle:** Although air cannot generally be seen, its effects can be heard and felt, so Air Control isn't considered Subtle by default.
- **Wind-Blown Effects:** This feat extends your unconscious control over air so you are never unnecessarily mussed by the wind, but always have just the right gust of air to ruffle your hair or cape at just the right moment. The GM may occasionally give you a +2 interaction check bonus for favorable conditions, as desired.

EXTRAS

- **Affects Corporeal:** Note that a being with Insubstantial 2 does not need this extra on Air Control; it can use the power normally while in a gaseous state.

ASSOCIATED EFFECTS

- **Air Bubble:** Some characters with Air Control may even be able to create air, or at least "recycle" it, scrubbing carbon dioxide and replenishing oxygen levels. This power can range from a sustained duration form of Immunity to Suffocation (2 ranks) to a version of the same power with Affects Others and Area, creating a "bubble" of breathable air with a base radius of 10 feet around the user. The Progression power feat can expand the maximum size of the air bubble.
- **Air Form:** A character with Air Control might also transform into air or mist (see the Alternate Form power for information about air and gaseous forms).
- **Sense Air Flow:** By sending the flow of air around you, you can pick up on the movement and positions of objects. This is a form of tactile blindsight (see the Super-Senses effect for details).
- **Wind-Riding:** Powerful winds can lift you aloft, allowing you to fly. This is the Flight power, generally limited to the maximum speed of the wind (and your ability to breathe). Generally, this is Flight 5, a speed of around 250 MPH. Some wind-riders have the Gliding flaw of Flight, only able to soar on the winds, but unable to gain altitude on their own.
- **Wind Shield:** By surrounding yourself with a tightly focused whirlwind, windscreen, or even "shell" of "hard air" you gain additional protection against harm. A Wind Shield is a kind of Force Field, granting a Toughness save bonus with a sustained duration.

ALTERNATE FORM

Effect: Container	**Action:** Free (active)
Range: Personal	**Duration:** Sustained or Permanent
Saving Throw: None	**Cost:** 5 points per rank

You can exist in a form other than mere flesh and blood, giving you additional traits. It requires a free action to change into or out of your Alternate Form and you can do so once per round. Your Alternate Form traits are generally in *addition* to those of your normal (flesh and blood) form: if your pre-existing traits change, see the Metamorph power feat of **Morph**; it is necessary to re-allocate your existing traits.

You have 5 power points per Alternate Form rank to apply to powers related to your form. Once you choose your Alternate Form's traits, they are fixed and do not change.

SAMPLE ALTERNATE FORMS

- **Energy:** You are made up of energy, such as fire or electricity. Apply your points to Blast, Energy Aura, Flight, Immunity, Insubstantial 3,, and Transmit (via your energy medium).
- **Gaseous:** You are a cloud of gas, like fog or mist. Apply your points to Concealment, Flight, Immunity, Insubstantial 2, and Suffocate.
- **Ghost:** You are incorporeal and invisible, largely unaffected by the physical world. Apply your points to Concealment, Flight, Immunity, and Insubstantial 4.
- **Liquid:** You are made up of liquid (such as water) apply your points to Blast, Concealment (Limited to underwater –1), Elongation, Immunity, Insubstantial 1, Suffocate, and Swimming.
- **Particulate:** Your body is composed of a granular or particulate substance like sand, dust, salt, and so forth. Apply your points to Blast, Elongation, Immunity, Insubstantial 1, Strike, and Super-Movement (slithering).
- **Shadow:** You transform into a living shadow. Apply your points to Concealment (visual, Limited to areas of shadow –1), Fatigue (chilling touch), Immunity, Insubstantial 4, and Super-Movement (slithering, wall-crawling).
- **Solid:** You are made up of a hard substance like stone or metal. Apply your points to Density, Immunity, and Protection.
- **Swarm:** Your "body" is actually thousands of other tiny creatures: insects, worms, even little robots. Apply your points to Blast, Flight, Immunity, Insubstantial 1, Strike, and Super-Movement (slithering, wall-crawling).
- **Two-Dimensional:** You can flatten yourself to become almost infinitely thin. Apply your points to Concealment (visual, Limited to one side –1), Insubstantial 1 (for slipping through narrow spaces), Strike (Penetrating), and Super-Movement (slithering).

Example: *Kate is playing Nereid, who has the power to transform into water. She has Water Form 6. Kate assigns the 30 power points from Nereid's Water Form as follows: Insubstantial 1 (5 points), Concealment 4 (visual, Limited to underwater –1, 4 points), Immunity 9 (life support, Sustained +0, 9 points), Swimming 3 (3 points), and Suffocate 4 (8 points). She puts the remaining point into the Environmental Adaptation (underwater) feat with the GM's permission. Since all her non-instant powers are sustained, her Alternate Form has a sustained duration as well.*

FLAWS

- **Projection (–1):** Rather than transforming into your Alternate Form, a new form with the Alternate Form traits appears while your normal form becomes unconscious. Your mind controls the new form. When you deactivate an Alternate Form Projection, your mind returns to your normal body, which regains consciousness. So, for example, if Umbra sends his consciousness into his shadow, separating it from his body to assume his Shadow Form, it qualifies as a Projection and his normal body remains unconscious until his shadow form returns (and his mind with it).

ASSOCIATED EFFECTS

- **Array:** Since you can only exist in one alternate form at a time, you can take any other alternate form with an equal or lesser cost as an Alternate Power in an Array (switching between Alternate Powers—and forms—as a free action once per round).

ANIMAL CONTROL

Effect: Mind Control	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You can exert mental control over animals (creatures with Int 1 or 2 and an "animal" descriptor). See **Animals**, *M&M*, page 229–232, for some guidelines. Make a power check against the result of the animal's Will saving throw. If you succeed, you control the animal's actions. If you fail, there is no effect. You can try again, but the animal gets a cumulative +1 on Will saves for each successive attempt in the same encounter.

Issuing a command to an animal you control is a move action and requires you to speak or gesture. You can only issue simple commands an animal can understand, like "go there," "stop," or "attack."

Animals get a new Will save for each interval on the **Time Table**, with a cumulative +1 bonus per save. Animals commanded to carry out an action against their nature get a new Will save immediately with a +1 to +4 bonus, depending on the type of command. Success breaks your control. Obviously self-destructive commands are automatically ignored, but do not break your control.

POWER FEATS

- **Communication Link:** You can give commands to controlled animals over any distance (with no need to speak).

EXTRAS

- **Sensory Link (+1):** You can perceive everything one of your controlled animals does. Your own senses are inactive while you are using your sensory link.

FLAWS

- **Limited (–1):** You can only control particular kinds of animals, such as avians, sea-life, or reptiles.

ANIMAL MIMICRY

Effect: Variable	**Action:** Free (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 9 points per rank

You can gain the traits of any animal. See **Animals**, *M&M*, page 229–232, and the **Animal Trait Packages** section, following, for some guidelines. You get the animal's physical ability score and skill bonuses (if they are higher than yours), feats, and powers, up to a total of (rank x 5) power points in traits.

You can change animal subjects once per round as a free action, so one round you can mimic the speed and agility of a cheetah, then the strength of an elephant, the claws of a tiger, and the soar-

ing flight of an eagle on subsequent rounds. You can only mimic the traits of one animal at a time.

SAMPLE ANIMAL TRAITS

Use the following sample sets of animal traits for quick reference and as a guideline for assembling other Animal Mimicry configurations. Note that larger than medium-sized animals generally grant a rank of Super-Strength for each additional size category (to reflect the animal's greater carrying capacity) while gross physical traits like Growth and Shrinking (to adjust for size) or Additional Limbs are *not* included in these traits, since the animal mimic's physical form doesn't alter significantly.

- *Ant:* **Enhanced Strength 16**, **Enhanced Constitution 8**, **Super-Movement 2** (wall-crawling 2), **Super-Senses 2** (low-light vision, scent), **Super-Strength 5**; 40 points, 8 ranks.
- *Ape:* **Enhanced Strength 10**, **Enhanced Dexterity 4**, **Enhanced Constitution 4**, **Protection 3**, **Super-Senses 2** (low-light vision, scent), **Super-Strength 1**; Climb +12, Notice +4; 29 points, 6 ranks.
- *Bat:* **Enhanced Dexterity 4**, **Flight 1**, **Super-Senses 4 (sonar, auditory blindsight);** Notice +4, Stealth +4; 12 points, 3 ranks.
- *Bear:* **Enhanced Strength 16**, **Enhanced Constitution 8**, **Protection 2**, **Super-Senses 2 (low-light vision, scent), Super-Strength 1**; Climb +8, Notice +4; 33 points, 7 ranks.
- *Cat:* **Enhanced Dexterity 4**, **Strike 1 (Mighty), Super-Movement 1 (slow fall), Super-Senses 1** (low-light vision); Acrobatics +8, Climb +8, Stealth +8; 15 points, 3 ranks.
- *Chameleon:* **Concealment 4** (visual, Blending), **Enhanced Dexterity 2**, **Super-Movement 1** (wall-crawling); Stealth +8; 10 points, 2 ranks.
- *Cheetah:* **Enhanced Dexterity 4**, **Leaping 2**, **Speed 3** (50 MPH), **Super-Senses 2** (low-light vision, scent); Acrobatics +4, Stealth +4; 13 points, 3 ranks.
- *Crocodile:* **Enhanced Strength 16**, **Enhanced Constitution 8**, **Protection 3**, **Super-Senses 1** (low-light vision), **Super-Strength 1**, **Swimming 1**; Environmental Adaptation (aquatic); 32 points, 7 ranks.
- *Dog:* **Enhanced Strength 4**, **Enhanced Dexterity 4**, **Enhanced Constitution 4**, **Speed 1** (10 MPH), **Super-Senses 3** (scent, track, ultra-hearing); 16 points, 4 ranks.
- *Dolphin:* **Enhanced Dexterity 6**, **Strike 1** (Mighty), **Super-Senses 5** (sonar, auditory blindsight, low-light vision), **Swimming 3**; Notice +8; Environmental Adaptation (aquatic); 19 points, 4 ranks.
- *Earthworm:* **Burrowing 2**, **Enhanced Constitution 4**, **Regeneration 12** (+4 recovery bonus, injured and disabled/1 minute, Regrowth), **Super-Senses 3** (tremorsense); 22 points, 5 ranks.
- *Electric Eel:* **Immunity 1** (drowning), **Stun 6 (Aura, electricity)**, **Super-Senses 1** (low-light vision), **Swimming 2**, Environmental Adaptation (aquatic); 23 points, 5 ranks.



- *Elephant:* **Enhanced Strength 20**, **Enhanced Constitution 10**, **Protection 4**, **Strike 1** (Mighty), **Super-Strength 2**; Endurance; 41 points, 9 ranks.
- *Fly:* **Enhanced Dexterity 4**, **Flight 2** (25 MPH), **Super-Senses 2** (danger sense, radius sight), Improved Initiative, Seize Initiative; 12 points, 3 ranks.
- *Gecko:* **Enhanced Dexterity 2**, **Regeneration 5** (injured/5 minutes, disabled/20 minutes, Regrowth), **Super-Movement 1** (wall-crawling), **Super-Senses 3** (infravision, low-light vision, scent); 13 points, 3 ranks.
- *Hawk:* **Enhanced Dexterity 6**, **Flight 2**, **Super-Senses 2** (extended vision, low-light vision); Notice +4; 13 points, 3 ranks.
- *Monkey:* **Enhanced Dexterity 4**, **Super-Movement 1** (swinging), **Super-Senses 1** (low-light vision); Acrobatics +8, Climb +12, Stealth +8; 14 points, 3 ranks.
- *Octopus/Squid:* **Enhanced Strength 15**, **Immunity 2** (drowning, pressure), **Obscure** (sight) **4** (Limited to underwater), **Protection 10**, **Super-Senses 1** (low-light vision), **Super-Strength 2**, **Swimming 3**, Notice +8, Diehard, Endurance, Improved Grapple, Improved Pin; 45 points, 9 ranks.
- *Owl:* **Enhanced Dexterity 6**, **Flight 1**, **Super-Senses 1** (low-light vision); Notice +8, Stealth +8; 13 points, 3 ranks.
- *Shark:* **Enhanced Strength 2**, **Enhanced Dexterity 4**, **Enhanced Constitution 2**, **Immunity 1** (drowning),

UNDER THE HOOD: WHAT'S AN "ANIMAL"?

The exact definition of "animal" for the purposes of this power is left somewhat in the hands of the Gamemaster. It's assumed to be any existing terrestrial creature that's not a plant, fungus, or microorganism, but the GM is free to narrow, or even broaden, the definition as desired. For example, can an animal mimic duplicate the traits of dinosaurs or other extinct animals? What about alien creatures (if any exist in the setting)? The power description assumes these are off-limits, but you can allow them if you wish (perhaps requiring a power feat or extra). Does Animal Mimicry normally extend to insects and arachnids? The default assumption is that it does—granting proportionate traits—but the GM may choose to restrict access by requiring a special power feat or extra.

Note most of the sample animal trait packages are, at most, 9 ranks; animal mimics aren't likely to need more than 10 or so ranks in the power unless they can mimic especially powerful animals like whales or mix-and-match multiple animal traits at once. Keep this in mind when designing animal mimics.

Protection 3, **Strike 1** (Mighty), **Super-Senses 2** (low-light vision, scent), **Swimming 2**; Notice +6, Swim +6; Environmental Adaptation (aquatic), Rage; 23 points, 5 ranks.

- *Snake:* **Enhanced Strength 6**, **Enhanced Dexterity 6**, **Enhanced Constitution 2**, **Protection 2**, **Super-Movement 1** (slithering), **Super-Senses 2** (infravision, scent), Climb +8, Notice +8, Stealth +8, Swim +8, Improved Grab, Improved Pin; 30 points, 6 ranks.
- *Spider:* **Enhanced Strength 8**, **Enhanced Constitution 4**, **Snare 8**, **Super-Movement 3** (swinging, wall-crawling 2), **Super-Senses 5** (darkvision, tremorsense), **Super-Strength 2**; 43 points, 9 ranks.
- *Whale:* **Enhanced Strength 25**, **Enhanced Constitution 15**, **Super-Strength 3**, **Super-Senses 5** (auditory blindsight, low-light vision), **Swimming 1**, Endurance, Notice +8; 55 points, 11 ranks.

EXTRAS

- **Extra Subject (+1):** You can mimic the traits of two animals at once, mixing-and-matching them; multiple traits of the same type do not stack, use only the highest bonus. Each additional application of this extra moves the maximum number of animals you can mimic at once one step up the Progression Table (5 subjects, then 10, 25, etc.).
- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait and increase it by +1 each time you mimic the same trait. So, if you mimic three animals, all with great Strength, you take the highest Strength rank and add +2 for the other two subjects.

FLAWS

- **Subject Required (–1):** You require an animal subject to mimic, so you cannot mimic any animal, just those within (Animal Mimicry rank) miles of you. Your power is very effective in a jungle or zoo, less so in a downtown urban environment.

ANIMATE OBJECTS

Effect: Summon Animated Object	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 3 points per rank

You can imbue objects with animation and a semblance of life, making them constructs under your control (see **Constructs**, *M&M*, page 148). Create the object as a construct with (rank x 15) total power points or use one of the sample animated objects given in the following section. Constructs are subject to the campaign's power level limits. The object gains movement according to its form: statues can get up and walk, for example, rugs can crawl, balls roll, cars drive, etc.

SAMPLE ANIMATED OBJECTS

- **Diminutive:** Str 1 (includes Shrinking), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious), **Shrinking 12** (*Power Feats:* Innate; *Flaws:* Permanent); *Combat:* Attack +5 (includes +4 for size), Damage –5 (unarmed), Defense +5 (includes +4 for size), Initiative +0; *Saving Throws:* Toughness +2 (+5 from Protection, –3 from size), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –38 + Skills 0 + Feats 0 + Powers 53 + Combat 4 + Saves 0 = 19 points.
- **Tiny:** Str 4 (includes Shrinking), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious), **Shrinking 8** (*Power Feats:* Innate; *Flaws:* Permanent); *Combat:* Attack +3 (includes +2 for size), Damage –3 (unarmed), Defense +3 (includes +2 for size), Initiative +0; *Saving Throws:* Toughness +3 (+5 from Protection, –2 from size), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 49 + Combat 4 + Saves 0 = 17 points.
- **Small:** Str 8 (includes Shrinking), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious), **Shrinking 4** (*Power Feats:* Innate; *Flaws:* Permanent); *Combat:* Attack +2 (includes +1 for size), Damage –1 (unarmed), Defense +2 (includes +1 for size), Initiative +0; *Saving Throws:* Toughness +4 (+5 from Protection, –1 from size), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 45 + Combat 4 + Saves 0 = 13 points.
- **Medium:** Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious); *Combat:* Attack +1, Damage +1 (unarmed), Defense +1, Initiative +0; *Saving Throws:* Toughness +5 (from Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 40 + Combat 4 + Saves 0 = 8 points.
- **Large:** Str 20 (includes Growth), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Growth 4** (*Power Feats:* Innate; *Flaws:* Permanent), **Immunity 30** (Fortitude effects), Protection 5 (*Extras:* Impervious); *Combat:* Attack +1 (includes –1 for size), Damage +5 (unarmed), Defense +1 (includes –1 for size), Initiative +0;

Saving Throws: Toughness +7 (includes Growth and Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 53 + Combat 8 + Saves 0 = 25 points.

- **Huge:** Str 28 (includes Growth), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Growth 8** (*Power Feats:* Innate; *Flaws:* Permanent), **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious); *Combat:* Attack +1 (includes –2 for size), Damage +9 (unarmed), Defense +1 (includes –2 for size), Initiative +0; *Saving Throws:* Toughness +9 (includes Growth and Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 65 + Combat 12 + Saves 0 = 41 points.

- **Gargantuan:** Str 36 (includes Growth), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Growth 12** (*Power Feats:* Innate; *Flaws:* Permanent), **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious); *Combat:* Attack +1 (includes –4 for size), Damage +13 (unarmed), Defense +1 (includes –4 for size), Initiative +0; *Saving Throws:* Toughness +11 (includes Growth and Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 77 + Combat 20 + Saves 0 = 61 points.

- **Colossal:** Str 44 (includes Growth), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Growth 16** (*Power Feats:* Innate; *Flaws:* Permanent), **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious); *Combat:* Attack +1 (includes –8 for size), Damage +17 (unarmed), Defense +1 (includes –8 for size), Initiative +0; *Saving Throws:* Toughness +13 (includes Growth and Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 89 + Combat 36 + Saves 0 = 89 points.

- **Awesome:** Str 52 (includes Growth), Dex 10, Con —, Int —, Wis 1, Cha 1; *Powers:* **Growth 20** (*Power Feats:* Innate; *Flaws:* Permanent), **Immunity 30** (Fortitude effects), **Protection 5** (*Extras:* Impervious); *Combat:* Attack +0 (includes –12 for size), Damage +21 (unarmed), Defense +0 (includes –12 for size), Initiative +0; *Saving Throws:* Toughness +15 (includes Growth and Protection), Fortitude +0, Reflex +0, Will –5; *Cost:* Abilities –36 + Skills 0 + Feats 0 + Powers 101 + Combat 48 + Saves 0 = 113 points.

POWER FEATS

- **Progression:** Each time you apply this feat, move the total number of objects you can animate at once one step up the Progression Table (2, 5, 10, etc.). You can still only animate one object per standard action.

EXTRAS

- **Additional Type (+1/+2):** You can animate things other than solid objects. Choose one of the following: gases (including air), images (pictures, including drawings, paintings, and photographs), liquids (including water), and shadows. For a +2 modifier you can animate all of these other types of things. You are still limited to animating things with a power level no greater than your power rank and power points no greater than your rank x 15. Alternately, you can substitute an additional type for solid objects for a +0 modifier, making your power into Animate Images or Animate Shadows, for example.

- **Horde (+1):** You can animate your maximum number of objects with one standard action. You must have the Progression power feat to take this extra.

FLAWS

- **Limited (–1):** You can only animate one type of object, such as corpses (creating zombies), machines, natural earth and stone, and so forth.

ASTRAL FORM

Effect: Communication and ESP	**Action:** Standard (active)
Range: Extended	**Duration:** Continuous
Saving Throw: None	**Cost:** 5 points per rank

You can separate your astral form—your mind, spirit, or life force—from your physical body. Your body sinks into a coma while your astral form is free to move about on its own. Your astral form is invisible and incorporeal, immune to physical effects, and able to pass freely through material objects.

Your astral form can move a distance away from your body based on your power rank on the **Extended Range Table**. You can move anywhere within your range instantly as a move action. Others can sense the presence of your astral form (a general sense of a presence or being watched) with a Notice check (DC 10 + Astral Form rank), unless you have the Subtle power feat (see the **Power Feats** section, following). Characters with Mental

THE ASTRAL PLANE

In most settings that include the Astral Form power, there is some type of "astral plane," an alternate plane of existence where astral forms reside. Note that an astral plane is not necessary for the Astral Form power (astral forms may exist in the physical plane, just made of "ectoplasm" or some incorporeal spirit-stuff), it is simply a common element of astral forms.

The astral plane typically has an "outer" and an "inner" aspect. The outer astral plane touches upon the material world or physical plane, allowing astral forms to perceive things in the material world use sensory effects on them (and be affected by them in turn) just as the power description says. The Affects Corporeal extra allows astral forms to affect the material world, while the Affects Incorporeal power feat allows physical beings to affect astral forms in the outer astral plane.

The inner astral plane is separated from the material world and is sometimes referred to as the "deep" or "higher" astral. It is a conceptual world, usually depicted as psychedelic and containing "pockets" of different realities: floating islands of solidity in a strange void, for example. The inner astral may be related to the collective unconscious or the "dream plane" (if such exists in the setting). Its form is very much dictated by the expectations of those who travel there as well as cultural myths and archetypes.

The inner astral may act as a "bridge" between planes of existence, allowing astral forms with two or more ranks of the Dimensional power feat to travel to those other planes, where they may exist in astral or even material form (depending on the nature of the plane and its rules). Being on the inner astral plane or those on the outer astral or material planes, need the Dimensional power feat to sense or affect each other, separated as they are by dimensional barriers.

The Gamemaster decides whether or not an "astral plane" (or any other alternate dimensions) exists in the setting and what its properties are, if it does exist.



Awareness perceive your astral form as if you were visible unless it is completely Subtle. Your astral form has your normal visual, auditory, and mental senses.

While in astral from, you can become visible at will and communicate with others. This is a mental effect, visible only to creatures with mental ability scores. You can apply the Selective feat to make your astral form visible and audible to only some people and not others. Sensory effects work normally on your astral form, and you can use your own mental sensory effects on the physical world while in astral form (but not other sensory effects unless they have the Affects Corporeal extra). Affects Incorporeal traits work on your astral form and your own effects with the Affects Corporeal extra work on the physical world.

Astral forms can affect each other with mental and Affects Incorporeal effects. They can also initiate mental grapples with each other (see **Mental Grapple**, *M&M,* page 157), but not with physical beings, unless the physical being uses an effect (like Mind Reading) to initiate the mental grapple.

While your astral form is away, you are unaware of your physical body, although you immediately know if your body suffers any damage. You can return to your physical body at any time as a free action. Your astral form must be adjacent to your body to do so (requiring a move action to return to where your body is, if you are away). If your astral form is prevented from contacting your body in any way, you cannot return to it. So it's possible for an Affects Incorporeal effect to "lock you out," for example.

POWER FEATS

- **Affects Insubstantial:** Effects with this power feat can affect your astral form as if it were solid (see the Affects Insubstantial power feat description for details).
- **Dimensional:** Your astral form can travel to other dimensions: one other dimension with one application of this feat, a related group of dimensions with two, and any dimension in the setting with three.
- **Selective:** You can use this power feat to make your astral form selectively visible and audible to others; communicating with some, remaining undetectable to others.
- **Subtle:** One rank of this feat makes your astral form undetectable to those without mental senses, two ranks makes your astral form completely undetectable unless you choose to become so (temporarily discontinuing use of this power feat). Gamemasters may wish to carefully monitor completely Subtle Astral Forms (given how useful they can be for spying and using mental effects at a distance). Note that the effects you use while in Astral Form are not necessarily Subtle and may be detected normally, unless they also have this power feat.

EXTRAS

- **Action:** It normally requires a standard action to separate your astral form from your physical body; this extra decreases that action, to a minimum of a free action.
- **Affects Corporeal:** Effects with this extra work normally on the physical world while you are in astral form. You need to apply Affects Corporeal to your Strength score or a Move Object effect to move physical objects or otherwise exert Strength while in astral form.
- **Affects Others:** You can take others with you into the astral plane, if they are willing and in contact with your physical body. If you can only send out the astral forms of others, but not your own, this is a +0 modifier. If you can bring one other person with you, it is a +1 modifier. Apply the Progression power feat to increase the number of people you can bring with you at the same time.
- **Attack:** You can force someone's astral form out of their physical body! You must touch the target (unless you also apply the Range extra) and the target gets a Will saving throw (DC 10 + Astral Attack rank). Success means no effect while failure means the target's astral form is forced out of their body and cannot return. The Astral Attack is a lasting effect, so the subject gets a new saving throw for each interval on the Time Table to return. The victim also has all the normal benefits of the Astral Form power and can use mental effects or Affects Corporeal powers on the physical world.

FLAWS

- **Duration:** Astral Form cannot be sustained or instant in duration. Concentration duration is a –1 flaw for it, limiting you to a single move action each round while in astral form, unless you make a Concentration check to maintain the power as a move action for the round, allowing you to take a standard action. A failed check means you cannot take any actions that round as you maintain the stability of your astral body.
- **Permanent:** A Permanent Astral Form means you cannot return to your body at all! Your physical body remains comatose and must be cared for (hooked up to life support, preserved by life supporting magic, etc.). You are still affected by damage and other things that affect your body. Astral beings lacking a physical body altogether (a significant advantage) should take a Permanent Alternate Form rather than this power to reflect their nature.

DRAWBACKS

- **Action:** If it takes longer than a free action to reintegrate your astral form and your physical body, apply this drawback: 1 point for a full-round action, plus an additional point for each step up the Time Table required (one minute, five minutes, etc.); during the required time, your astral form resides inside your physical body and you remain in a deep trance, reintegrating your two selves. During this time you are unconscious and unable to act.

BLAST

Effect: Ranged Damage	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can make a damaging ranged attack. It might be a blast of energy, a projectile (arrow, bullet, throwing blade, etc.), or some similar effect. Assign your Blast one or more appropriate descriptors like Fire Blast, Ice Blast, or Laser Blast. You make a ranged attack roll to hit the target. The attack's damage equals your power rank.

ASSOCIATED EFFECTS

- **Deflect:** Some characters use Blast to block incoming attacks, with the level of Deflect depending on the types of attacks the Blast can block. Generally, Blast-based Deflect works against all physical attacks and may work on energy attacks as well, depending on the descriptors. Note this effect is separate from the ability to use Blast to counter certain effects, which is an automatic quality of all effects, depending on their descriptors.
- **Flight:** Some characters use Blast as a means of rocket propulsion, projecting the blast behind them and flying through the air. The GM may wish to allow Blast-powered Flight as an Alternate Power if the character is unable to use the Blast power at all while in Flight (at least not without turning off the Flight effect and falling).
- **Leaping:** A blaster may be able to direct the force of a Blast at the ground as a means of propulsion, a kind of "jump jet" which is less sophisticated than Flight (previously), but good for throwing the character into the air toward a destination, functionally the same as the Leaping effect.

BLENDING

Effect: Concealment (visual) 2/4	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 or 4 points

You can "blend" into the background, like a super-chameleon matching its surroundings. You gain total concealment from normal vision. For double cost (4 points), you gain total concealment from all visual senses.

Your Blending power only functions as long as you don't move faster than your normal pace (allowing your power enough time to adapt to your surroundings). If you move at a greater rate of speed, you lose the benefits of concealment until you slow down and allow your power to "catch up."

BLUR

Effect: Concealment (visual) 4	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 4 points

You can blur or obscure your outline and form at will, making you difficult to see. You gain partial concealment from all visual senses as long as you sustain your power.

BOUNCING

Effect: Leaping, Protection	**Action:** Reaction (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 2 points per rank

Rather than hitting a solid surface with a resounding "thud," you bounce! This might be due to a rubbery or elastic form, a kinetic-absorbing force field, or any number of other descriptors. The key is that you're less affected by falling and knockback and able to "bounce back" from an impact.

Falling or knockback damage with a damage bonus up to twice your Bouncing rank has no effect on you (you automatically save against it) and higher damage is reduced by twice your Bouncing rank before you make a Toughness save against it. Additionally, you may rebound in the opposite direction of an impact (hitting the ground or a wall, for example) after a fall or knockback as a reaction, up to the original distance you traveled. You can stretch out your bounce distance into a long arc, in which case, double the distance but halve the height of your arc. The bounce takes a full round, during which you can act normally, except you cannot change your direction or speed.

> ***Example:*** *Rebound (Bouncing 8) jumps from a height of 80 feet. Such a fall would normally inflict +8 damage, but Rebound's power easily handles it. He bounces back a distance of 80 feet and chooses to move forward, this allows him to move 160 feet, reaching a height of 40 feet at the top of his arc before landing.*

POWER FEATS

- **Move-by Action:** This feat allows you to take a standard action while bouncing past or into something and continue bouncing.
- **Pinball:** By rapidly bouncing in a confined area of (Bounce rank x 5 feet) in radius, you can hit multiple opponents at once. Make a melee attack roll and compare the result to the Defense of each opponent in the area. Each rank in this power feat gives your Pinball attack +1 damage, up to a maximum of your Strength score or Bouncing rank, whichever is greater.
- **Ricochet:** You can change direction after each bounce you make. This may allow you to make a surprise slam attack by ricocheting behind an opponent (see Surprise Attacks, *M&M*, page 163).

EXTRAS

- **Bounce-Back Attack (+1):** If you bounce back from knockback a sufficient distance to reach your attacker, you can make a slam attack as a reaction on the following round. Add your Bouncing rank or the Knockback result, whichever is less, to your slam damage (see Slam, *M&M*, page 158, for details).
- **Impact Resistant (+1):** Your Bouncing power works against all physical impacts, including bludgeoning damage, reducing them by your power rank (not twice your rank as it does with falling and knockback damage).



CHI

Effect: Array (Boost, Healing)	**Action:** Standard/Full (active)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 1 point per rank

You can control and channel your *chi* or life force. Choose one of the following effects when you acquire this power:

- As a standard action, you can temporarily improve one of your physical ability scores (Strength, Dexterity, or Constitution) like a Boost effect. You gain ability score points equal to your power rank, which fade at a rate of 1 point per round until gone.
- As a full action, you can heal yourself, like a Healing effect at your power rank.

You can acquire the other effect of Chi as an Alternate Power of your primary effect.

ASSOCIATED EFFECTS

- **Immunity:** You can acquire any of the following Immunities as power feats of Chi: aging, cold, disease, heat, poison, starvation and thirst, sleep, or suffocation. These immunities are sustained in duration, representing a focusing of your chi, meaning you must take a free action to activate them, a free action each round to maintain them, and may enhance them using extra effort. If you are unable to maintain your immunity, it lapses.

CLAIRAUDIENCE

Effect: ESP (auditory)	**Action:** Move (active)
Range: Extended	**Duration:** Concentration
Saving Throw: None	**Cost:** 1 point per rank

You can hear things at a distant point as if you were actually present. Your Clairaudience rank determines the maximum distance you can displace your sense of hearing on the **Extended Range Table** (see the **ESP** effect for details).

CLAIRVOYANCE

Effect: ESP (visual)	**Action:** Move (active)
Range: Extended	**Duration:** Concentration
Saving Throw: None	**Cost:** 2 points per rank

You can see things at a distant point as if you were actually present. Your Clairvoyance rank determines the maximum distance you can displace your sense of sight on the **Extended Range Table**. See the **ESP** effect for details.

COLD CONTROL

Effect: Array (Environmental Control)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: Fortitude	**Cost:** 2 points per rank

You can create an area of extreme cold with a radius of 5 feet at rank 1. Each additional rank moves the area one step up the **Progression Table** (see **The Environment**, *M&M*, page 167 for the effects of extreme cold).

COUNTERING

The ability to control cold may be able to counter itself (depending on the power's descriptors) and cold control usually counters effects involving fire or heat. At the GM's discretion, a cold controller could also counter certain effects involving gaseous or liquid mediums by freezing them. For example, a use of Cold Control to counter a cloud of poisonous gas by radically lowering the temperature and turning the gas into a solid that precipitates out of the air. The same may apply to effects like Water Control, instantly turning water into ice.

Fire and heat effects can likewise counter Cold Control. The GM may wish to apply the effects of a hot environment as a modifier to Cold Control effects: a –1 rank penalty for intense heat and a –2 rank penalty for extreme heat; this isn't considered a drawback per se, just a side effect of Cold Control's descriptors. Of course, if a cold controller lowers the temperature in the area, then other uses of the power may be less affected.

ALTERNATE POWERS

The following are additional Alternate Powers suited to a Cold Control Array:

- **Cold Blast:** You strike a target with a blast of extreme cold, inflicting frostbite and related damage. This is a Ranged Fortitude Damage effect (3 points per rank) so the base rank is two-thirds your Cold Control rank. It's useful for bypassing Toughness, but has no effect on targets immune to cold damage or Fortitude effects.
- **Create Ice:** You can create masses of ice out of the moisture in the air, sculpting them into various shapes, an Independent Create Object effect at your Cold Control rank. Ice objects you form may be "super-frozen" giving them greater than normal Toughness (based on your Cold Control rank rather than the Toughness of ordinary ice), although they still melt away. You can also freeze masses of water: affecting a cube five-feet on a side per rank of Cold Control. If freezing a mass of water could trap swimmers in the ice, use the guidelines for trapping someone with the created object given in the Create Object effect.
- **Dazzle:** Highly polished ice or a "white out" of snow can create momentary "snow blindness," a Visual Dazzle effect at your Cold Control rank.
- **Fatigue:** By freezing the air around (and perhaps even inside) a target you cause a Ranged Fatigue effect at two-thirds your Cold Control power rank since Ranged Fatigue costs 3 points per rank).
- **Ice Blast:** You hurl a solid mass of ice at a target, inflicting bludgeoning damage, or a shower of sharp icicles or ice-knives to inflict lethal piercing or slashing damage like a Blast power at your Cold Control rank. Note that Immunity to Cold Damage does not protect targets against this attack, which while "cold" is purely physical.
- **Ice Slick:** You coat the ground with a slippery sheet of ice. This is a Ranged Trip effect, either targeted against a single opponent or (more commonly) acquired as a Burst Area Trip effect extending all around you. Either effect has a rank equal to your Cold Control, with the Area version extending in a (rank x 5 feet) radius around you. Alternately, you might have a Cone or Line Area Trip effect, allowing you to create ice slicks in different shapes in front of you, or even a Trail Area for leaving a slick sheet of ice behind you.
- **Icy Conditions:** You freeze the surfaces around you, hampering movement through the area like the Environmental Control effect, reducing ground movement to one-quarter normal speed. This is less intense than the ice slick effect, but extends over a much larger area.
- **Obscure:** Cold Control can generate a blinding blizzard that acts as a Visual Obscure effect at the Cold Control power rank and, when the blizzard ends, can shift to the icy conditions effect described previously, if desired, or the snow can just miraculously melt away.
- **Snare:** You can trap a target in ice, a Snare effect equal to your Cold Control power rank. An icy snare can have variations with different Snare modifiers. In particular, the Suffocating extra may apply for ice snares that completely cover their targets. See the Snare effect for details.
- **Weaken:** Super-cooling materials can render them brittle and easily broken. This is a Ranged Affects Objects Drain Toughness effect at your Cold Control rank.

DRAWBACKS

- **Power Loss:** A more intense version of the slight power loss in hot environments mentioned under Countering, Cold Control with this drawback does not work at all in conditions of intense (2 points) or extreme (3 points) heat.
- **Vulnerable:** Cold controllers may be Vulnerable to heat and fire attacks (usually a common effect). Alternately, some cold controllers are actually vulnerable to cold effects, other than their own, because they are dependent on heat in some way, although this may also manifest as a Weakness.
- **Weakness:** A Cold Control character may have a Weakness involving extremes of temperature, either "melting" in the heat or being dependent on absorbing heat in order to function.
- **Weak Point:** Rather than the usual vulnerability to critical hits, the GM may approve a variation of this power drawback that applies to a type of attack, such as heat attacks bypassing the Toughness of ice armor or ice objects by melting them.

ASSOCIATED EFFECTS

The following are some additional powers commonly associated with Cold Control.

- **Absorption:** A cold controller may have the power to absorb cold damage. Conversely, some may have the power to absorb heat damage, acting as "living heat-pumps," and using the energy to heal or enhance Cold Control (since the power to

generate cold implies the ability to drain or absorb heat in some manner).

- **Ice Armor:** You can form icy armor that protects you from harm like the Force Field power or continuous duration Protection, if you prefer.
- **Ice Form:** You can transform bodily into ice (see the Alternate Form power for details).
- **Ice Slides:** You can move rapidly along icy slides and ramps formed by your power. This is a Flight effect with the power drawback that you can still be tripped (knocked off your ice slide) while using it (worth –1 point).
- **Immunity:** Immunity to cold environments (1 rank), cold damage (5 rank), or cold effects (10 rank) are all commonly associated with Cold Control. The ability to regulate your temperature might also grant varying ranks of Immunity to heat as well.
- **Super-Movement:** A cold controller might have the Permeate, Sure-Footed, or Trackless effects of Super-Movement, all Limited to ice and snow (reducing Super-Movement cost to 1 point per rank).
- **Super-Senses:** X-Ray Vision, limited to ice and snow, is a useful power for a character able to pass through solid masses of ice with Permeate. Infravision (the ability to "see" temperature differences) may also be associated with Cold Control.

COLOR CONTROL

Effect: Transform, Limited	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained (lasting)
Saving Throw: Reflex (see description)	**Cost:** 2 points per rank

This somewhat odd power is the ability to change the colors of things: making an apple blue or purple rather than red or green, for example, or an orange... well, something other than orange. You can transform the colors of objects occupying a cube five-feet on a side per power rank; mobile targets get a Reflex save to avoid being "colorized" (no effect on a successful save). The changes in coloration last as long as your power does.

On the face of it, Color Control doesn't seem all that useful, but is capable of a number of things, including:

- It can aid in disguise and camouflage, providing a +5 bonus for Disguise or Stealth checks when properly colorized.
- Since color is used to carry information (black type on a white background, for example), changing the colors changes the information; white text on a white background is unreadable.
- You can "color-in" transparent objects, making them opaque, doing things like blacking out windows, monitor screens, and such.
- Color Control effectively provides the user with "pigments" and the ability to apply them anywhere: turning a villain's costume hot pink, changing a vehicle's color to allow it to blend in, giving a green- or blue-skinned teammate normal human flesh tones, and so forth.

COUNTERING

Since colors are made up of different frequencies of light, Color Control implies the ability to influence light in various ways, meaning it can potentially counter light- and darkness-based effects. For example, Color Control could alter the frequency of a laser or "scatter" light across the spectrum. Likewise, it could alter the opacity of an obscuring medium, allowing light to pass through so things like smoke or fog don't inhibit vision.

By the same token, Darkness Control and Light Control (and related power effects) may be able to counter Color Control in much the same way.

ALTERNATE POWERS

- **Blinding:** Rather than simply dazzling a target with colors, you can blind a target that relies on lenses for sight (including the human cornea) simply by turning the lenses opaque. This is a perception range Visual Dazzle effect, with a rank equal to two-thirds your Color Control rank.
- **Dazzle:** You emit a blinding burst of colors that works as a Visual Dazzle effect at your Color Control rank. You may also acquire a Burst Area Visual Dazzle that affects a radius of (rank x 5 feet) around you as an alternate for the same cost and rank.
- **Illusion:** Fine enough control over colors allows you to create Visual Illusions with a rank equal to your Color Control. The GM may require the Precise power feat in order to have this Alternate Power, just because creating convincing visual illusions requires fine control over your ability to alter colors.
- **Nauseate:** With a swirl of clashing colors, you induce vertigo and nausea, a Ranged Nauseate effect with rank equal to two-thirds your Color Control rank. Alternately, replace the Nauseate with a Stun effect for the same cost.
- **Obscure:** The ability to control color allows you to inhibit the passage of light through an area, "coloring in" the air itself and creating a Visual Obscure effect at your Color Control rank.
- **Transparency:** You can remove color from an object, making it transparent and giving it partial visual concealment (see Concealment, *M&M*, page 161). Uses include things like "chameleon" camouflage or turning opaque barriers transparent to see what's behind or inside them (and being able to affect those things with perception range effects).

POWER FEATS

- **Precise:** Your can apply your Color Control as if with an infinitely fine "brush." The GM may call for Concentration or Craft (artistic) checks for particularly delicate uses of your power.

ASSOCIATED EFFECTS

- **Light Control:** The ability to control color implies the ability to influence light as well. A character with Color Control might have the Light Control power as well.

CORROSION

Effect: Damage, Drain, Affects Objects	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude/Toughness	**Cost:** 3 points per rank

Your touch causes matter to weaken and corrode. Living targets make a Fortitude save. If the save fails, subtract the amount of the failure from the target's Toughness save bonus, up to a maximum of your power rank, before inflicting damage equal to your power rank. Nonliving objects lose Toughness equal to your rank automatically and suffer damage according to their lowered Toughness score. Damage is inflicted whether the target loses Toughness or not. A living target's Toughness save cannot drop below –5, an object's can drop to as low as –10. Living targets recover lost Toughness at a rate of 1 point per round. Objects must be repaired.

POWER FEATS

- **Reversible:** You can remove and repair damage caused by your Corrosion power at will as a free action.

EXTRAS

- **Area:** An Area Corrosion effect automatically affects everything in the area around you. This can be problematic, to say the least, when it comes to things like floors, walls, ceilings, and even the ground! To be most effective, you should apply the Selective Attack modifier to an Area Corrosion effect.
- **Range:** A ranged version of Corrosion is the Disintegration power.

COSMIC ENERGY CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You wield primal cosmic power. You can project Blasts of cosmic force doing power rank Ranged Damage. Cosmic Energy Control has a number of other potential effects, depending on how its wielder develops it. See **Alternate Powers**, following, for details.

COUNTERING

Cosmic Energy Control can counter other powers with a cosmic descriptor, particularly those drawing upon a similar power source. It may also counter some electromagnetic energy effects, since it taps into the primal forces of the universe.

ALTERNATE POWERS

The following are suitable Alternate Powers for a Cosmic Energy Control Array. The Gamemaster may approve others as suits the style of the power in the setting.

- **Animation:** You project cosmic energy to lend objects a semblance of life, gaining the Animate Objects power at two-thirds your Cosmic Energy Control rank. This application of your power requires a measure of focus, so you can't perform other cosmic energy effects while maintaining this one.
- **Boost:** You can enhance your own abilities with cosmic energy, Boosting any one of your traits by a number of power points equal to your Cosmic Energy Control rank, up to your power level limits. As usual, you can only benefit from the effect of one Boost at a time.
- **Create Object:** You can form solid objects out of cosmic energy, giving you Create Object at your power rank.
- **Dazzle:** You can create a blinding flash of light to temporarily blind a target, a Visual Dazzle effect at your Cosmic Energy Control rank.
- **Healing:** By imbuing primal cosmic power into a subject, you can heal injuries with a Healing effect at your power rank.
- **Snare:** You trap a target in bands of cosmic energy, a Snare effect at your power rank.
- **Teleport:** You can use cosmic power to bend space itself, allowing you to slip outside normal space-time as a Teleport effect at your Cosmic Energy Control rank.
- **Transform:** Cosmic power rearranges atoms and molecules at your command, giving you the ability to transmute non-living matter, a Continuous Transform effect at a third of your Cosmic Energy Control power rank. So rank 12 gives you a Transform 4 effect, sufficient to encompass 10 pounds of material per use. Alternately, you might have more focused Transform effects



as separate Alternate Powers, with a higher rank due to their lower individual cost.

ASSOCIATED EFFECTS

- **Force Field:** You can surround yourself with a protective Force Field of cosmic energy.
- **Immortality:** Cosmic energy reinforcing your life force allows you to recover from any injury, given time. Apply ranks of the Regeneration effect to Resurrection, allowing you to make checks to recover from death.
- **Immunity:** Many cosmically powered beings are beyond the concerns of ordinary mortals, having some degree of the Immunity effect, ranging from Immunity to Aging to Immunity to Fortitude effects, removing nearly all physical concerns.
- **Space Travel:** Many characters with cosmic powers have the ability to travel through space at great speeds, going from world to world. Some may use Space Travel Devices (see the Device power) while others travel through space under their own power.

DARKNESS CONTROL

Effect: Array (Obscure)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can blanket an area in darkness, creating total Visual Concealment in a 5-foot radius at rank 1 (see the **Concealment** effect description in **Chapter 2**). Each additional rank moves the radius one step up the **Progression Table**.

COUNTERING

Darkness Control is the obvious power to counter light effects, including things like lasers. Likewise, Light effects, including Environmental Control (illumination), can counter Darkness Control.

ALTERNATE POWERS

- **Animate Shadows:** You can bring shadows to life to do your bidding, a Summon effect at your Darkness Control power rank.
- **Blind:** A beam of darkness can temporarily blind a target, a Visual Dazzle effect at your power rank.
- **Dark Blast:** You can project darkness as a physical force, a Ranged Damage effect at your power rank.
- **Energy Drain:** Your darkness can absorb energy, giving you a Drain effect at your Darkness Control power rank, usable against any radiant energy source: heat, light, radiation, and so forth.
- **Life Drain:** Your darkness can actually diminish the "light" within living creatures, draining away their very life force as a Drain Constitution effect at your power rank (two-thirds your rank if it's Ranged).
- **Shadow Bind:** Bands of solidified shadow entrap your target, a Snare effect at your power rank.
- **Shadow Objects:** You form objects out of solidified shadow, a Create Object effect at your power rank.
- **Shadow Scry:** You can see and hear into places touched by shadows, "scrying" from one shadow to another like a Visual and Auditory ESP effect at your power rank.
- **Shadow Strike:** Forming weapons out of darkness, you can strike for damage equal to your power rank in melee combat.
- **Shadow Walk:** You can step into one shadow, emerging from another some distance away like a use of the Transmit power with shadows as the medium.

ASSOCIATED EFFECTS

- **Shadow Shield:** Shadows cloak you in a protective Force Field of darkness.
- **Super-Senses:** Darkvision is a natural Super-Sense for a darkness controller, as is low-light vision. Other Super-Senses may include things like sonar or tremorsense for navigating in the dark.

DATALINK

Effect: Communication	**Action:** Free (active)
Range: Extended	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can interface with computers over a distance. Choose a sensory medium, as with the Communication effect (see **Communication** in the previous chapter). Datalink is typically a mental or radio sense effect. Your power has a range of 10 feet at rank 1. Additional ranks increase your range on the **Extended Range Table**. To interface with an unfamiliar computer, you must be able to accurately sense it, or you must search for it (see **Extended Searches**, *M&M*, page 53). You can use the Computers skill on a computer while interfaced with it, taking the usual time. This power works as a Mental Communication effect on intelligent computers.

POWER FEATS

- **Cyberspace:** You can project your consciousness into the "cyberspace" of a computer network, operating "inside" the system. Your physical body remains unconscious and helpless while your mind is in cyberspace.

ALTERNATE EFFECTS

- **Deflect Weapons:** You can deflect electronic weapons by interfering with their targeting and guidance systems, giving you a Deflect effect at your Datalink power rank, but only effective against electronically targeted or guided attacks.
- **Machine Control:** In addition to digital devices, you can mentally control and operate machines. You can operate any machine in your range as if you were physically operating it or had a remote control for it, a Move Object effect at your power

rank (Limited to only affecting machines). You make normal use of your various skills to operate machines, if necessary.

DEATH TOUCH

Effect: Drain Constitution	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude	**Cost:** 1 point per rank

You can inflict death with a mere touch! You must touch your opponent in combat with a melee attack roll as a standard action. If successful, the victim makes a Fortitude saving throw: DC 10 + Death Touch rank. A successful save results in no effect but a failed save causes the loss of one point of Constitution per point the save fails, up to a maximum of your power rank. Targets reduced to Con 0 are dying and suffer a –5 penalty on checks to stabilize. Victims drained below Con 0 die immediately. Lost Constitution returns at a rate of 1 point per round if the target does not die.

POWER FEATS

- **Slow Fade:** This power feat reduces the rate at which victims recover lost Constitution: one step up the Time Table for each rank, starting from 1 point per round.

EXTRAS

- **Disease:** Instead of inflicting instant loss of Constitution, your touch can cause a slow, wasting disease. The target makes a Fortitude save. If it is successful, there is no effect. If it fails, on the following day the target makes another Fortitude save against the same DC. If it also fails, the target loses Constitution points, as described previously. The target makes another save each day; failure means loss of additional Constitution, while success means no effect for that day. Two successful saves in a row stops the wasting disease entirely. Healing can also cure it with a power check (DC 10 + 1/3 your power rank, rounded down). The target cannot recover lost Constitution until the disease is halted or the target's condition becomes dying at Con 0. This version of Death Touch is suitable as a lower-ranked Alternate Power of the default fast-acting version.

DEVICE

Effect: Container	**Action:** None
Range: Touch	**Duration:** Special
Saving Throw: None	**Cost:** 3 or 4 points per rank

A *Device* is a type of Container (see the **Container** power structure): an item granting you the use of certain traits. A Device might be a piece of super-science technology, a magical artifact, or a focus of cosmic power. Each Device rank gives you 5 power points you use to purchase the Device's traits. So long as you have the Device, you have access to its traits. You cannot use points from a Device to buy another Device.

The cost of a Device depends on how easily you can lose it. For 4 points per rank (an effective –1 flaw), the Device is hard to lose. It can only be taken away from you while you are helpless (see **Helpless**, *M&M,* page 171). Examples include a suit of armor or a magic ring. For 3 points per rank (an effective –2 flaw), the Device is easy to lose. It can be taken away from you with a successful Disarm action (see **Disarm**, *M&M,* page 156). Examples include a hand-held weapon or hat that can be snatched from you.

An item that cannot be taken away from you at all isn't a Device, just a descriptor for another effect. For example, a bionic arm may grant you Enhanced Strength, and have a technological descriptor, but since it can't be taken away (short of surgery or severing it from your body) it doesn't count as a Device.

With the GM's permission, you can split power points from this effect into several Devices, so long as they can all be taken away from you in the same manner. It's harder to take away all of your Devices at once, but easier to remove their benefits one-by-one.

DAMAGING DEVICES

Devices are subject to damage like objects (see **Damaging Objects**, *M&M,* page 166). Treat the Device's Toughness as (10 + Device rank). A disabled Device no longer functions, while a "dying" Device is destroyed and must be replaced or rebuilt.

Repairing a Device is normally a Craft skill check, with the DC and time required depending on the damage: simple (DC 15 and 1 hour) for repairing an "injured" Device, and complex (DC 25 and 24 hours) for repairing a disabled one. Destroyed Devices must be completely rebuilt.

DEVICES AND EXTRA EFFORT

When you acquire a Device choose whether the strain of using extra effort applies to you or the Device itself (see **Extra Effort**, *M&M,* page 120). If it applies to you, follow the normal extra effort rules. If it applies to the Device, then using extra effort to enhance the Device's traits places stress on its construction or systems. A "fatigued" Device loses 2 power points from each of its effects. An "exhausted" Device loses 6 power points from each of its effects, and a Device pushed beyond exhausted is disabled and stops working. The modifiers last until the Device is repaired (a simple or moderate repair task, respectively, see the **Craft** skill, *M&M*, page 45).

POWER FEATS

Note that a Device's effects may have power feats of their own. These are associated with the particular effect and come out of

POWER STUNT: SUMMONING DEVICES

Some characters may have the ability to "summon" Devices: out of a dimensional pocket, from a hidden arsenal, or simply out of nowhere. Generally, such things are *not* created with the Device structure, however. The "Devices" are merely descriptors of the character's effects, since they cannot really be taken away (the character will just summon them again). On the rare occasions that they *are* taken away, it's more a matter of GM Fiat or countering the character's power than the inherent limitations of the Device structure. Players wanting to create characters able to summon Devices at will should simply choose the appropriate effect(s) using the default power structure and apply "summons Devices" as a descriptor of the power.

the Device's pool of power points. The following feats apply to the Device structure itself. Their cost is therefore in addition to the structure's cost per rank.

- **Accurate:** A Device with this power feat applies its attack bonus to all of the Device's effects requiring attack rolls.
- **Indestructible:** Your Device is not subject to damage (see Damaging Devices, previously) although it is still subject to the effects of extra effort, if they apply to the Device rather than to you. The GM may disallow the application of extra effort to Indestructible Devices, if it better suits the setting.
- **Innate:** The Device structure is Innate by default and cannot be altered by trait effects like Boost, Drain, or Nullify, although they may affect a Device's traits, depending on descriptors. The Innate quality of a Device cannot be removed.
- **Restricted:** Only certain people can use your Device. It might only work for members of a particular bloodline, people with extraordinary (20+) Strength or Wisdom, only women, and so forth. For everyone else, the Device has no powers at all. If you apply this feat twice, only you—and no one else—can use your Device. It can be taken away, but not used against you. With three ranks of Restricted, only a limited group can even lift your Device (which may require extraordinary strength or some other quality) and only you can properly use it.

EXTRAS

- **Affects Others:** A Device has a certain degree of this modifier already, since an unrestricted Device (see the Restricted power feat, previously) is usable by anyone. Since you lose the use of the Device, this is essentially a +0 modifier. A Device's various effects might also have Affects Others, particularly if they are intended to extend their benefits beyond just the Device's user, such as Affects Others Immunity for an "atmospheric envelope" generated by a Device.

FLAWS

- **Duration:** A Device's duration cannot be changed. Devices technically don't have a "duration" at all, since they're independent items, albeit ones considered part of a character's traits. At the GM's discretion, a Device that stops working when the user is unable to take free actions (like a sustained power) may have a –1 flaw, but consider this option carefully, as such a "Device" may just be a descriptor for a sustained power rather than an actual Device structure.

DRAWBACKS

- **Normal Identity:** The need to activate or don a Device (such as a magical amulet or suit of power armor) may constitute a Normal Identity drawback. So, if a character gains all of his powers from a battlesuit Device, for example, and it takes a full-round action to put on the suit and power up its systems, then that's good for a 4-point Normal Identity drawback for those occasions when the character needs to change into his armor in a hurry.
- **Power Loss:** The loss of a Device and its effects is already included in the Device's cost, so the Power Loss drawback is not applicable in that case

DIMENSIONAL CONTROL

Effect: Array (Alternate Forms)	**Action:** Free (active)
Range: Personal	**Duration:** Special
Saving Throw: None	**Cost:** 2 points per rank

You can change the physical dimensions of your body, "contracting" to fewer than three dimensions or "expanding" to more than three. Choose one of the following effects to apply your Array points to when you acquire this power; you can acquire the others as Alternate Powers within your Dimensional Control Array:

- **1-D Form:** Becoming a mathematical line you become virtually invisible (Total Visual Concealment, 8 points) and can pass through any opening or space (Insubstantial 4, Limited to openings and spaces, affected by Dimensional effects, 16 points).
- **2-D Form:** You become perfectly flat, with no depth. You can slip through any crack or opening wide enough to accommodate your width (Insubstantial 1, Limited by width, 4 points), become invisible when seen on-edge (Total Visual Concealment, Limited to one side, 4 points), plus you can apply the Penetrating extra to your Strength, using your hands as infinitely thin edged weapons able to inflict lethal damage (apply points from your Array to the Penetrating extra, up to your Strength bonus).
- **3-D Form:** This is your default form, wherein you have your normal traits. You can return to 3-D form automatically as a free action from any of your other dimensional forms.
- **4-D Form:** You can "sidestep" three-dimensional barriers (Insubstantial 3, 15 points) and perceive as if they weren't there (sight and hearing Penetrate Concealment, 8 points). You also have a greater ability to move 3-D objects; apply points from your Array to Enhanced Strength and Super-Strength.
- **5-D Form:** You transcend normal time as 3-D beings understand it, acquiring the Time Control power. Apply your Array points to that power and any desired effects.
- **6-D Form:** You transcend ordinary dimensional barriers, able to cross them at will, giving you Super-Movement (Dimensional 3).

COUNTERING

Dimensional Control may allow you to counter certain dimensional or spatial effects used directly against you. For example, it might be a suitable defense against Dimensional Movement, Temporal Movement, and Teleport Attacks, protecting you automatically against them. Since Dimensional Control is a personal power, it can't generally be used to counter other effects not directly used against you.

POWER FEATS

- **Affects Insubstantial:** Other effects with this power feat work normally on subjects in 1-D, 2-D, or 4-D form.
- **Dimensional:** A degree of this power feat is inherent in Dimensional Control, particularly the 6-D effect, although the



GM may permit options like applying Dimensional to the character's Strength for the ability to "reach" into other dimensions and affect things there.

- **Dynamic:** The Alternate Powers of Dimensional Control are generally mutually exclusive but, if you choose, you can apply the Dynamic power feat to the power and one or more of its Alternate Powers to allow you to mix-and-match different dimensional qualities, such as making one part of your body exist in one dimensional state and another part in another.

EXTRAS

- **Affects Corporeal:** Characters in 1-D form need this extra in order to affect the physical world with a non-sensory effect, including normal Strength.
- **Affects Others:** This extra allows you to take another subject with you into the same dimensional state or (for the +0 version) allows you to grant different dimensional states to others while retaining your own three-dimensional state.
- **Attack:** A Dimensional Control Attack can force a target into a different dimensional state, which can impose serious restrictions on the target's ability to interact with normal (three-dimensional) things.

FLAWS

- **Action:** Reducing the action required to change form is a power drawback rather than a flaw (see the Array structure and the Action power drawback for details).
- **Duration:** The duration of Dimensional Control is based on the duration of its various effects. You can change their durations—and the points allocated to them from the Dimensional Control Array—individually.

DIMENSIONAL POCKET

Effect: Dimensional Movement Attack	**Action:** Standard/Move (active)
Range: Touch	**Duration:** Instant (lasting)
Saving Throw: Reflex/Will	**Cost:** 2 points per rank

You have a "pocket" dimension capable of holding an amount of material, or even creatures. Your Dimensional Pocket has a 100 lb. capacity at rank 1. Each additional rank moves it one step up the **Progression Table**. You can store up to your maximum capacity of items in your pocket, retrieving them at a later time. If you try to fit an item into your pocket that would exceed your capacity, nothing happens. You cannot store only part of a creature or object's mass; it either fits entirely inside your pocket or it does not. Moving things into and out of your pocket is a move action.

You can trap opponents in your dimensional pocket, if you have sufficient capacity to hold them. Make a melee attack roll. The target gets a Reflex save to avoid being trapped. A trapped target can use Dimensional Movement to escape automatically. Additionally, the trapped target gets a Will save each round to escape from your pocket with a cumulative +1 bonus for each previous save.

POWER FEATS

- **Progression:** You can apply this feat to improve your Dimensional Pocket's capacity independent of its rank. It retains its rank for other purposes, particularly saving throw DC. This allows you to have a high-capacity pocket with a low save DC, for example.

EXTRAS

- **Area:** You can grab any creatures or loose objects in the affected area and store them in your Dimensional Pocket, provided their total mass doesn't exceed its capacity. To choose which things are drawn into your pocket and which are not, apply the Selective Attack extra.
- **Aura:** With this extra, anyone touching or grappling you, or that you grapple, may be pulled into your Dimensional Pocket; the target makes a normal Reflex save to avoid being trapped. Your Dimensional Pocket must be at least concentration duration to apply this extra.
- **Duration:** A concentration or sustained Dimensional Pocket allows additional saving throws by intervals on the Time Table, while a continuous Dimensional Pocket does not allow additional saving throws at all; trapped subjects must find some other means of escape or await rescue from outside.
- **Range:** A ranged Dimensional Pocket can "consume" targets at a distance with a ranged attack roll, pulling them inside your pocket on a successful attack roll and a failed save. A perception range Dimensional Pocket can do the same at perception range, with no attack roll required.

FLAWS

- **Feedback:** Subjects trapped inside your Dimensional Pocket can attack you in order to break free from it: a damaging attack is made against your normal Defense and you use your Dimensional Pocket rank in place of your normal Toughness save. All such attacks are treated as non-lethal damage; if an attack stuns you then trapped subjects get a new saving throw to escape. If an attack renders you unconscious, all trapped subjects are automatically freed.
- **Grapple Required:** To trap a mobile opponent in your Dimensional Pocket, you must first pin the target with a grapple. The pinned target receives a normal saving throw to avoid being trapped and must continue to save on each round you achieve a pin on the grapple.

ASSOCIATED EFFECTS

- **Device:** The cost of Dimensional Pocket does not include any Devices or Equipment you might have stored there. You must acquire these separately with the Device structure and Equipment feat.
- **Dimensional Movement:** You may have the ability to "fold" your Dimensional Pocket around you in order to move from one dimension to another. You don't need Affects Others to carry "passengers" so long as they are inside your Dimensional Pocket when you move, but you do need the extra to bring people along outside the confines of your pocket.
- **ESP:** You can use your Dimensional Pocket as a medium or "window" to see other places. If your ESP extends into dimensions other than your home dimension, apply the Dimensional power feat to your ESP effect.
- **Insubstantial:** You can phase your body partially into another dimension (such as your pocket dimension), rendering you incorporeal (Insubstantial 4) in the material world.
- **Teleport:** By "folding" through your Dimensional Pocket as described previously, you can move from place to place in your home dimension, giving you the Teleport effect.

Example: *Singularity the "living black hole" can absorb mass into an other-dimensional void: Dimensional Pocket 10 gives Singularity a total capacity of 100,000 lbs. Eleven ranks of the Progression power feat improve that to a billion pounds (500,000 tons), sufficient for Singularity to absorb something as massive as a large building in one "gulp." To affect such massive areas, the GM applies the Explosion extra (for a base 100-foot radius) and one more Progression rank (to increase the radius to 250 feet).*

Singularity's "black hole effect" is also always active, so the GM improves duration to Continuous (+3 extra), then applies the Aura (+1 extra) and Permanent (–1 flaw) modifiers; Singularity cannot "turn off" her effect; it works on anything coming into contact with her area. Since Singularity's own form is incorporeal, the Affects Corporeal extra (+1) also applies. Finally, the GM decides Singularity will reach even her massive capacity quickly and so applies a special +0 modifier, saying that any non-living matter drawn into the singularity is irretrievable, but it's capacity "resets" every round. Living creatures still count against capacity and can attempt escape normally (but Singularity isn't likely to consume a billion pounds of living creatures right away).

Totaling things up, the GM comes up with a final modifier of +5, for a cost of 7 points per rank, or 70 power points, plus 12 points in power feats, for a total cost of 82 points. Anyone within 250 feet of Singularity must make a Reflex saving throw (DC 10) to avoid being caught and pulled into her black hole, with the DC increasing by +1 per 25 feet closer to her (to a maximum of DC 20 adjacent to her). Looking things over, the GM decides it makes more sense for Strength to oppose the intense gravitational pull, so he applies a +0 Alternate Save modifier, substituting a Strength check (including knockback modifiers from size, Immovability, and Super-Strength) for the Reflex save. Final cost remains the same.

DISEASE

Effect: Drain	**Action:** Standard (active)
Range: Touch	**Duration:** See description
Saving Throw: Fortitude	**Cost:** 3 points per rank

You can infect others with disease pathogens by touch. Choose an ability score; anyone failing the Fortitude saving throw against your Disease suffers damage to that ability score equal to the amount the save fails or your power rank (whichever is less) when the disease

takes effect on the following day and for each day thereafter, when another saving throw is required, with the same effect. Two successful saves in a row allow the victim to overcome the Disease, otherwise it continues until the affected ability score is reduced to 0.

A Healing effect may counter an ongoing Disease; a Healing power check with a result greater than the Disease's save DC cures it, eliminating any further Disease effects. The recovery bonus from Regeneration also applies as a bonus to Fortitude saving throws against Disease.

POWER FEATS

- **Alternate Power:** You can create diseases affecting other abilities: each different ability score is a separate Alternate Power, usable one at a time. So, if your normal Disease drains Strength, you can acquire a Dexterity draining Disease as an Alternate Power.
- **Dormant:** Once a victim is infected with your Disease, it lies dormant, having no effect until you choose to activate it, either at a pre-set time (chosen when you infect the victim) or at a later time when the victim is within your Disease power's range (normally touch). The Disease then takes its normal course. If you activate a dormant disease at least one day after infection, it may have its initial effect immediately or after a delay of up to one day, as you choose.
- **Immunity to Disease:** You are immune to diseases, including those you inflict upon others.
- **Incurable:** Normal Healing effects and conventional medicine are useless against your Disease. Only Persistent Healing or two successful saving throws by the victim can cure it.
- **Reversible:** You can remove the effects of any disease you inflict at will and by touch as a free action.

EXTRAS

- **Aura (+3):** Anyone you touch or grapple (or that touches or grapples you) may be infected with your Disease. The victim makes a saving throw for each round of contact (and potential infection). If your Disease Aura is always active (meaning you cannot control who is affected), it is only a +2 modifier.
- **Contagious:** Your disease is highly contagious; anyone coming into contact with an infected victim must make a Fortitude saving throw against the original DC to avoid becoming infected themselves.
- **Duration:** Disease has a special duration that cannot be modified.

DISINTEGRATION

Effect: Damage, Drain, Affects Objects	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Fortitude/Toughness	**Cost:** 5 points per rank

You can project an attack weakening and destroying the structure of objects. Make a ranged attack roll to hit your target. If successful, the target makes a Fortitude saving throw or loses Toughness equal to your power rank; objects (and other targets without a Constitution



score) automatically fail this save. Toughness may be reduced as low as –5 (–10 for objects). The target then makes a Toughness save (at the reduced score) against damage equal to your power rank. If the save fails by 20 or more, the target is atomized, leaving nothing behind. Damage and reductions in an object's Toughness are permanent until repaired. Targets with Con 1 or more regain 1 point of Toughness per round and recover from the damage normally.

POWER FEATS

- **Reversible:** You can instantly and completely restore a target you have disintegrated as a free action.

DISPLACEMENT

Effect: Visual Concealment, Limited	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 4 points

You can create a visual distortion that causes you to appear in an area adjacent (about 5 feet away) from where you actually are. This provides total concealment in that opponents attacking your apparent position have a 50% miss chance and your actual position is difficult to detect (use the guidelines under the **Concealment** effect description). This power is not quite as useful as true invisibility as your displaced image is still present; anyone seeing it knows you are nearby, just not necessarily where. You can shift the position of your displaced image as a free action once each round, but it must always remain within 5 feet of your actual position.

DREAM CONTROL

Effect: Illusion, Limited	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: Will (see description)	**Cost:** 3 points per rank

You can project dreams into a subject's mind while they sleep, causing them to experience whatever you want while they dream. This works like an Illusion effect at your power rank, with the added benefit that most subjects do not tend to disbelieve dreams, since they already know they are not real. The Gamemaster should judge circumstances of disbelief in your crafted dream images accordingly.

The dreams are full sensory experiences and seem particularly vivid and realistic (as much as you choose to make them). The dreams you craft are just that, dreams, and have no direct effect on the subject, although troubling dreams may cause loss of sleep or have other psychological effects. The GM may call for a power check or an appropriate skill check (such as Bluff or Intimidate) to measure the effectiveness of any psychological tactics. The superstitious may believe especially vivid dreams are visions, divine guidance, or evidence of possession or other supernatural troubles.

To affect a subject, you must either be able to accurately perceive them while they are sleeping, or you must "tag" them with your power while they are awake (and you can accurately perceive them). So long as you sustain your Dream Control power until the next time the victim sleeps, the power will take hold then and the subject will begin to dream as you direct.

POWER FEATS

- **Triggered:** With this feat you can "tag" a subject (as described previously) without needed to maintain Dream Control; the power activates automatically the next time the subject goes to sleep. You can either pre-program a particular dream sequence or choose to oversee and direct it, as you prefer.

EXTRAS

- **Damaging (+3):** The dreams you craft are so realistic they can actually inflict psychosomatic harm (see the Damaging extra of the Illusion effect for details).

DREAM TRAVEL

Effect: Mind Reading, Limited	**Action:** Move (active)
Range: Perception	**Duration:** Sustained
Saving Throw: Will	**Cost:** 1 point per rank

You can mentally enter the dreams of a sleeping subject, experiencing them as if you were a character within the dream (since, essentially, that is what you become). You must be able to accurately perceive your subject (possibly with an accurate mental sense) and the subject makes a Will saving throw; if successful, you cannot enter the subject's dreams and must use extra effort to try again during that same sleep period. If the subject's save fails, you enter the subject's dreamscape and can remain there as long as you maintain your Dream Travel power. Your physical body remains in a deep trance (like sleep) while you are using Dream Travel.

While in the dreamscape, you can perceive whatever the subject is dreaming, which may give you useful insight into the subject's psyche (and a +2 circumstance bonus for skill checks like interaction and behavioral sciences). With a successful Bluff check against the target's Sense Motive check result, you can provoke a particular piece of information from the subject's mind to manifest in the dream, allowing you to learn it.

You can also engage the dream-self of the subject in a mental grapple (see **Mental Grapple**, *M&M*, page 157) and the dreamer can also attempt to mentally grapple you. A dreamer can choose to eject you from the dream if successful in mentally pinning you. Since a mental grapple can inflict damage, it's possible for this dream struggle to harm you or your subject.

You retain the use of your mental skills and your mental sensory effects while in a subject's dream, and they retain the same capabilities. Your other traits are irrelevant and have no bearing on the dream; so even if you "wrestle" a super-strong subject in a dream, it is really a mental grapple and physical strength has no effect. For the power to influence dream "reality" see the **Dream Control** power (previously), or acquire suitable mental powers, particularly Illusion and Mental Blast.

POWER FEATS

- **Sedation:** If you render a target's dream-self unconscious via mental grappling, you can use this power feat to keep the dreamer from waking (see the Sedation power feat description for details).

EXTRAS

- **Affects Others:** With this extra, you can bring one other person with you into a subject's dream. Apply the Progression power feat to expand the number of others you can bring along with you.
- **Duration:** Sustained Dream Travel may be disrupted (ejecting you from the target's dream) if you are stunned and fail a Concentration check. Continuous Dream Travel lasts until you are ejected from the target's mind by being mentally pinned or rendered unconscious.

FLAWS

- **Feedback:** While in a subject's dream, things in the dream can potentially harm you (other than the subject mentally grappling you). Use your Dream Travel rank in place of your normal

MIND READING AND DREAM TRAVEL

Since Dream Travel is essentially a Limited form of Mind Reading effect, you should generally allow anyone with Mind Reading to duplicate the functions of Dream Travel, keeping in mind differences in duration and similar qualities. This is in keeping with the source material, where mind-readers are capable of interacting with subjects in a dreaming state and, in fact, may be *more* capable of gaining access to particular information in a subject's dreams, when they are less on-guard than their waking consciousness. Use the guidelines for provoking dream images given in the power description.

Toughness save bonus when making saving throws against this harm, which is generally non-lethal damage.

- **Permanent:** Dream Travel cannot have this flaw; to create a character permanently "trapped" in dream form, either apply a Disability (such as permanent coma, very common, major, –5 points) or create a "dream being" without a physical body: use a permanent Alternate Form, with the Ghost Form version as a guideline.
- **Range:** You can reduce the range at which you can enter a subject's dream; ranged and touch range Dream Travel both require an attack roll (automatic for a touch attack against a sleeping, and therefore helpless, target). You must remain within the power's range to remain in the subject's dream.

DUPLICATION

Effect: Summon Duplicate	**Action:** Standard (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can create a duplicate of yourself. Your duplicate is a minion with the same capabilities as you, except for this power and any hero points. However, you can spend your own hero points for your duplicate's actions.

You must have this power at a rank equal to your power point total (minus the cost of Duplication) divided by 15 and rounded up for your duplicate to possess your full abilities. If you have it at a lower rank, create your duplicate as a scaled-down version of yourself, with a power level equal to your power rank and starting power points determined accordingly (power rank x 15). So a power level 11 hero who has Duplication 8 creates a power level 8 duplicate with (8 x 15) 120 power points and proportionately lower-ranked traits. In either case, your duplicates do not possess the Duplication power themselves, only you do.

Your duplicate thinks and acts just like you, so it is automatically helpful toward you. Gamemasters should generally allow the hero's player to determine the duplicate's actions. Your duplicate disappears if your power is countered for any reason. You can also make your duplicate disappear at will by turning off your power.

POWER FEATS

- **Absorption Healing:** You can make an immediate recovery check by "re-absorbing" an undamaged duplicate (see Recovery, *M&M*, page 165).
- **Mental Link:** You have a mental link with your duplicates, allowing you to communicate with them over any distance and know whatever they know.
- **Progression:** Each time you apply this feat, move your total number of duplicates one step up the Progression Table (2, 5, 10, etc.). You can still only create one duplicate per standard action.
- **Sacrifice:** When you are hit with an effect requiring a saving throw, you can spend a hero point to shift the effects to one of your duplicates instead. In essence, the attacker hit a duplicate and not the "real" you. The duplicate must be within range and a viable target of the effect.

EXTRAS

- **Heroic (+1):** Your duplicates are not subject to the minion rules. The GM may wish to restrict or even ban use of this extra for player characters.
- **Horde (+1):** You can summon up to your maximum number of duplicates with one standard action. You must have the Progression power feat to take this extra.
- **Survival (+1):** If you die while duplicated, one of your duplicates becomes the "real" you and gains Duplication at your original power rank. You must have Duplication at a rank equal to your power level to take this extra.

FLAWS

- **Feedback (–1):** If one of your duplicates is damaged, you suffer painful psychic feedback. Make a saving throw against damage equal to the damage your duplicate suffered, using the duplicate's Toughness save bonus (which should be the same as your own).
- **Limited Actions (–1):** Although you and your duplicates can each take a move action every round, only one of you (you or

UNDER THE HOOD: DUPLICATION

Duplication (like various Summon effects) is potentially problematic because it effectively grants one character multiple (perhaps numerous) actions, allowing one player to control multiple characters. Assuming you don't simply wish to ban Duplication outright in your *Mutants & Masterminds* games, there are some things to consider when managing it.

Be cautious about allowing the Heroic extra, especially in conjunction with the ability to create more than one duplicate; it can unbalance the power and allow the duplicator to hog the spotlight and the action in the game. Likewise, the Horde extra may be better suited to non-player characters than heroic duplicators.

The aiding another and ganging up rules (see **Aiding Another** and **Ganging Up**, *M&M*, pages 10 and 161, respectively) are helpful guidelines for dealing with groups of duplicates working together towards the same goal; encourage players to use aid actions and coordinated tactics to simplify the actions of duplicates in combat, giving a bonus to the primary character's action rather than having to deal with multiple individual actions all at once.

Although it's not reflected in the power's description, a key element of most comic book duplicators is that apart from the Duplication power itself they tend to be fairly normal people. Their advantage isn't that they have extraordinary skills or powers, but that there are a *lot* of them. You may want to take this archetype into consideration when a player wants to create a duplicating hero, and it is an occasion when the Heroic extra can be less problematic, since being a small group of modestly capable people is the hero's main strength.

one of your duplicates) can take a standard action each round. So generally only one out of the group can make an attack each round, for example.

- **Real (–1):** All of your duplicates are the "real" you—perhaps from different time-lines or periods. You suffer the worst damage of all duplicates when you stop using this power. If any of your duplicates die, you die as well! You cannot have the Survival extra.
- **Sequential (–1):** Your duplicates are "numbered" in order of creation, with you as Number 1, the first duplicate you summon Number 2, and so forth. If any duplicate in the sequence is rendered unconscious or eliminated, the same happens to all the other duplicates later in the sequence (i.e., with a higher number).
- **Unconscious (–1):** You are unconscious and helpless while one or more of your duplicates are in existence.

EARTH CONTROL

Effect: Array (Move Object)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can control and move a mass of soil, rock, or minerals as a Move Object effect at your power rank. You only need to be able to accurately perceive the earthen materials and have sufficient effective Strength (power rank) in order to move them.

ALTERNATE POWERS

The following are some suitable Alternate Powers for an Earth Control Array:

- **Burrowing:** You can push earth and rock out of your way to dig through the ground, giving you a Ranged Burrowing effect at your power rank.
- **Dazzle:** A spray of sand or grit in a target's face provides a Visual Dazzle effect at your Earth Control rank.
- **Earth Blast:** You can strike targets at range with rocks or solid columns of earth and stone that inflict power rank damage (see **Blast**, page 139). An Area Earth Blast might create an explosion of flying stone or an eruption of earth.
- **Earth Elementals:** You infuse masses of earth with pseudo-life or actually summon spirits of the earth to do your bidding, a Summon Earth Elementals effect at your Earth Control rank. Note that this effect ties up your Earth Control power for as long as you maintain the elementals. If you switch to another Alternate Power, the Summon lapses, along with the creatures summoned by it.
- **Earth to Mud:** You transform solid stone and earth into thick mud, creating a Hamper Movement effect of Environmental Control that reduces ground movement speeds by one-quarter normal in the affected area.
- **Magma Blast:** You project a stream of molten rock that inflicts power rank heat damage like the Blast power. Another version of this effect—the Magma Eruption—applies the Indirect power feat to allow the magma blast—or even a magma Damage Explosion—to originate from the ground beneath a target.
- **Stone Shape:** You can mold masses of stone like soft clay into different shapes, a Transform effect at half your Earth Control power rank. If your shaping is continuous (lasting until you or someone else changes it back), increase this effect's cost (and lower its rank in the Array) accordingly.
- **Obscure:** You can kick up a cloud of fine dust and sand, creating a Visual Obscure effect at your Earth Control power rank.
- **Snare:** Earthen materials surround and trap a target as a Snare effect at your Earth Control rank. Extras like Constricting, Obscures Sight, and Suffocating may apply to an earthen Snare, and may be suitable for additional Alternate Powers (with different configurations of modifiers).
- **Stun:** A strike with hurled stone or hardened earth stuns the target as a Ranged Stun effect at two-thirds your Earth Control rank.

ASSOCIATED EFFECTS

The following powers are associated with Earth Control and may accompany it.

- **Concealment:** You can blend into natural earth and stone surroundings, gaining Visual Concealment (Limited, 4 points).
- **Density:** A character made of earth or stone is likely to have ranks of this effect, probably permanent and possibly innate, usually as part of an Alternate Form (see the following).
- **Earth Form:** The ability to control earth may come with the power to transform into earth! A number of Alternate Forms are suitable for an earth-controller, including sand or soil, solid stone, crystal, metal, or even super-heated magma, possibly all of them in an Array of Alternate Forms.
- **Gravity Control:** A character encompassing all the powers of the Earth might have some influence over gravity as well as earthen materials.
- **Immovable:** You can "root" to the ground beneath your feet to acquire the Immovable effect (possibly sustained in duration, if you have to minimally concentrate to maintain the effect).
- **Plant Control:** Control over the soil in which they grow may extend you command over plants and plant-life as well.
- **Regeneration:** You heal more rapidly when in contact with natural earth and stone, a Regeneration effect with the Source (earth) flaw.
- **Super-Movement:** Earth-based powers may provide various Super-Movement effects, including Permeate, Sure-Footed, Trackless, and Wall-Crawling, any or all potentially limited to earthen surfaces or materials.
- **Super-Senses:** Earth Control may be accompanied by a greater sensitivity or awareness, including Super-Senses effects like tracking or tremorsense.
- **Super-Strength:** Given the innate strength of earth and stone, many earth-based characters have Enhanced Strength and/or Super-Strength.

ELASTICITY

Effect: Elongation	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

Your body is elastic, allowing you to stretch over greater than normal distances, an Elongation effect at your Elasticity power level. Elasticity may also be useful for a variety of Alternate Powers and associated powers.

ALTERNATE POWERS

The following are suitable Alternate Powers for an Elasticity Array, with the effective Array rank equal to half the Elasticity power rank (due to cost differences).

- **Cling-Wrap:** By pressing your elastic form tightly to a surface, you can scale it at your normal movement speed, giving you Super-Movement (wall-crawling) 2. This Alternate Power requires at least 4 ranks of Elasticity.
- **Morph:** You have sufficient control over your elastic form to change its shape to mimic other forms; this is generally the 3-point version of Morph although the GM may permit a Limit that you retain your normal color(s), reducing cost to 2 points per rank (in other words, 1 rank of Morph per 2 ranks of Elasticity) as an Alternate Power.
- **Parasail:** You spread your body out into a parachute or sail, allowing you to glide on the wind, giving you Flight with the Gliding flaw; 1 rank per rank of Elasticity up to rank 4 (the maximum Gliding speed).
- **Slithering:** Extending your body like a snake, you can slither along the ground at your normal speed, giving you Super-Movement 1 (slithering). This Alternate Power requires at least 2 ranks of Elasticity.
- **Springing:** By coiling your lower body into a spring, you can leap great distances: a Leaping effect equal in rank to your Elasticity power.

POWER FEATS

- **Chokehold:** With the ability to extend hands and fingers, this feat makes a suitable power feat for Elasticity. For a faster acting "chokehold" acquire a Suffocate Alternate Power of Elasticity or add the Suffocation extra to an associated power like Tar Baby (see the following).

ASSOCIATED EFFECTS

- **Additional Limbs:** You may be able to reshape your body sufficiently to give you Additional Limbs, which should be sustained duration, since they require some effort to create and maintain, but aren't always present.
- **Bouncing:** The Bouncing power is commonly associated with rubbery or elastic forms (see **Bouncing**, page 139, for details.
- **Fluid Form:** Your body is sufficiently elastic to flow like a liquid through any small opening and out of any binding that doesn't completely enclose you, giving you an Insubstantial 1 effect.
- **Tar Baby:** Your elastic form is gooey or sticky, causing anyone who touches or hits you to become potentially stuck in it. This is an Aura Engulf (Snare) effect, costing 5 points per rank (see the Snare effect description for details).
- **Telegraphic Punch:** You can "throw" a fist a greater distance, using your elasticity to accelerate it as it flies, giving you a Mighty Strike effect that enhances your punching damage, with the Limited flaw that you can only add +1 damage per 5 feet distance between you and your target, up to your maximum for Strike. The further your Telegraphic Punch travels, the more damage it can do.

ELECTRICAL CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate electricity, projecting a blast of lightning as a Ranged Damage effect at your power rank. You can develop a number of Alternate Powers as well.

COUNTERING

Electrical Control can counter itself and other electrical effects, grounding out or draining away their energy. Magnetic Control can potentially counter electrical control by creating interference, and the Gamemaster may decide that certain effects able to "ground out" electricity can counter the power.



Electrical Control with the right Alternate Powers may also be able to counter other things. For example, if you have a blindingly bright Dazzle effect, you may be able to use it to counter darkness effects, while a deafening thunder effect could potentially counter certain sound or hearing based effects.

ALTERNATE POWERS

The following are some suitable Alternate Powers for an Electrical Control Array:

- **Ball Lightning:** You can project a Ranged Burst Area Damage effect with a rank equal to two-thirds your Electrical Control rank, affecting all targets in the area.
- **Confuse:** By jangling the electrical impulses in a target's brain, you cause a Confuse effect at your power rank.
- **Datalink:** With fine-tuned control over small electrical impulses, you can communicate with electronics like a Radio Datalink power at your Electrical Control rank.
- **Dazzle:** You can create a blinding electrical arc, a Visual Dazzle effect at your power rank. Alternately, you can cause a deafening boom of thunder, a Burst Area Auditory Dazzle effect at your power rank.
- **Drain Electricity:** By draining away electrical power, you weaken and even shut down effects dependent on it. This is a Ranged Drain Electrical effect at half your Electrical Control power rank.
- **Electrical Aura:** You can surround your body with an aura of electricity, shocking anyone who touches you with a Damage effect at half your Electrical Control rank. You may wish to acquire this ability as a stand-alone associated power, costing 4 points per rank.
- **Machine Animation:** You electrically imbue movement in machines, operating them like puppets. You can use the Machine Animation power in this chapter at your Electrical Control power rank.
- **Machine Control:** You gain the Machine Control power feat of Datalink (whether or not you have the Datalink Alternate Power), allowing you to use your Electrical Control to remotely control machines.
- **Stun:** An electrical burst can stun targets as a Ranged Stun effect at two-thirds your Electrical Control rank.
- **Thunder Punch:** Charging your fist with electrical power, you hit for your power rank in electrical damage, along with a deafening burst of thunder, a Linked Auditory Dazzle effect at your power rank.
- **Transmit:** You can transform your entire body into electricity and "jump" through power lines and similar conductive mediums like the Transmit power at your Electrical Control rank.

ASSOCIATED EFFECTS

- **Arc Riding:** You can fly through the air, riding an arc of electrical power, giving you the Flight effect, possibly with the Platform flaw, if you can fall off your arc.
- **Electrical Absorption:** An electrical controller may be able to absorb incoming electricity, providing the Absorption power, Limited to electrical damage.
- **Electrical Form:** The power to control electricity may grant the ability to transform into electricity! (See the Alternate Form power description for details on how to create an electrical energy form.)
- **Immunity:** Electrical controllers may be immune to electricity to a varying degree, from Immunity to Electrical Damage (5 ranks) to Immunity to Electrical Effects (10 ranks).
- **Sense Electricity:** You can sense electrical energy, its strength, and the general direction of its flow around you, a Super-Senses 3 effect (detect electricity, ranged, acute).

EMPOWERMENT

Effect: Variable, Affects Others	**Action:** Full (active)
Range: Touch	**Duration:** Sustained
Saving Throw: Will (harmless)	**Cost:** 6 points per rank

You can bestow powers to others temporarily by touch. You have a pool of (Empowerment rank x 5) power points you can use to grant powers. Once you have bestowed powers with a total cost equal to this amount, you cannot use Empowerment until you "retrieve" some of your allocated power points by taking back powers you have bestowed (which you can do automatically as a free action once per round).

Powers granted by Empowerment do not stack with any existing powers the subject may possess, although you can grant extras and power feats (including Alternate Powers) to existing powers. You can grant Enhanced Traits as powers, and these do stack with existing traits (see the **Enhanced Trait** effect description). You cannot grant powers beyond the campaign's power level without explicit Gamemaster permission (non-player characters are obviously assumed to have this permission if they happen to grant such powers).

If you stop maintaining this power for any reason, any bestowed powers disappear and must be granted again by another use of this power. Continuous Empowerment is not affected by this, but retains the limit of not being able to grant more than (rank x 5) power points in powers at any given time. Empowerment cannot be permanent; such things are best reserved as plot devices.

ENERGY AURA

Effect: Damage, Aura	**Action:** Free (active)
Range: Touch	**Duration:** Sustained
Saving Throw: Toughness	**Cost:** 4 points per rank

You can surround your body with an aura of energy that inflicts damage on anyone coming into contact with you, with a damage bonus equal to your power rank. Define the type of energy your Energy Aura uses when you acquire this power.

POWER FEATS

- **Affects Insubstantial:** The energy of your aura affects insubstantial targets at half its normal power rank. If you apply two

ranks of this feat, it works at its full rank on insubstantial targets.

- **Extended Reach:** This power feat does not apply to Energy Aura, to extend your Aura's "reach," apply the Area extra instead (see Extras, following).
- **Incurable:** Damage inflicted by your Energy Aura cannot be healed by Healing or Regeneration effects unless they are Persistent, suitable for Aura descriptors like radiation or necromantic energies.
- **Reversible:** You can remove any damage inflicted by your Energy Aura at will as a free action.
- **Selective:** You can contract your Energy Aura to cover only parts of your body, allowing you to uncover your hands to handle things safely while keeping the rest of you covered, for example. If your Energy Aura is permanent or has the Area extra, you cannot have this power feat. Area Energy Auras should apply the Selective Attack extra instead (see Extras, following).
- **Triggered:** Your Energy Aura activates automatically in response to a certain circumstance or event. After it has done so once, its trigger must be reset (see the Triggered power feat description for details). If your Aura can activate automatically an unlimited number of times, apply the Action extra instead (making using it a reaction to something).

EXTRAS

- **Affects Corporeal:** This extra allows an incorporeal being to have an Energy Aura that affects corporeal targets.
- **Area:** Your Energy Aura affects an area around you, typically a Burst or Trail. Anyone in the area is automatically affected by your Aura. Since extras are always in effect, an Area Energy Aura always covers a given area, unless you choose to lower its effective rank. You can also acquire an Area version of your Energy Aura as an Alternate Power, letting you "flare" the Aura out a greater distance at some loss of effect (since the Area version will have a lower rank, being bought with the same number of power points). This is a useful power stunt for a regular Energy Aura as well.
- **Selective Attack:** If you have an Area Energy Aura, this extra allows you to choose who in the area is and is not affected by it.

FLAWS

- Permanent: Your Energy Aura is always in effect and cannot be turned off. This create problems in touching and handling certain materials and pretty much puts an end to your social life, except for people Immune to your energy type.

EVOLUTIONARY SHIFT

Effect: Morph 6 (Metamorph 4)	**Action:** Free (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 10 points

You can transform yourself by shifting "up" or "down" the evolutionary scale, essentially becoming more or less evolved. Note this is "comic book" evolution, not real science, so you go from a protoplasmic blob to a primitive Cro-Magnon, through modern human to a futuristic "super-brain" or disembodied intellect.

Design each of your evolutionary forms as a separate character, although you may share some traits in common, particularly mental skills like Knowledge, although this is not required, as some of your less-evolved forms are likely to have less Intelligence than your more evolved ones. The GM should approve the different evolutionary forms, and all are subject to the campaign's power level limits. When you assume a different evolutionary form, you gain a +30 bonus to Disguise checks to conceal your true identity (although each evolutionary form is "you," you still look quite different).

Use the following guidelines as to the appropriate qualities of your evolutionary forms:

- **Primordial:** The primordial form is essentially a mobile blob of protoplasm, able to consume most forms of matter with its corrosive secretions: required traits include Acid and Insubstantial 1 (Permanent, Innate). Mental abilities tend to be lower than normal, and Immunity to Mental Effects may be appropriate given the extremely simple and primitive nature of the primordial form's mind.
- **Primitive:** The primitive form is an ape-like brute with limited mental faculties. Required traits include improved Strength and Constitution (not necessarily Enhanced, but naturally better than a normal human) and various physical skills, particularly Climb and Survival. Mental abilities, particularly Intelligence, tend to be lower than normal, although Wisdom might be slightly higher to reflect greater awareness and instinct.
- **Evolved:** The evolved form is humanoid, but with a smaller, thinner build and an enlarged cranium, usually bald or completely hairless. Required traits include improve Intelligence (and possibly Wisdom) and may include various mental powers (particularly Telepathy) or mental skills. Physical abilities tend to be lower than normal, particularly Strength.
- **Transcendent:** The transcendent form is a being of pure intellect or mind. Required traits include Immunity 10 (aging, life support) and Insubstantial 4 (Permanent, Innate). Mental powers, particularly Telepathy, are common, while physical abilities are essentially non-existent due to the Insubstantial effect.

POWER FEATS

- **Additional Form:** This power feat grants you an additional evolutionary form approved by the GM. Possibilities include certain primitive life-forms like sea creatures or even dinosaurs, or different future variants of humanity (perhaps even possible future variants). Each form should be created as an independent character with no more points than the base character minus the total cost of the Evolutionary Shift power.

EXTRAS

- **Affects Others:** This modifier means you can allow others to assume different evolutionary forms rather than doing so your-



EXORCISM

Effect: Nullify	**Action:** Standard (active)
Range: Perception	**Duration:** Instant
Saving Throw: See description	**Cost:** 2 points per rank

You can banish certain summoned creatures back where they came from and end certain mental influences by creatures opposed to your allegiance; typically this is the ability of good allied characters to banish evil creatures and influences, but it can just as easily work the other way or involve any other opposed set of descriptors (law versus chaos, for example).

Make an opposed check between the targeted power and your Exorcism rank. If you win, the targeted power is countered and switched off, although the user of the power may reactivate it normally. Used against summoned creatures, Exorcism deactivates the Summon effect, causing the creatures to disappear back to whence they came. Used against mental effects like Emotion Control or Mind Control, Exorcism ends the effect, restoring the subject's normal state of mind. If you lose the opposed check, attempting to exorcise the same subject again in the same scene or encounter requires extra effort.

self, or can allow others to do so along with you (for a +1 extra, increasing cost to 16 points).

- **Attack:** An Evolutionary Shift Attack should be acquired as a Transform effect rather than applying this power modifier. Keep in mind that both a physical and mental Transform effect are required to transform a subject on both levels.

FLAWS

- **Action:** Changing the action required to shift between different forms is a power drawback rather than a flaw (see Drawbacks, following).

DRAWBACKS

- **Action:** Changing the action required to shift between evolutionary forms is a power drawback: –1 point for a move action, –2 for a standard action, –3 for a full action, plus an additional –1 per step up the Time Table thereafter.
- **Involuntary Transformation:** If some circumstance causes you to shift form against your will, you can have this drawback.
- **Normal Identity:** If your "modern" evolutionary self has no other powers and there is some means of preventing you from assuming one of your evolutionary forms, you may have this drawback.
- **One-Way Transformation:** If assuming an evolutionary form then involves some time or effort before you can assume another or return to your normal form, you may have this drawback.

EXTRAS

- **Duration:** If your Exorcism duration is increased above instant, any countered effect cannot be reactivated while the Exorcism is maintained; so creatures cannot be re-summoned, mental effects reestablished, and so forth. The user of a countered effect may use extra effort to gain another opposed check against you. If successful, the countered effect may be reactivated.

FIRE CONTROL

Effect: Array (Move Object)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can control the movement and spread of flames with a damage bonus less than or equal to your power rank. You can make a fire "leap" up to a distance of (rank x 5) feet, which may cause it to spread to a wider area or even cross an otherwise impassable barrier or fire-break.

COUNTERING

Fire Control is most useful for countering powers relying on cold or water descriptors, although it can potentially counter other fire effects (by consuming the oxygen they require) or even things like magnetic effects, since magnetism weakens in the presence of intense heat.

Cold and water effects can likewise counter Fire Control, as can other effects able to smother fire or prevent oxygen from reaching it, such as Earth Control under some circumstances. Even if a particular fire effect is countered, the user can still create another on the following round.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Fire Control Array, or usable in place of the base effect, if desired.

- **Deflect:** You can deflect incoming physical projectiles with flaming blasts, incinerating or vaporizing them before they reach you, a Deflect effect with a rank equal to your Fire Control.
- **Fireball:** You hurl a bolt or ball of flame that explodes on impact, covering an entire area. The damage is two-thirds your Fire Control (for the Ranged Damage Explosion effect, rounded down) and the blast has a radius of that damage bonus, times 10. Every 10 feet from the center of the blast drops the damage bonus by 1 until it reaches 0.
- **Fireflash:** You create a bright flare of light, a Visual Dazzle effect against one target at your Fire Control rank. You can also create a Fireflash that radiates out from you (Fire Control rank x 5) feet in all directions as a separate Alternative Effect (a Touch Range Burst Area Visual Dazzle).
- **Flame Blast:** You can strike targets with blasts of flame that inflict power rank damage (a Ranged Damage effect).
- **Flame Objects:** You can form objects out of flame like a Create Object effect at your power rank, except the objects have no Toughness score (being insubstantial) but inflict half your Fire Control power rank in damage against anyone touching them instead.
- **Ignite:** You can cause objects to spontaneously burst into flames (which you can then control) like the Ignite power at two-thirds of your Fire Control rank.
- **Melt:** You can generate heat intense enough to melt materials with a Toughness equal to or less than your Fire Control rank. So, for example, Fire Control 10 could generate enough heat to melt steel (Toughness 10), while Fire Control 20 could melt all but the most heat-resistant super-alloys.
- **Nova Blast:** You produce an explosion of flames like the Fireball (previously) except centered on you and with a damage bonus equal to your Fire Control rank, causing the explosion to extend further. This might be further augmented through extra effort or, using options from the *Mastermind's Manual* (see Extraordinary Effort, *Mastermind's Manual*, page 82).
- **Smoke Cloud:** You create a cloud of blinding smoke, a Visual Obscure effect equal to your Fire Control power rank.
- **Suffocate:** By creating choking smoke and fires that consume the available oxygen, you can create a Ranged Area Burst Suffocate effect at half your Fire Control power rank.

ASSOCIATED EFFECTS

- **Fire Flight:** By projecting fire behind you like a rocket, and possibly generating lift through heat, you can fly through the air, giving you the Flight effect.
- **Fire Form:** The power to control fire may also allow you to transform into fire. This is a bit more advanced than the Flame Aura power (see the following) in that you actually become a being of living flame (see the Alternate Form power for guidelines on creating a fire form).
- **Flame Aura:** Your surround your body in a damaging aura of flames (see the Energy Aura power description for details).
- **Immunity:** Controlling fire may provide a degree of Immunity, ranging from hot environments (1 rank) to fire damage (5 ranks) or all fire effects (10 ranks). Some fire-controllers have Immunity to Fire Limited to flames under their direct control (–1 flaw).
- **Smoke Form:** Rather than transforming into flame, a fire-controller might turn into a cloud of smoke (see Alternate Form for creating such a gaseous form, most likely with some sort of Suffocate effect to represent the choking caused by smoke inhalation).
- **Super-Senses:** Super-Senses appropriate for a fire-controller include infravision (seeing heat sources, 1 rank).

FORCE CONSTRUCTS

Effect: Array (Create Object)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can generate and project a solid force field, forming simple geometric shapes with it like a Create Object effect. Among other things, you can use force shapes to create protective barriers around yourself and others, providing cover with Toughness equal to your power rank.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Force Constructs Array:

- **Deflect:** You can shape force fields to deflect any ranged attack within normal range, giving you a Ranged Deflect (all attacks) effect at half your Force Constructs power rank.
- **Force Bolt:** You can shape a force field into a bolt of kinetic force that strikes for power rank damage (a Ranged Damage effect).
- **Force Shatter:** By projecting a force field inside an object and expanding it, you can damage its structure, giving you Perception Range Penetrating Damage at half your power rank, Limited to objects.
- **Force Snare:** You can trap targets inside solid force fields that limit their mobility, giving you a Snare effect at your Force Constructs rank.
- **Suffocate:** By trapping a target's head inside a force field, you inflict a Suffocate effect at your Force Constructs rank.

POWER FEATS

- **Affects Insubstantial:** Your force constructs affect insubstantial beings, either a half their normal Toughness (rank 1) or their full Toughness (rank 2 of this power feat).
- **Progression:** You can create larger force constructs; each rank of this power feat moves the base volume of your constructs (a

cube 5-feet on a side) one step up the Progression Table (to a 10-foot cube, then 25 feet, 50 feet, and so forth).

- **Selective:** You can make your force constructs selectively incorporeal against certain effects and corporeal against others, changing their selectivity each round as a free action. Among other things this allows allies or certain attacks to pass through the cover provided by your constructs while still blocking others.
- **Subtle:** Your force constructs are difficult to detect; with one rank of this power feat, it requires a Notice check (DC 20) to perceive your constructs, with two ranks, your constructs are completely undetectable to senses other than touch (since they remain solid).

EXTRAS

- **Affects Others:** This extra is not required for others to benefit from the cover provided by your force constructs, it is a normal effect of the power.
- **Area:** Your Force Constructs rank plus any Progression power feat ranks define the area your constructs cover. This extra does not apply.

ASSOCIATED EFFECTS

- **Force Field:** A personal force field is a natural additional power for someone with Force Constructs.
- **Force Flight:** You can lift yourself into the air on a platform or structure made of force. If you can be knocked off your platform, apply the Platform flaw to your Flight.
- **Immunity:** If those inside your force constructs are protected from the environment outside, you may have Immunity 9 (life support) with Affects Others (+1) and a Shapeable Area Linked to your Force Constructs (costing 27 points total).

FORCE FIELD

Effect: Protection	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can surround yourself with a protective field of force. A Force Field gives you a bonus on Toughness saving throws equal to its rank. Since it is sustained, you can improve your Force Field using extra effort and use it for power stunts, however, it turns off if you are unable to maintain it, such as if you are stunned and fail a Concentration check.

POWER FEATS

- **Selective:** You can "tune" your Force Field to filter out some things while allowing others to pass through it, helpful for keeping out attacks while allowing a harmless effect through.

EXTRAS

- **Affects Others:** This extra (as a +1 modifier) extends the benefits of your Force Field to one other person you are touching. The Progression power feat allows you to expand the number of people you can protect with your Force Field at once. As a general guideline, no more than eight can be in contact with you at the same time.
- **Duration:** A continuous duration Force Field does not collapse if you are unable to maintain it (due to being stunned, etc.). It remains on until nullified or you choose to turn it off.
- **Impervious (+1):** Your Force Field stops some damage cold. If an attack has a damage bonus less than your power rank, it inflicts no damage on you (you automatically succeed on the Toughness saving throw). Penetrating damage ignores this modifier; you save against it normally.
- **Range:** An Affects Others Force Field can have this extra in order to protect others at a distance.

FLAWS

- **Ablative (–1):** Damage chips away at your Force Field. Each time it provides its bonus, it loses 1 power point of effectiveness. When reduced to 0 power points, it turns off. This is the same as the Fades flaw. Your Force Field can't recover lost effectiveness while it's active, it must be turned off first.
- **Limited (–1):** Your Force Field applies to only one broad type of damage (physical or energy). If it applies to only one narrow type of damage (edged weapons, blunt weapons, electricity, fire, magic, etc.) it has a –3 modifier.
- **Permanent:** A Permanent Force Field can't be turned off: it must either be Selective to permit you to eat and drink through the field (amongst other things) or you need Immunity (life support). A Permanent Force Field can pose other hindrances as well, as the GM sees fit.

ASSOCIATED EFFECTS

- **Force Constructs:** A character able to create a personal force field might progress on to the Force Constructs power.
- **Immunity:** Some Force Fields have Linked Sustained Immunity effects, particularly life support, allowing you to ignore certain hazards while your Force Field is active.
- **Mind Shield:** Likewise, some Force Fields protect against mental as well as physical hazards, having a Linked Mind Shield effect whenever the Force Field is active.

FRICTION CONTROL

Effect: Array (Snare, Trip)	**Action:** Standard (active)
Range: Perception	**Duration:** Instant
Saving Throw: Reflex	**Cost:** 3 points per rank

You can affect the friction of an area of (rank x 5) feet in radius within range. You can either increase friction, causing anyone touching the ground or floor to become stuck like a use of Snare, except you can only entangle, not bind, targets, or you can decrease friction, causing everyone in the area to slip like a Trip effect. Choose one when you take this power. You can acquire the other use of Friction Control as an Alternate Power feat.

UNDER THE HOOD: GADGETS VS. GADGETEERING

Relatively few comic book characters actually have the Gadgets power; most have the Inventor feat (using the invention rules to whip up jury rigged devices, see **Inventing**, *M&M*, page 131) or use hero points for power stunts for their existing Devices, retuning or reconfiguring a particular Device power this way or that to achieve a different effect temporarily. The Gadgets power is best reserved for characters with a truly wide range of Devices they can essentially change around at will. Like all Variable structures, this power should be carefully monitored and controlled by the GM to keep it from becoming the easy solution to every problem the heroes face.

COUNTERING

Friction Control is primarily useful for countering itself and other friction-related effects, although it may be able to counter some heat-based effects or some Snare effects by reducing friction.

ALTERNATE POWERS

In addition to the two effects in the power description, the following are suitable Alternate Powers for a Friction Control Array:

- **Blast:** You increase the friction between a moving target and the surrounding air enough to cause the target to suffer heat damage. This is a Perception Range Damage effect with a concentration duration (the victim continues suffering the heat damage as long as you concentrate to maintain the effect) and Limited to moving targets. The damage equals your Friction Control rank.
- **Dazzle:** You cause a target's eyelids to stick together, rendering them blind, a Perception Range Visual Dazzle effect with a concentration duration, Limited to targets that have eyelids and need to blink (and therefore ineffective against machines, many aliens, and so forth).
- **Environmental Control:** The hamper movement effect of Environmental Control can come from changing the friction of a surface, making it sticky or slippery and thus difficult to cross. The Environmental Control is Perception Range with a rank equal to your Friction Control rank.
- **Nullify Machines:** You can extend Friction Control's ability to counter with a Perception Range Nullify effect usable against any machine with moving parts, causing them to seize up and the machine to stop working.
- **Penetrating:** You can reduce the friction of physical weapons, giving them greater ability to penetrate armor, allowing you to apply the Penetrating modifier to any physical weapon in your line of sight up to your Friction Control power rank. The effect is Penetrating, Affects Others (+0), and Perception Range (+2).

ASSOCIATED EFFECTS

- **Force Field:** A Force Field Limited to physical damage could represent making the surface of your body so frictionless attacks simply "slide off" without damaging you. This could also be a Deflect effect, if you want to make it a more direct deflection of attacks (and more all-or-nothing than a Toughness save bonus).
- **Immunity:** Immunity to friction heat (1 rank) is a common power associated with Friction Control. Higher ranks may include Immunity to heat damage (5 ranks) or Immunity to heat effects (10 ranks).
- **Speed:** This power could be the ability to "skate" along a near-frictionless area of ground you create under your feet, although it should probably be limited to no more than a few ranks (say 2 to 3).
- **Super-Movement:** Super-Movement effects based on Friction Control can include: sure-footed, trackless, and wall-crawling by controlling the friction between you and a surface.

GADGETS

Effect: Variable	**Action:** Standard (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 6–7 points per rank

You can produce a wide variety of Devices (see the **Device** power) essentially at will. As with Device, Gadgets gives you 5 power points per rank to create these items, and you can split your points among multiple Devices, if desired. Changing your Gadget points around is a standard action and lasts until you choose to change them again. (The Gadgets power has a continuous duration, although the powers of the individual Devices themselves may have different durations.)

Your gadgets function in all ways like normal Devices (see **Devices & Equipment**, *M&M*, page 128, for details).

The cost of Gadgets depends on how easily they can be taken away from you. If your gadgets are easy to lose (can be taken away with a successful disarm) then the power is 6 points per rank. If they're hard to lose (can only be taken away from you while you're helpless), the power is 7 points per rank. If you cannot lose your gadgets at all (they are an integral part of you in some way), then you actually have a different sort of Variable structure power, possibly Shapeshift (allowing you to transform parts of yourself into different technological devices, for example).

GESTALT

Effect: Summon Components	**Action:** Full (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 1 point per rank

A Gestalt is made up of two (or more) component creatures joining together to form a single, more powerful, entity. Joining to create the gestalt form requires a standard action, but breaking apart into the component beings is a free action.

The combined form takes this power and the gestalt components are built on (power rank x 15) power points, and subject to the campaign's power level limits. The combined form and the components have separate traits, although the combined form often (but not always) shares the best of the components' traits.

The component creatures can't be built on more points than half the combined character's total. So, your combined character can't have a Gestalt rank greater than your total power points divided by 30.

The condition of the components and the combined character generally has no effect on the other. So if one or more of the components is suffering from damage, the gestalt form is still undamaged when they combine, and the components are still damaged when they break apart (whether or not the gestalt form suffered damage before that happened). The separate forms recover normally from damage, with the exception that time spent in the other form counts as "rest" for them; so while the combined gestalt form exists, the component forms are considered to be "resting" and therefore recovering from any damage they may have suffered.

All the components of a gestalt must be present in order to form the combined entity, although only one needs to be able to activate the power. The components cannot do anything on the round they combine; the gestalt form can act normally on the following round, making a new initiative roll as if joining the battle (which is essentially the case).

POWER FEATS

- **Distant:** The component forms of the gestalt can join over a greater distance: treat each rank of this power feat as a rank of the Teleport effect. The distance between the components cannot be greater than the Distant power feat's range on the Extended Range Table. The combined form can appear anywhere one of the component forms is, chosen when the Gestalt power is activated. A full 20 ranks of Distant allows the components to join together from anywhere. When the Gestalt separates, all the components appear together in the same location, double the cost of this feat if the components can reappear anywhere within the feat's rank of the gestalt form on the Extended Range Table when the gestalt breaks up.
- **Progression:** A gestalt is normally made up of two components. Each application of this feat moves the maximum number of components in the gestalt one step up Progression Table.

Example: *Team Trinity is three people who can merge together to form Triplicate. The player designs Triplicate as a power level 10 character and each of the members of Team Trinity as power level 5 (75-point) characters. Triplicate takes Gestalt at rank 5, plus one Progression feat for three components, paying 6 points total. This makes Triplicate a 144-point character.*

The Pentacle is made up of five villains, each with elemental powers, able to join together into a single form. The combined form is a 225-point character, while the individuals are power level 7 (105-point) characters. This gives a base rank of 7, plus one Progression feat for five components for a total of 8 points, making the combined whole a 217-point character (after paying for Gestalt).

FLAWS

- **Feedback:** This flaw means damage to the components affects the gestalt and vice versa; the gestalt form suffers the worst damage condition(s) of any of the component forms, while the component forms all suffer the same damage condition(s) as the gestalt form when they separate. So, for example, if the gestalt form is unconscious with three bruised conditions, all of the components will also be unconscious with three bruised conditions when they separate from the combined form.



GRAFTING

Effect: Anatomic Separation, Variable	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained
Saving Throw: Fortitude	**Cost:** 11 points per rank

This bizarre power allows you to "steal" parts of a target's body and replace your own with them, gaining some of the target's traits by doing so! For example, you might steal a target's arms, gaining his strength, or steal her mouth, gaining her voice and vocal powers, and so forth. The only limitations are that you cannot steal a target's head or brain nor replace your own head or brain, pretty much anything else is fair game, as the GM sees fit.

To steal a body part, you must touch the subject (requiring a successful melee attack roll in combat) and the target must fail a Fortitude saving throw (DC 10 + Grafting rank). If your attempt is successful, the affected body part disappears from the target and appears attached to your body (in place of your existing body part(s), if necessary).

You can steal up to one body part per rank in Grafting; matched parts (like a pair of arms or eyes) count as two. In some cases, it is up to the GM what part or parts are required to obtain a par-

ticular trait. For example, to get Immunity (drowning) from a water-breather might require his lungs, gills, or something else. You can acquire a maximum of (rank x 5) power points in traits from stolen body parts, regardless of how many you steal, so you may run out of available points before you hit your limit on stolen parts, particularly if you steal powerful traits.

The target of this power is deprived of the body part, suffering an appropriate Disability drawback, but is otherwise unharmed. So stealing someone's hand, for example, leaves a smooth stump rather than a bleeding wound, but also leaves the target without a hand. Stealing someone's eyes blinds him, stealing his mouth silences him, and so forth. Stealing a body part does not impair the target in anything other than a gross physical sense; so stealing someone's lungs to gain Super-Breath doesn't leave the target unable to breathe, for example, neither does stealing both his nose and mouth. (Why? Mainly because this would be too effective an attack, and trying to apply realism to a power like this one is far more trouble than it's worth.)

> ***Example:*** *The macabre Patchwork Man has Graft 12 (costing 132 power points). He can steal up to twelve body parts (one per power rank) for a total of 60 points in traits (rank 12 x 5). Fighting the Freedom League, he steals Johnny Rocket's legs (2 parts), gaining 10 ranks of Speed, costing 10 points from his available pool and leaving Johnny unable to move, much less run. The GM decides that Patchwork Man doesn't gain Johnny's full Super-Speed power, since he only has a speedster's legs. On the following round, Patchwork Man steals Captain Thunder's arm, gaining Electrical Control 10, Enhanced Strength 20, and Super-Strength 5, the latter two limited to one arm (a –1 flaw in the GM's view), costing 35 more points. He can steal up to nine more body parts for a total of 15 more power points of traits.*

When the Grafting power's duration ends, stolen parts return immediately to their proper owners, regardless of distance.

Grafting is an unusual power for a hero, although the GM should feel free to allow it, if desired. Villainous versions of Grafting are often X-traits with an unlimited rank (see **X-Traits**, *M&M,* page 211).

POWER FEATS

- **Extended Reach:** As a touch range power, Grafting can benefit from this power feat, which extends the reach of your touch attack.

EXTRAS

- **Alternate Save:** Reflex or Will save may be more appropriate for some types of Grafting, depending on the power's descriptors.
- **Duration (+2):** Continuous duration Grafting lasts until you choose to reverse it. It costs twice as much (a +2 extra) since it applies to both the effect of robbing the target of a body part and the effect of gaining traits from it.
- **Range (+2):** Range likewise costs double for Grafting; a Ranged Grafting power can steal body parts with a ranged attack roll while a Perception Range Grafting power doesn't require an attack roll, affecting anyone you can accurately perceive (although they still receive a saving throw).
- **Vampiric:** When you successfully steal a body part, you automatically gain a recovery check against your worst damage condition, with a bonus equal to your Grafting rank.

GRAVITY CONTROL

Effect: Array (Move Object, Area)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: See description	**Cost:** 2 points per rank

You can control the intensity of gravity in a radius of (power rank x 5) feet within your range. This works like a Move Object effect at your power rank, except you can only move objects in two directions: toward the Earth (increased gravity) or away from it (decreased gravity).

Targets of increased gravity add your power's heavy load to their encumbrance. If this exceeds the target's maximum carrying capacity, he falls prone and cannot move without making a Strength check (DC 10 + Gravity Control rank). A successful check allows the target to take a standard or move action (but not both). Normal movement is restricted to crawling 5 feet per move action.

Targets of reduced gravity have their weight reduced by up to your power's heavy load. If this results in a negative weight, the target "falls" upward, away from the Earth, as if thrown by someone with (Gravity Control rank x 5) Strength to a maximum distance of your affected area.

> ***Example:*** *Gravitar (with Gravity Control 14) increases the pull of gravity on Maximus Atom. The young hero is currently 30 feet tall via his Growth power, with Strength 32 and an effective Strength of 42 for carrying capacity (+10 for two increases in size category). Gravitar's power has an effective Strength of (14 x 5) or 70. This imposes a heavy load of 200 tons to Maximus' encumbrance. His current maximum load is about 10 tons, considerably less, so Max falls prone and can only move by making a DC 24 Strength check (10 + Gravitar's power rank of 14). With his Str bonus of +11, he needs to roll a 13 or better to take a standard or move action (not both) and he can only move by crawling 5 feet per round.*
>
> *Next, the Master of Gravity uses his power against Max's "Uncle" Jack Wolf, reducing the effect of gravity on him. Jack weighs about 200 lbs., so he shoots into the air as if thrown by someone with Strength 70. He goes to the limit of Gravitar's Gravity Control area (70 feet, or 14 x 5 feet) and hangs there. Gravitar stops maintaining the effect, and Jack drops, suffering +7 falling damage (+1 per 10 feet) unless one of the Atom Family manages to catch him.*

COUNTERING

Gravity Control can counter other gravity effects and may also be able to counter other Move Object effects, depending on the descriptors, increasing an object's effective weight as someone else tries to move it. This is a normal use of countering, don't get into re-figuring the weights of things, just resolve the contest with an opposed power check.

ALTERNATE POWERS

The following are some appropriate Alternate Powers of a Gravity Control Array:

- **Blast:** You generate a blast of gravitic force that inflicts bludgeoning damage, a Ranged Damage effect at your Gravity Control rank.
- **Deflect:** You deflect physical projectiles by increasing their weight and causing them to miss you, a Deflect (slow and fast projectiles) effect at your power rank.
- **Environmental Control:** You can create either the high or low gravity environments of this effect, to do both, take two Alternate Powers (see the Environments Control effect for details).
- **Telekinesis:** You can move objects using focused gravity, a Move Object effect at your power rank.

POWER FEATS

- **Environmental Adaptation:** Environmental Adaptation to high and low gravity are potential power feats of Gravity Control. Take each as a separate rank of Environmental Adaptation.

FLAWS

- **Limited to Increase or Decrease (–1):** You can only increase or decrease gravity in an area, not both.

ASSOCIATED EFFECTS

- **Flight:** Your control over gravity may allow you to fly through the air. Affects Others and Area or Ranged are common extras for Flight based on Gravity Control, allowing you to bestow the power of flight on others as well.
- **Force Field:** You can surround yourself with a Force Field of focused gravity to protect you from damage.
- **Leaping:** By reducing gravity's tyrannical grip on you, you can leap greater than normal distances, just like people in lower-gravity environments. Like Flight, gravity controllers often have this power with the Affects Others and Area or Range extras.

HELLFIRE CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate and project a mystical energy called "hellfire," which appears flame-like, although it is not actual fire. You choose the color and style descriptors of your hellfire when you acquire this power. Typical examples include white, black, red, or green flames.

Note that by simply changing the "Hell" descriptor, you can also change the feel of this power, making it into "Holy Fire" or "Mystic Fire," for example.

You can project a blast of hellfire, a Ranged Damage effect equal to your power rank (see the **Blast** power for details).

COUNTERING

Hellfire Control may be able to counter itself, depending on the circumstances (such as using one Hellfire blast to counter another). It could potentially counter some powers with divine or good descriptors as well. As the range of effects expands with additional Alternate Powers, Hellfire Control becomes more useful for countering certain other effects: the ability to generate heat, for example, may counter some cold-related powers, just as the ability to influence emotions may counter emotional powers.

Divine or holy powers may counter Hellfire Control and powers like Magic may be able to do the same, given Hellfire's supernatural origins. At the GM's discretion, certain especially "holy" or hallowed places may weaken or counter some effects of Hellfire Control.

ALTERNATE POWERS

Suitable Alternate Powers for a Hellfire Control Array include the following:

- **Create Object:** You can form solid objects out of hellfire. These things usually appear to be formed out of non-damaging flames. Common hellfire objects may include things like cages, solid barriers, or makeshift thrones and the like.
- **Dazzle:** A blazing burst of hellfire can temporarily blind a target (either due to the light or a baleful supernatural influence). A Burst Area Dazzle is also an option as well as a Hellfire Dazzle that specifically targets supernatural senses, such as Detect Evil or Magical Awareness.
- **Emotion Control:** You can "attune" hellfire to influence emotions, particularly despair, fear, and hate, although Hellfire with different descriptors may affect different emotions. The somewhat limited range of emotions isn't sufficient for a power flaw; it's just in-line with the power's descriptors.
- **Environmental Control:** Your hellfire can affect the surrounding environment, typically creating extreme (one might say hellish) heat, although light and even cold are possible alternatives (or additional Alternate Powers).
- **Healing:** Seemingly unusual for a hell-spawned power, some users of Hellfire possess the ability to heal, although this is more common for other descriptors like Holy Fire. You can use the Healing effect at your Hellfire Control rank.
- **Nauseate:** Rather than damage, hellfire might inflict terrible pain or nausea, either by touch (a Nauseate effect at your Hellfire Control rank) or at a distance, adding the Ranged extra and lowering the Nauseate effect's rank to two-thirds of your Hellfire rank, unless other modifiers are applied to the Nauseate power configuration.
- **Obscure:** Your hellfire can block out a particular sense or senses, using supernatural darkness, sulfurous smoke, or perhaps even a "pall of evil" to obscure special senses like Infernal or Magical Awareness or Detect Evil.
- **Soul Blast:** Your hellfire can "burn" a target's mind or spirit rather than just the body; this is a Ranged Will Damage effect at two-thirds of your Hellfire Control rank.
- **Strike:** You can form melee weapons out of hellfire such as swords, whips, or tridents, inflicting damage equal to your

power rank as a melee attack. Since this power costs 1 point per rank, but is limited by power level, the GM may allow such hellfire weapons to have extras like Penetrating.

- **Summon Fiends:** You can summon up infernal minions to serve you. These may be the imp or warrior demon archetypes (see *M&M*, page 233); either requires Hellfire Control 6. A group of five such minions requires an additional 4 ranks, for a total of 10 (to apply Progression 2 and the Horde extra). Another typical sort of summoning is a flaming chariot drawn by two flying infernal horses. Use the horse archetype (see *M&M*, page 231), adding Flight 4 (Affects Others), Immunity 40 (fire damage, Fortitude effects), and Protection 3, for a total cost of 82 points. It requires 10 ranks of Hellfire Control to summon this set of fiends (two rank 6 minions at once).
- **Teleport:** You can transport yourself (and perhaps others) in a burst of hellfire and brimstone, possibly traveling through some sort of hellish dimension to "bypass" normal space. At a default, this gives you Teleport equal to your Hellfire Control rank (more or less depending on any modifiers you choose to apply).

POWER FEATS

- **Affects Insubstantial:** Given its supernatural nature, this is a common power feat for Hellfire Control effects.
- **Dimensional:** This power feat is also fairly common for Hellfire Control, particularly at the second rank, allowing the power to extend into various fiendish or infernal dimensions (or from those dimensions to the setting's home dimension).
- **Incurable:** Supernatural, infernal damage inflicted by Hellfire Control may be Incurable by normal powers.
- **Subtle:** Hellfire Control is rarely, if ever, Subtle in nature.

ASSOCIATED EFFECTS

- **Hellfire Aura:** Your can surround yourself with an aura of damaging hellfire, inflicting damage on anyone touching you (see the Energy Aura power for details).
- **Hellfire Field:** An aura of hellfire protects you against harm (see the Force Field power for details).
- **Immunity:** Hellfire-wielders may be immune to certain mortal concerns, having ranks of Immunity, ranging from Immunity to Hellfire (1 rank) to life support and more extensive Immunity like life support or Fortitude effects.
- **Regeneration:** Along with Hellfire Control, demonic or infernal powers may include Regeneration, particularly from lethal damage, and possibly with Persistent, Regrowth, and Resurrection. The later may involve the character's spirit returning from some hellish netherworld to inhabit a newly reconstituted body.
- **Super-Movement (dimensional):** A Hellfire-wielder may be able to travel to one or more infernal dimensions, possibly with the ability to take others along.
- **Super-Senses:** Keenly attuned to the moral spectrum, a Hellfire-wielder may have Super-Senses like Detect Good or Evil, Detect Life, or Divine, Infernal, or Magical Awareness.

HYPNOSIS

Effect: Mind Control, Sense-Dependent	**Action:** Standard (active)
Range: Sensory (hearing)	**Duration:** Sustained
Saving Throw: Will	**Cost:** 2 points per rank

You can place subjects into a powerful hypnotic trance with nothing more than the sound of your voice. A particular subject able to hear you must make a Will saving throw to avoid falling under your spell. If the save fails, you can issue commands to your new thrall (see the **Mind Control** effect for details and other appropriate power feats and modifiers).

FLAWS

- **Sense-Dependent (+0):** Hypnosis is already Sense-Dependent on hearing. At the GM's option, your Hypnosis might be dependent on vision instead (a hypnotic gaze, swirling spirals, or strobe lights, for example).

IGNITE

Effect: Damage (fire)	**Action:** Standard (active)
Range: Perception	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 3 points per rank

You can cause objects in your line of sight to spontaneously combust. Take a standard action to inflict power rank fire damage on a target you can accurately perceive. If you ignite suitably flammable materials they may continue to burn, causing +2 fire damage per round. A successful Reflex save (DC 15) can put out any burning material in contact with a character (clothes, for example), beating out the flames or rolling on the ground. Dousing in water or other smothering materials puts out the flames automatically.

POWER FEATS

- **Reversible:** You can put out any flame ignited by your power at will as a free action. This does not repair the damage the flames caused, however.

EXTRAS

- **Duration:** With a concentration duration, you can continue feeding energy into a burning target as a standard action each round, causing fire damage equal to your power rank each round rather than letting the object burn normally for standard fire damage. Sustained Ignite requires only a free action each round to continue burning for power rank damage. Ignite cannot be continuous in duration.

IMMORTALITY

Effect: Immunity, Regeneration	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 5 points

You cannot die! Well, technically you *can* die, but you always get better, eventually. You are immune to aging, disease, and poisons. If your

condition becomes dead, you can make a recovery check (DC 10) in a week's time, success means your condition becomes unconscious and disabled, from which you recover normally. Failure means you remain dead for another week. Then you get another recovery check, and so forth until you succeed on a check. This is Regeneration 1 effect assigned to Resurrection with the True Resurrection extra. To recover from death and injury faster, apply more ranks of Regeneration (see the **Regeneration** effect description for details).

IMMUTABLE

Effect: Immunity	**Action:** None (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 10 points

You are completely immune to any effect that alters your traits, including—but not necessarily limited to—Boost, Drain, and similar trait effects, as well as Transform and other alteration effects used as attacks. You automatically make your saving throw against such effects, which generally means they do not affect you.

INVISIBILITY

Effect: Concealment (visual) 2/4	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 4 or 8 points



You can become invisible at will. This gives you total concealment from normal vision. For double cost (8 points) you gain total concealment from all visual senses. See the **Concealment** effect in the previous chapter for details.

KINETIC CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate and project kinetic energy as a blast of force, a Ranged Damage effect equal to your Kinetic Control power rank. You can also develop a number of Alternate Powers based on manipulating kinetic energy.

COUNTERING

Kinetic Control can counter other kinetic-energy channeling effects, notably force or impact Damage effects or Move Object effects. Note that Kinetic Control shouldn't offer a broad-based ability to counter all physical *attacks* without acquiring Deflect as an alternate or additional power.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Kinetic Control Array:

- **Boost Movement:** By touch, you can channel kinetic energy to boost a subject's movement speed, imparting a Boost Movement effect equal to your Kinetic Control power rank.
- **Deflect:** You can drain away or redirect the kinetic energy of incoming physical projectiles, giving you Deflect (slow and fast projectiles) at your Kinetic Control power rank.
- **Drain Movement:** The opposite of Boost Movement (previously), you can drain away kinetic energy by touch, inflicting a Drain Movement effect equal to your Kinetic Control power rank.
- **Move Object:** Through careful manipulation of kinetic energy, you can cause objects to move as you wish without touching them, a Move Object effect at your Kinetic Control rank.
- **Nullify Movement:** You can remove the kinetic energy of a moving object all at once, leaving it momentarily at rest, a Nullify Movement effect at your power rank. Self-powered objects can start moving again on the following round by reactivating their movement effect.
- **Slow:** You drain kinetic energy from a target to slow it down, a Ranged Paralyze effect with the Slow flaw at a rank equal to your Kinetic Control rank. Without the Slow flaw, you can truly paralyze targets, but rank is reduced to two-thirds.

ASSOCIATED EFFECTS

- **Flight:** By channeling kinetic energy to provide thrust, you can soar through the air, gaining Flight.
- **Force Field:** You surround yourself in a protective Force Field of kinetic energy, or perhaps reflexively drain away the kinetic

energy of incoming attacks (if your Force Field is Limited to only physical damage and doesn't work against energy damage).

- **Immovable:** You can absorb the kinetic energy of an impact to keep it from moving you, giving you an Immovable effect (possibly with Unstoppable, if you can produce the same effect while moving).
- **Speed:** Directing more kinetic energy into your own movement, you can move at super-human speeds.

LIFE CONTROL

Effect: Array (Nauseate)	**Action:** Standard (active)
Range: Perception	**Duration:** Instant (lasting)
Saving Throw: Fortitude	**Cost:** 4 points per rank

You can exert control over the processes of life and, perhaps, over organic matter itself. You can disrupt the biological functions of another creature in your line of sight like a Nauseate effect (with a Fortitude save to resist; see the **Nauseate** effect description for details).

COUNTERING

Life Control can counter itself and Healing effects, disrupting their beneficial effect on a subject. For a broader ability to counter effects with biological descriptors, see the Alternate Powers in the following section.

ALTERNATE POWERS

- **Boost:** You can enhance the physical ability scores of a subject, a Perception Range Boost effect at your Life Control rank.
- **Drain:** Your can weaken the physical ability scores of a subject, a Perception Range Drain effect at your Life Control rank.
- **Emotion Control:** You can influence a target's emotions through control over glandular secretions and neuro-chemistry, giving you an Emotion Control effect with the Fortitude save modifier.
- **Fatigue:** You can drain a target's biochemical energy, a Perception Range Fatigue effect at your Life Control rank.
- **Flesh-Shaping:** You can mold flesh and bone as if they were clay, reshaping them as you see fit as a Perception Range Transform effect (living things into other living things) at two-thirds your Life Control power rank.
- **Healing:** You can restore health and balance to biological systems, a Perception Range Healing effect at your power rank.
- **Stun:** You can inflict pain or shock against biological creatures, a Perception Range Stun effect at your power rank.
- **Suffocate:** You can cut off a creature's ability to breathe, a Perception Range Suffocate effect at your Life Control rank.

ASSOCIATED EFFECTS

- **Enhanced Constitution:** The power to control life itself may infuse and enhance your own being, giving you super-human Constitution and associated abilities to overcome disease and toxins, and recover from injury, along with the associated increase in your Fortitude.
- **Immunity:** Your control over your own physiology may grant you Immunity to certain effects like aging, disease, and poison. See also the Immutable power in this chapter for Immunity suitable for a life-controlling character. If this Immunity requires some concentration on your part, make the effect sustained (also allowing you to perform power stunts with your Immunity).
- **Regeneration:** Mental control over your body allows you to recover quickly from injury even when your attention is focused elsewhere or you are physically incapacitated.

LIGHT CONTROL

Effect: Array (Environmental Control)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can generate light as bright as daylight, illuminating a radius determined by your power rank, like a use of Environmental Control.

COUNTERING

Light Control is obviously useful in countering effects with a darkness descriptor by banishing darkness and shadows. So Light Control can counter darkness-based Obscure effects, for example. It may also be able to counter certain light-based effects, interfering with holograms or "solid light" constructs, for example, or powers like Color Control. The ability to control light can counter light-based attacks as well: light blasts, blinding dazzle attacks, and so forth.

ALTERNATE POWERS

In addition to (or perhaps in place of) the default effect, the following Alternate Powers are suitable for a Light Control Array:

- **Blast:** You can project a blast or beam of light as a Ranged Damage effect. A Light Blast can be a classical laser (coherent light beam), which realistically does lethal damage, but is often non-lethal in the comics. A variant is a specifically non-lethal "photon beam" or something similar, like a bolt of "solid light."
- **Communication:** A modulated laser might be used as a medium for Communication, usually visual or auditory, although the signal could carry virtually any sort of information. See the Communication effect for details and configure the effect as desired based on the points available from the Light Control Array. Alternately, this effect might be acquired outside the Array to make it available to you all the time.
- **Create Object:** You can form objects out of "solid light," which are usually glowing and either translucent or opaque (as you choose).
- **Dazzle:** The archetypal Visual Dazzle is a beam of blinding light, with a rank equal to your Light Control rank. Non-visual forms of Dazzle aren't usually associated with Light Control.

- **Dazzling Aura:** As a standard action, you can radiate such blinding light that anyone looking directly at you may be temporarily blinded by a Visual Perception Area Dazzle effect with a rank of one-half your Light Control rank.
- **Environmental Control:** In addition to the basic ability of illumination, Light Control could also grant the ability to generate heat by projecting infrared radiation. Note that to be able to generate both heat and light at the same time, you either need to acquire a separate Environmental Control effect or halve your Light Control rank for determining your radius (since the two effects cost twice as much).
- **ESP:** The ability to direct and gather light allows you to view distant places, giving you Visual ESP at your Light Control power rank. (Note that "light" doesn't constitute a Medium flaw for ESP, since light is required for normal visual senses anyway.)
- **Healing:** Some divine or magical forms of Light Control may grant the ability to shed "healing light" over those in need, allowing you to use the Healing power at your Light Control rank. The Energizing extra is a common one for this form of Healing.
- **Illusion:** With the power to generate and bend light, you can create holograms, Visual Illusions at your Light Control power rank. Apply the Progression power feat to increase the size of your projections.
- **Obscure:** You can control light in an area to obscure vision, either by filling the area with a blinding white-out or by removing all light, leaving only pitch blackness. This is a Visual Obscure effect at your Light Control power rank.
- **Strike:** You can create melee weapons or attacks out of light, ranging from a "laser-fist" punch to a "laser sword" or even weapons of "solid light" that inflict melee damage equal to your Light Control rank.

POWER FEATS

- **Affects Insubstantial:** This power feat may represent the ability to modulate the frequency of light to affect insubstantial beings in different ways. Note that sensory effects (like Dazzle) work on insubstantial beings already and don't require this feat to do so.
- **Improved Range:** Given the directness of a laser beam, a Light Blast might have this power feat to reflect its accuracy over long distances, able to make ranged attacks with an improved range increment (or even no range increment at all with 3 ranks of Improved Range).
- **Ricochet:** Since light normally "bounces" off reflective surfaces, the GM may choose to allow a limited use of this feat for free to a light-controller with an available reflective surface (mirror, polished piece of metal, etc.). In uncertain cases, the GM can still ask for a hero point expenditure for the power stunt.
- **Subtle:** While some Light Control effects aren't particularly Subtle, some can use light shifted partially or entirely outside the visible spectrum, such as infrared or ultraviolet Blasts, making them undetectable to the naked eye.

FLAWS

- **Sense-Dependent:** Light Control is well suited to Sight-Dependent effects, in addition to those that are already sensory in nature. For example, a Perception Range Nausea or Stun effect of Light Control might be Sight-Dependent to represent modulated or strobe light effects that upset equilibrium or induce nausea or unconsciousness.

ASSOCIATED EFFECTS

The following powers are often associated with Light Control:

- **Flight:** Light-controllers often have the power to fly, sometimes surrounded by a glowing aura or leaving a glowing contrail behind them. The ability to fly at the speed of light requires 20 ranks of Flight.
- **Force Field:** You can surround yourself with a protective field of hard light that enhances your Toughness.
- **Immunity:** Immunity to light-based Dazzle effects (1 rank) is common for light-controllers. Other types of Immunity include light Damage (5 ranks) and all light effects (10 ranks), including Damage, Dazzle, and other powers requiring saving throws.
- **Invisibility:** This power may be based on the ability to "bend" light around things, making them invisible.
- **Light Form:** A light-controller might have the ability to transform bodily into light (see the Alternate Form power for details).
- **Space Travel:** Light Control may be connected with the ability to travel through space at the speed of light (rank 1). The ability to move at light-speed in an atmosphere is considerably more useful, and expensive.
- **Super-Senses:** The ability to control light can provide certain visual senses, particularly Low-Light Vision, Infravision, Ultra-Vision, and Extended or Radius Vision.
- **Teleport:** A Teleport effect can be the ability to transform into immaterial light, moving at the speed of light to another location (passing through any physical obstacles) and reforming there. This sort of Teleport might be Limited to only going places where light could normally go (unable to penetrate opaque barriers, for example). Realistically, since light can only travel 186,000 miles per second, such a power should be limited to no more than rank 10.

MACHINE ANIMATION

Effect: Summon Animated Machine	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can imbue machines with a semblance of life, animating them as constructs under your control. Use the guidelines for the Animate Objects power (see page 136), including the sample objects for machines of that size, since this power is essentially the same as Animate Objects with the Limited to Machines modifier.

MAGIC

Effect: Array (varies)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: See description	**Cost:** 2 points per rank

You are a sorcerer, witch, or wizard, able to cast a variety of magical spells. Choose one of the sample spells below or any other power with a total cost of (power rank x 2) points. You can acquire others as Alternate Power feats. All powers obtained using Magic have the magic descriptor applied to them. So a magical flame blast is both fire and magical in nature. Magic can counter other magical effects (see **Countering Powers**, *M&M*, page 70).

COUNTERING

Magic can counter (and be countered by) other magical effects, representing a sorcerer's ability to "undo" the spells of others.

- *Countering vs. Nullify Magic:* Given the breadth of magical effects, Gamemasters can consider Magic's ability to counter them similar to a 1-point Nullify effect (see **Nullify**, page 68), able to counter any one magical power at a time. For a more comprehensive ability to counter *all* magical effects at once, see the Dispel Magic spell in the following section, the equivalent of a 2-point Nullify effect, and the Nullify effect description in general.
- *Countering Other Descriptors:* At the GM's discretion, spells with additional descriptors may also be able to counter certain other effects, as appropriate. For example, a fiery Mystic Blast spell (with the fire descriptor in addition to the magic descriptor) could potentially counter (and be countered by) cold, ice, or water effects. The GM should handle these matters on a case-by-case basis.

SAMPLE SPELLS

The following are some suitable spells (Alternate Powers) for a Magic Array, although by no means the only effects suited to Magic. The exact spells suited to a particular Magic Array depends on the magician's style and the power's other descriptors (e.g. nature magic, voodoo, techno-magic, etc.).

- **Charm:** This spell changes the subject's attitude towards you, like the love effect of Emotion Control at your Magic power rank. Subjects become friendly toward you, their attitude improving to helpful if the Will save fails by 5 or more, and fanatical if it fails by 10 or more.
- **Concealment:** A spell of concealment hides things from the perceptions of others. A typical example is invisibility, a Visual Concealment effect (requiring 8 points, or 4 ranks of Magic, to cast). Affects Others and Area are common extras. Magicians also typically use spells like ESP Concealment to hide from the scrying spells of mystic foes. Each type or combination of Concealment effects is a separate spell.
- **Dazzle:** The typical version of this spell releases a blinding beam or pattern of light as a Visual Dazzle effect at your Magic rank. A similar spell Dazzles mental senses, "blinding" abilities like Magical Awareness or ESP for a time.
- **Dimensional Gate:** You open a portal into another dimension, through which anyone can move (as a move action). This is a Super-Movement (dimensional) effect with the Portal modifier, for a cost of 12 power points (6 ranks of Magic required to cast).
- **Dispel Magic:** This spell counters all magical effects within (Magic rank x 5 feet) of you, a Touch Range Burst Area Nullify Magic effect with. An alternate version targets a specific character, countering all magical effects on or by that character at normal range (a standard Ranged Nullify Magic effect).
- **Elemental Control:** Magicians—particularly druids, witches, and other "nature magicians"—can cast spells to control the elements. The powers of Air Control, Earth Control, Fire Control, Plant Control, Water Control, and Weather Control—and all of their Alternate Powers—are available as individual Magic spells.



UNDER THE HOOD: MAGIC

The Magic power has considerable breadth, "magic" being a suitable explanation for a great many powers. It's also tailor-made for extra effort and power stunts to acquire a variety of one-time effects as obscure spells the character can improvise but doesn't use very often. However, Magic shouldn't be considered *carte blanche* for acquiring any effect a player might want, and the Gamemaster should consider Magic Alternate Powers (both purchased and temporary) carefully before allowing them.

In particular, consider the "theme" or additional descriptors a magician character might have. The magical style of a witch isn't necessarily the same as an evil necromancer or an Egyptian mystic (see **Styles of Magic**, following). Some effects suit certain styles and not others, and you should feel free to restrict or ban problematic effects, declaring them "forbidden" spells usable only by evil magicians. Summoning is a particular example; villainous magicians use it all the time, but heroic ones rarely, if ever, do so.

MAGIC AND HEALING

Comic book magicians generally seem to lack the ability to cast Healing spells (since they almost never do so for themselves or others). The magical power to heal generally appears independent of spellcasting and arcane knowledge, as a form of "empathy" or a "healer's touch," often with the Empathic flaw (see the **Healing** effect, page 55). Gamemaster's looking to duplicate the style of magic in the comics may wish to disallow Healing as a Magic spell.

SPELLCASTING AND CONDITION BONUSES

If you're looking to encourage players to roleplay their magician characters' spells (reciting suitably mystic-sounding things like "By the Shining Suns of Sirrion!"), consider granting bonuses for doing so, either a +2 bonus to a related die roll for "positive conditions" (see **Condition Modifiers**, *M&M*, page 10) or even granting a free use of extra effort or a hero point for the spell for a particularly clever or effective spellcasting.

STYLES OF MAGIC

While "magic" and "spell-casting" can be suitable descriptors for the Magic power in and of themselves, some players and Gamemasters may want additional ways to differentiate various styles of magic, particularly in a magic-heavy game, where such distinctions can be important in the way those powers interact. The following are some possible styles of magic to include as descriptors in your setting:

- **Axiomatic:** This is the magic of Order and Law, often focused on restoring things to their proper form and balance as well as protecting against the forces of chaos.
- **Chaotic:** Chaotic magic tends to be wild and unpredictable, associated with transformation and often destruction. In the comics, it's virtually synonymous with evil, although that doesn't have to be the case. In more recent years, chaotic magic has been portrayed as having an unfair reputation, although it remains an unpredictable force.
- **Divine:** Divine magic is granted by a higher moral power, generally an omnipotent good deity or the representatives of one (like angels). It may also originate solely from the faith of the user, depending on the cosmology of the setting. Divine magic is strongly opposed to evil and infernal magic, and often to "earthy" powers like nature magic, voodoo, and witchcraft.

- **Fog of Forgetfulness:** Swirling mists rise up around the target and blank out a particular memory if the target fails a Will saving throw (DC 10 + two-thirds Magic rank) against the Area Mental Transform effect. Good magicians typically use this spell to protect innocents from truths too terrible or dangerous for them to know while evil magicians use it to cover their tracks.
- **Glamour:** You can fool the senses to create figments and phantasms: the Illusion effect at half your Magic rank, affecting all senses, with the Selective Attack and Phantasm modifiers (see Illusion for details).
- **Light of Truth:** A beam of blazing light radiates from the magician's outstretched hand, Nullifying any Concealment, Illusion, or Obscure effects it touches. This Nullify effect differs from normal Magic countering since it works on non-magical effects as well.
- **Mesmerism:** You can magically ensnare the wills of others, forcing them to do your bidding like the Hypnosis power at your Magic power rank.
- **Mystic Blast:** A glowing bolt of magical force strikes as a ranged attack, inflicting damage equal to your Magic power rank.
- **Mystic Binding:** Bands of magical energy entrap the target of this spell, like a Snare effect at your Magic power rank.
- **Mystic Hand:** Tendrils or a "hand" (or claw) of mystic force reaches out to move and manipulate objects like a Move Object effect at your Magic power rank.
- **Mystic Passage:** This spell teleports you across a distance, like a Teleport effect at your Magic rank. A common additional spell for magicians is a variation of Mystic Passage with the Portal modifier, functioning at half the magician's Magic rank (but useful for transporting groups of people).
- **Obscure:** Mystics can often obscure the senses; common versions of this spell include Visual Obscure effects (swirling mists or conjured darkness) and Auditory Obscure effects like a "sphere of silence" no sound can penetrate (useful for silencing enemy magicians). An Obscure effect unique to Magic is an

UNDER THE HOOD: MAGIC

- **Hermetic:** Also "scholastic" or "ritual" magic, usually involving extensive references, diagrams, and complex chants or rituals. Hermetic magic was the province of medieval wizards and sages, and it may call for Action modifiers for long ritual times (although such things can be reserved to rites conducted via the Ritualist feat).
- **Infernal:** Infernal magic is the opposite of divine magic (previously), magical power granted by infernal supernatural beings like demons or devils, or even a supreme evil being (if one exists in the setting). Infernal magic tends towards effects like those of Hellfire Control and is strongly opposed to divine and good magic.
- **Moral:** Moral magic is innately aligned with a particular moral allegiance, usually good or evil. Good magic is typically referred to as white, order, or light magic while evil magic is often called black, chaos, or dark magic. Good magic tends to be creative and protective, while evil magic is destructive and offensive. Unlike divine and infernal magic, moral magic doesn't necessarily come from a higher (or lower) power; it is more a matter of the magician's intentions. In the comic books the difference between good and evil magic (and magicians) is often fairly cosmetic, primarily an issue of descriptor and (sometimes) choice of effects.
- **Nature:** Nature magic is associated with the natural world and therefore often with cultures that worship nature in one form or another, such as druidry, paganism, or many Native American traditions. Nature magic tends to focus on effects involving natural forces, particularly plants and animals and elements like air, earth, fire, water, and the weather.
- **Preternatural:** Preternatural magic is "alien" or anathema to the "natural" world. It is often associated with strange alien entities, possibly worshipped as gods or demons. At the GM's discretion, preternatural forces may be sufficiently alien to not count as "magic" at all where descriptors are concerned, meaning ordinary magicians are at something of a disadvantage dealing with preternatural sorcerers (and vice versa, unless the preternatural sorcerer has a specific Nullify Magic effect or the like).
- **Technomancy:** Technomancy or techno-magic is a post-modern style blending magic with technology. Techomages tend to have effects involving control over or use of technology: conjuring technological devices, animating machines, controlling computers and electronics, and so forth. It is the only magical style where powers like Datalink and Machine Animation are particularly appropriate.
- **Voodoo:** Voodoo in the comic books tends toward urban myth and pop culture, with things like "voodoo dolls" (trappings for Perception Range effects targeted with Mental ESP that requires a something belonging to the target like a lock of hair) and zombies (either Mind Control or Summon Zombie, depending on whether the effect works on the living or the dead).
- **Witchcraft:** Like Voodoo, comic book witchcraft tends toward the sensational and the mythic, particularly charms (mental sensory effects) and alteration effects (notably Transform). Witchcraft trappings include things like flying brooms, cauldrons of noxious potions, and shape-changing familiars.

Obscure ESP spell used to "ward" an area against scrying (see the following).

- **Scrying:** You can see distant places as if actually present there, an ESP effect for all your senses, operating at half your Magic power rank (since full-sensory ESP costs twice as much as Magic). You can use mental effects via your scrying spell, but usually only if it and your other effect(s) are Dynamic, or the other effect(s) are acquired outside your Magic Array (see the Dynamic power feat for details).
- **Summoning:** Many magicians have the ability to summon demons, elementals, spirits, or other creatures to serve them. This is normally a Summon effect with a rank equal to your Magic. Some magicians may have multiple Summoning spells with various power feats and modifiers; a spell to summon a Horde of lesser creatures (demonic minions, for example) is common for evil sorcerers.
- **Transformation:** Magicians often have the ability to transform one thing into another: flesh into stone, humans into pigs, lead into gold, and so forth. Generally, each Spell of Transformation is an individual 3-point Transform effect, but some magicians may also have a more limited, but broad, spell to transform subjects (effectively a 5-point or even 6-point Transform effect as an Alternate Power).

POWER FEATS

In addition to power feats applied to specific spells, Magic often has one or more of the following power feats. These may be applied to the Magic Array itself as "floating" power feats rather than to any individual effect, if desired (see the **Array** structure description for details).

- **Affects Insubstantial:** Magic effects often have the ability to work on insubstantial (particularly incorporeal) subjects normally, applying 1 or 2 ranks of this power feat.
- **Dimensional:** Likewise, Magic often features the ability to reach into other dimensions (particularly mystical dimensions) and affect subjects there, usually in conjunction with a scrying spell of some sort. Two ranks of this power feat are generally appropriate.
- **Subtle:** Magic effects are generally not especially subtle, involving glowing streamers of energy, mystic symbols floating in the air, and so forth. However, some spells might have the first rank of this power feat, being only detectable by those able to sense magical forces at work (that is, having the Magical Awareness trait).

FLAWS

- **Distracting:** Using Magic may be Distracting, requiring exacting concentration. This flaw may explain why comic book magicians are often vulnerable to attack (losing their dodge bonus) while working their spells. If using the optional rules for attacks of opportunity (see Attacks of Opportunity, *Mastermind's Manual*, page 109), this flaw may model how magic works in many fictional settings. If only changing a Magic Array's configuration is distracting (but using its effects is not), apply a power drawback (see the Array power structure for details).
- **Tiring:** Individual Magic effects may be tiring, especially for taxing spells like transporting large numbers of people (helping balance out the additional cost of such a spell). Novice magicians may have the Tiring flaw applied to their entire Magic power, perhaps removing the flaw by stages, reducing it to a partial flaw before eliminating it entirely as the character advances and learns.

DRAWBACKS

- **Action:** A Magic Array may have a drawback affecting the time required to change its configuration, perhaps needing particular rituals or time to consult mystic tomes (see the Array power structure for details).
- **Power Loss:** A common Power Loss drawback for Magic is the requirement to speak and gesture freely to cast spells; a character unable to do so cannot use Magic at all. Other Power Loss drawbacks for Magic include things like contact with certain substances like cold iron or magical herbs (like moly or wolfsbane), which block the spell-caster's powers.

ASSOCIATED EFFECTS

The following powers are commonly associated with Magic and magicians:

- **Astral Form:** Many magicians have the ability to separate their astral form from their physical body, roaming the world (and often worlds beyond) in astral form. A magician's sensory effects still work in astral form and the GM may permit Affects Corporeal powers to do so as well (see the Astral Form power and the Affects Corporeal extra for more information).
- **Devices:** Many sorcerers augment their powers with various magical Devices; some may even derive some or all of their Magic power ranks from such a Device, like a wand, amulet, crown, or helmet. For example, a character might have Magic 5 on his own, but Magic 11 with a Device (with the additional 6 ranks of Magic acquired as a trait of the Device). Magical Devices also typically provide supplementary powers—such as Flight, Immunity, or Protection—freeing up the magician's Magic for other things.
- **Flight:** Mystics commonly have the power of flight, or at least levitation (allowing them to hover in the lotus position while meditating, for example). Magical flight is usually not particularly fast (no more than 3 ranks or so); for quick transportation magicians tend to teleport instead.
- **Immunity:** The "spells of protection" known to many magicians often include abilities like life support with a sustained duration, allowing the spellcaster to survive hostile environments like those encountered in certain other dimensions. Additionally, some magicians may be immortal, undead, or otherwise immune to ordinary concerns. They have appropriate ranks of permanent Immunity as well, notably Immunity to Fortitude effects and critical hits.
- **Mystic Shield:** Most magicians can whip up a magical "shield of protection," giving them the Force Field power. Mystic shields sometimes take the form of glowing disks or literal shields of light rather than protective auras, but the effect is essentially the same. This power tends to be independent of the Magic Array so it is always at the magician's disposal.
- **Super-Senses:** Magical Awareness is all but required of a mystic, although some may lack an innate sense of the mystical. Detect Magic is also common, often with Acute and Analytical to sense details about a phenomenon. Most other Super-Senses tend to show up as specific spells of the Magic power, usually power stunts acquired as they are needed.

MAGNETIC CONTROL

Effect: Array (Move Object)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can move objects of ferrous metal (iron, steel, nickel, and cobalt) like the Move Object effect at your power rank. Magnetic Control cannot move non-ferrous materials without an extra (see **Extras** in the following section).

COUNTERING

Magnetic Control counters other magnetic effects and may be able to counter electrical or electronic effects as well by creating interference that impedes the flow of electricity. More broad scale countering of electronics requires the Nullify effect (see **Alternate Powers**, following).

Magnetism works best in cold and conductive environments. Heat and fire effects may impede and counter Magnetic Control.

ALTERNATE POWERS

- **Attract/Repel:** By controlling your own magnetic field, you can either attract or repel all metallic objects in a radius of (power rank x 5 feet) around you, a magnetic Touch Range Burst Area Move Object effect.
- **Blast:** You can project a blast of magnetic force as a Ranged Damage effect at your Magnetic Control rank.
- **Bullet:** You can accelerate small pieces of metal to bullet speeds and shoot them at targets as a Ranged Damage effect at your Magnetic Control rank. If you can shoot a cluster or number of such "bullets" at once, you may want to apply the Autofire modifier to your effect, reducing its effective rank to two-thirds your Magnetic Control rank. You can have both versions as separate Alternate Powers.

- **Deflect:** You can use magnetic force to deflect incoming physical attacks, a Deflect (slow and fast projectiles) effect at your Magnetic Control rank.
- **Environmental Control:** You can use your Magnetic Control to create distracting conditions by powerfully magnetizing small metallic objects and debris, sending them flying. Not enough to cause damage, but sufficient to provide quite a distraction.
- **Machine Animation:** You magnetically imbue movement in machines, operating them like puppets. You can use the Machine Animation power in this chapter at your Magnetic Control power rank.
- **Obscure:** While magnetism doesn't affect senses like vision or hearing, it can effectively Obscure radio senses, creating powerful interference to block out radio communication, radar, and similar effects.
- **Shape Metal:** You can shape and mold magnetic metals as a Continuous Perception Range Transform effect at one-third your Magnetic Control power rank. So, for example, with Magnetic Control 12 and Shape Metal you can reshape 5 pounds of metal per round, like a rank 3 Transform effect.
- **Snare:** Using available magnetic materials, you can trap a target in bonds of magnetically enhanced metal, a Snare effect at your Magnetic Control power rank.

POWER FEATS

- **Indirect:** Magnetic Control often has the first rank in this power feat, but doesn't necessarily have to; Indirect Magnetic Control assumes you can generate magnetic fields at a distance without having them emanate directly from your body. Instead, they essentially spring out of "nowhere."
- **Subtle:** Like Indirect, Magnetic Control often has his power feat, making it undetectable except to magnetometers and similar things able to measure magnetic fields. Non-Subtle Magnetic Control usually has some visual effect associated with it, like your hands and/or eyes glowing along with the object(s) you are targeting.

EXTRAS

- **Area:** This extra allows you to exert your Magnetic Control on every ferrous metallic object in the affected area. Burst Area is the most common for Magnetic Control, but the Explosion modifier is also common, reflecting the magnetic attraction weakening with distance from its central source.
- **Selective Attack:** This extra is useful for Area Magnetic Control, allowing you to exclude certain targets from your power's effects.
- **Telekinetic (+1):** Your control of magnetism is such that you can affect non-ferrous objects with it, essentially removing the "ferrous metals only" Limit on your power's Move Object effect and allowing you to use Magnetic Control like the Telekinesis power.

COMMON WEIGHTS

Here are the weights of some common metallic objects you can move with Magnetic Control and the power rank you need to do so:

Rank	Weight	Objects
1	50 lb.	12-foot I-beam
2	100 lb.	keg of nails or other hardware
3	200 lb.	anvil
4	400 lb.	full steel drum or barrel
5	800 lb.	motorcycle
6	1,600 lb.	compact car
7	1.5 tons	luxury car
8	3 tons	van
9	6 tons	subway or train car
10	12 tons	fighter jet, semi
11	24 tons	armored personnel carrier
12	50 tons	tank, locomotive
13	100 tons	cargo jet
14	200 tons	747 airplane
15	400 tons	drilling rig
16	800 tons	small bridge
17	1,600 tons	naval destroyer
18	3,200 tons	freight train, nuclear sub
19	6,400 tons	cargo freighter
20	12.5 kilotons	naval cruiser, loaded cargo ship

ASSOCIATED EFFECTS

- **Flight:** You can fly using attraction and repulsion along magnetic lines of force, such as a planet's magnetic field, giving you a Flight effect. If your Flight is significantly limited in some way (such as only being able to fly in straight lines towards large masses of metal), it may qualify for a suitable flaw.
- **Force Field:** You can surround yourself with a Force Field of magnetic energy. Normally, this is effective against all forms of damage, but it could be Limited to only physical attacks (–1) or even to only ferrous metal weapons (–3).
- **Super-Senses:** Suitable Super-Senses associated with the ability to sense and control magnetic fields include detect magnetism, direction sense (you're a living compass), and radar.
- **Super-Movement:** The wall-crawling effect of Super-Movement, Limited to metal structures and super-structures (like steel-frame buildings) suits a magnetic controller able to stick to metal surfaces.

MATTER-EATER

Effect: Drain Toughness, Immunity	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: None (see description)	**Cost:** 5 points + 1 point per rank

You have the power to eat (and safely digest) essentially anything you can fit into your mouth. This may be due to super-strong acids, an internal "nuclear furnace," magical power from the Spirit of Hunger, or any other appropriate descriptors.

Any non-living material you chew on loses Toughness equal to your Matter-Eater rank each round, when it reaches Toughness 0 you have swallowed and destroyed it. With Matter-Eater 20, you can essentially consume bite-sized chunks of all but the strongest materials automatically each round.

You are completely immune to anything that you swallow, including normally toxic or even radioactive or explosive materials. You can even swallow a live grenade or drink napalm without any harm. You're still affected by external hazards and by agents that you breathe or that enter your bloodstream, unless you acquire the appropriate Immunity effects.

EXTRAS

- **Stomach Storage:** Rather than destroying an object, you can choose to swallow it whole like a use of Dimensional Pocket at your Matter-Eater power rank and regurgitate it at a later time as a move action. Your power rank determines how much material you can hold, obviously through some form of matter-compression or extra-dimensional storage, unless the GM wants to limit the amount to what would realistically fit in a medium sized person's stomach, in which case this extra should be made into a power feat.



ASSOCIATED EFFECTS

- **Acid:** If your Matter-Eater power comes from some sort of super-corrosive digestive acids, you may have the ability to spit acid at short range as a touch attack or even as an Extended Reach or Ranged attack.

MENTAL BLAST

Effect: Damage, Will Save	**Action:** Standard (active)
Range: Perception	**Duration:** Instant
Saving Throw: Will	**Cost:** 4 points per rank

You can strike any target you can accurately perceive with a blast of mental force. The target makes a Will saving throw against a DC of 15 + Mental Blast rank and suffers damage on a failed save. Mental blasts have no effect on inanimate objects or mindless creatures (those lacking one or more mental ability scores).

EXTRAS

- **Mental Feedback (+1):** Your Mental Blast only activates as a reaction whenever anyone makes hostile contact with your mind, which means using any mental sensory effect on you or any power with a mental descriptor that allows a Will saving throw. The attacker must make a Will save against the Mental Feedback damage.

FLAWS

- **Mental Grapple Required (–1):** You must first pin a target in a mental grapple in order to inflict your Mental Blast damage on him.
- **Mental Weapon (–2):** You can manifest a "weapon" of mental force. Striking with it requires a melee attack roll. The target makes a Will saving throw against a damage bonus equal to your power rank. Like Mental Blast, a Mental Weapon has no effect on inanimate or mindless targets.

MENTAL DUPLICATION

Effect: Variable	**Action:** Standard (active)
Range: Touch	**Duration:** Continuous
Saving Throw: Will	**Cost:** 3 points per rank

You can "duplicate" the qualities of another character's mind. You must touch the subject, who makes a Will saving throw. If the save succeeds, there's no effect. If it fails, you gain mental skills equal to the subject's, up to a total value in skills equal to your power rank x 5 in power points. So Mental Duplication 8, for example, allows you to gain up to 40 power points in skills.

Since this power duplicates Knowledge skills, you know everything the subject knows, although the GM may require a Knowledge skill check (using the subject's skill rank but your Int modifier) to recall a particular fact. You retain the duplicate of the subject's mind and knowledge for as long as you choose. Since your power points are

limited, you can choose to "delete" a duplicated mind in order to make room for another.

FLAWS

- **Split Personality (–1):** The personality of a subject you duplicate can overwhelm your own on occasion. The GM can initiate a mental grapple (See Mental Grapple, *M&M*, page 157) against you, using the subject's original mental traits, as a setback. If the invading personality wins, it controls your body like a use of the Possession power. You need to make a successful Will save with a DC of 10 + the possessing mind's Will save bonus to wrest back control. You also regain control if your power is nullified in some way (along with losing use of the power).

MICROWAVE CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can emit and control microwaves (and radio waves), allowing you to project a blast of microwaves as a Ranged Damage effect, along with developing a number of Alternate Powers.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Microwave Control Array:

- **Microwave Beam:** Rather than a concentrated "maser blast," you project a beam of microwaves that damage the target from the inside out. This is a Fortitude Damage effect, with a bonus of two-thirds your Microwave Control rank.
- **Microwave Burst:** You emit a burst of microwaves in every direction, inflicting heat damage in a radius of (rank x 5) feet equal to your Microwave Control rank.
- **Radio Burst:** You emit a radio-frequency burst in a radius of (rank x 5) feet, a Dazzle effect against any radio senses in the area (with the usual Reflex save to avoid and Fortitude save to recover). Devices do not recover until they are repaired or reset, typically requiring a Craft (electronic) check.
- **Radio Jamming:** You can create radio static in a radius of (rank x 5) feet at normal range, an Obscure effect against any radio senses in the affected area.
- **Surge:** A microwave beam can disrupt the functions of electrical equipment as a Nullify effect at your Microwave Control power rank. Normal equipment doesn't function until it's repaired, requiring a Craft (electronics) skill check.

ASSOCIATED EFFECTS

- **Flight:** Super-heating the air to provide lift and propulsion grants you the Flight effect.
- **Force Field:** You can surround your body with a protective field of energy that deflects some of the force of incoming attacks, giving you the Force Field power.
- **Microwave Aura:** You surround yourself with a field of microwaves that inflict heat damage on anyone coming into contact with you (see Energy Aura power for details).
- **Radio Communication:** The ability to emit and control radio waves gives you the ability to broadcast and receive like a living radio, a Radio Communication effect (see the Communication effect for details). If it needs your focus, this might be an Alternate Power rather than an independent associated power.
- **Super-Senses:** Radio-senses go right along with the ability to generate and control radio and microwave frequencies, this includes Radio Communication (previously) along with radar (see Super-Senses for details).
- **Transmit:** You might have the ability to not only control microwaves and radio waves, but to transform into them in order to travel along broadcast carrier waves! This is the Transmit power via radio waves. You can move instantly (at the speed of light) from a radio or microwave transmitter to a receiver (including various cellular and wireless communication systems). This power is generally limited to no more than 10 ranks if you're limited by the speed of light, as actual radio broadcasts are.

MIMIC

Type: Variable	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained
Saving Throw: None	**Cost:** 1-5 points per rank

You can imitate one (or more) of another character's traits: abilities, skills, feats, or powers. You can mimic a total of (rank x 5) power points in traits per subject, and no trait can have a bonus or rank greater than your Mimic rank, or the subject's rank, whichever is lower. So Mimic 8 allows you to mimic up to 40 points in traits, no one of which can have a rank or bonus greater than 8.

The cost per rank determines the traits you can mimic:

- Choose a particular type of trait (ability scores, skills, feats, or powers). You can mimic one trait of the chosen type at a time. So if you choose ability scores, you can mimic a subject's Strength, then touch a different subject and mimic his Dexterity (losing the previous subject's Strength), and so forth. One type of trait is a subject's appearance. If you choose to mimic it, you gain the benefits of Morph (see the Morph effect): a +5 bonus on Disguise checks per Mimic rank to imitate that subject.
- **2 points:** You can mimic any one trait (ability scores, skills, feats, or powers), one at a time.
- **3 points:** You can mimic all of a target's traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) all at once.
- **4 points:** You can mimic all of a target's powers at once, including enhanced abilities and power feats.
- **5 points:** You can mimic all of a target's traits at once.

You must touch the subject you are mimicking (requiring a melee attack roll). Mimicked traits last as long as you maintain your Mimic effect. If you are unable to maintain it, you lose any mimicked

UNDER THE HOOD: MIMIC

Mimic, especially with the right modifiers, can be a very powerful effect. Gamemasters may want to restrict players to certain levels, possibly prohibiting the 5-point level (all traits at once), as well as the Continuous, Perception, and Ranged modifiers, or limiting the power to a certain type of target.

traits. Mimicked traits do not stack with yours or other mimicked traits, only the highest trait applies. Any mimicked traits require their normal action, checks, and so forth to use.

At the Gamemaster's option, you can trade-off maximum trait rank for total power points you can mimic: lowering the maximum rank by 1 increases total power points by 5, while raising it by 1 lowers total power points by 5. For example, Mimic 4 is normally (4 x 5) 20 power points at up to rank 4, but you could change it to up to 35 power points up to rank 1 (broader, but less powerful) or 10 power points up to rank 6 (narrower, but more powerful). Narrowing power points available for Mimic can limit the rank it can reach, except for low-cost traits like skills.

EXTRAS

- **Duration (+1):** With a continuous duration, you can retain mimicked traits as long as your power is active, although you cannot exceed your maximum number of mimicked subjects.
- **Extra Subject (+1):** You can mimic the traits of two subjects at once. You must touch each subject separately and each counts as a separate use of your Mimic power. Multiple traits of the same type do not stack; use only the highest bonus. Each additional time you apply this modifier, move the maximum number of subjects one step up the Progression Table (5 subjects, then 10, 25, etc.).
- **Perception (+2):** You can mimic any subject you can accurately perceive, without the need for an attack roll.
- **Ranged (+1):** You can mimic subjects at normal range by making a ranged attack roll against the subject.
- **Residual (+1):** You can mimic a subject's powers using the residual energy they leave behind in places and objects. This generally requires powers that affect others, and the GM decides what powers and descriptors suit your Residual Mimic effect. You must touch the place or object to absorb any residual energy there.
- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait and increase it by +1 each time you mimic the same trait. So, if you mimic three subjects, all with Super-Strength, you take the highest Super-Strength rank and add +2 ranks for the other two subjects. The total stacked bonus still cannot exceed your power rank.

FLAWS

- **Channeling (–1):** You can only mimic the traits of a deceased subject by "channeling" their spirit! You require some sort of focus, chosen when you apply this flaw, such as something the deceased owned or used in life, having been present at the deceased's death or gravesite, knowledge of the deceased's true name (or some similar intimate personal detail), and so forth. The GM should approve your particular means of channeling. If you can channel any deceased subject without need for a focus, this flaw becomes a +1 extra, since the limitation of only mimicking deceased subjects is overbalanced by not needing a subject present and the extensive range of possible subjects (everyone who has ever died!). The GM may change this based on the context of the campaign; for example, if there are no deceased superhumans in the campaign's history, this is a more serious (even crippling) flaw, whereas if nearly all the superhumans in the setting's history are deceased (due to some major catastrophe or crisis, for example) it is more of a +0 modifier or an extra.
- **Limited (–1):** You can only mimic a particular type of subject. For example, you might only mimic the traits of animals, or inanimate objects. Generally, "only humans" doesn't constitute a sufficient limitation, but it may, if nonhumans are especially common in the campaign. The Channeling flaw is one example of Mimic Limited in this way (see previously).
- **Saving Throw (–1):** Subjects get a Will saving throw when you attempt to mimic them (DC 10 + Mimic rank). If the save succeeds, you cannot mimic that subject in the same encounter without extra effort.
- **Side Effect (–1):** If you attempt to mimic a trait with a higher rank than your power, you suffer a Side Effect. Typically this is a Blast, Fatigue, or Stun equal to the targeted effect's rank or bonus. So if you have Mimic 8 and try to copy a rank 10 power, the attempt fails and you suffer a rank 10 side effect.
- **Split Personality (–1):** The personality of a subject you mimic can overwhelm your own on occasion. The GM can initiate a mental grapple (See Mental Grapple, *M&M*, page 157) against you, using the subject's original mental traits, as a setback. If the invading personality wins, it controls your body like a use of the Possession power. You need to make a successful Will save with a DC of 10 + the possessing mind's Will save bonus to wrest back control. You also regain control if your power is nullified in some way (along with losing use of the power).
- **Tainted (–1):** You acquire your subject's drawbacks (see Drawbacks, *M&M*, page 125, for details) as long as you mimic the subject.

MIND SHIELD

Effect: Enhanced Will, Impervious	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

This power protects you from mental effects. You automatically succeed on Will saves against any mental effect with a save DC

modifier less than your Mind Shield rank. It also gives you a +1 bonus per power rank on Will saves against mental effects. This bonus is subject to the normal power level limits on saving throw bonuses.

EXTRAS

- **Affects Others:** You can grant the benefits of your Mind Shield to one other person you are touching. For an additional +1 extra, you can grant the benefits of your Mind Shield at normal range.
- **Area:** An Affects Others Mind Shield with this extra can grant its benefits to everyone in the affected area, useful for shielding groups of people against mental attack. "Extending" a Mind Shield in this way is a common power stunt; divide your normal Mind Shield rank by 3 to get the effective rank for an Affects Others Area Mind Shield Alternate Power.

MIND SWITCH

Effect: Mind Control	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You can switch your mind into the body of another creature, putting its mind into your body.

You must be able to accurately perceive the target and it must have an Intelligence, Wisdom, and Charisma score. Take a standard action and make a power check, opposed by the target's Will saving throw. If successful, your minds switch bodies.

You retain your mental ability scores, skills, and powers and gain the target's physical ability scores, skills, and powers, the same for the target occupying your body. Once the switch has taken place, it continues with no effort on your part.

The target of the Mind Switch gets a new Will saving throw for each interval on the **Time Table**. Re-roll your power check as well. A successful save switches your minds back to their respective bodies. This is also the case if your Mind Switch power is ever countered. You can switch back any time as a free action.

You suffer any damage that your new body suffers and, if it is killed, you die as well (unless you switch back or mind switch into a different body before that happens). If your former body dies while you are mind-switched, you are trapped in your new body and it becomes your "real" one.

A permanent body-switch can potentially increase a character's point value, perhaps by a substantial amount. The GM should be cautious about allowing such permanent switches in the campaign and should, at the least, expect the player of the character with the new body to apply all earned power points to paying off the difference in point value.

EXTRAS

- **Attack:** A Mind Switch Attack swaps the minds of two targets you can accurately perceive, both of whom must roll less on their Will save than your Mind Switch power check. Mind Switch Attacks are most common for technological devices.
- **Area:** An Area Mind Switch must have the Attack modifier, allowing it to affect subjects other than yourself. It switches the minds of one chosen group of targets with another group, so long as you can accurately perceive all the subjects.
- **Duration:** Continuous duration Mind Switch does not allow further saving throws, it is permanent unless your power is countered or another Mind Switch swaps your minds back to their proper bodies. The GM is cautioned against allowing this type of Mind Switch power for player characters.

FLAWS

- **Permanent:** Mind Switch cannot have this flaw; its maximum duration is continuous.

MIRROR IMAGE

Effect: Visual Concealment	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 4 points

You can create multiple, shifting mirror images of yourself that appear in areas adjacent to you. Since it is difficult to tell from moment to moment which are the images and which is the real you, you have total concealment from attacks against you (attackers have a 50% miss chance), but obviously you do not gain the full benefits of concealment to go unnoticed, since both you and your images remain visible.

MUTATION

Effect: Transform	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained (lasting)
Saving Throw: Fortitude	**Cost:** 4 points per rank

You can mutate living beings by touch, changing around their physical traits and appearance. The target of your Mutation power makes a Fortitude saving throw (DC 10 + Mutation rank) to avoid being transformed. A successful save means no effect and you must use extra effort to attempt to affect the target again in that same scene.

A failed save allows you to change the subject's appearance and physical traits at will, including shifting power points from one trait to another. The subject's power point total does not change, and any transformations must be within the power level limits of the campaign (or have the Gamemaster's express permission), but otherwise you can mutate the subject as you wish. You cannot remove the subject's Constitution score (since the subject is then by definition no longer a living being), but everything else is fair game.

The transformation lasts until the subject succeeds on a Fortitude save to overcome the effect or when you choose to reverse it.

POWER FEATS

- **Incurable:** The effects of your Mutation power cannot be countered, except by Persistent effects or your own power.

EXTRAS

- **Contagious:** The mutation you cause is contagious, infecting anyone coming into contact with a mutated subject and transforming them as well.

- **Disease:** Rather than transforming the target immediately, your Mutation power works like a disease, infecting the target and then transforming them when the target fails a Fortitude save against the disease.
- **Duration:** Continuous Mutation lasts until it is countered or you choose to reverse it (or it is reversed by another use of this power by someone else).
- **Range:** One application of this extra allows Mutation to work at normal range, while two allows it to work at perception range (still granting its normal saving throw).

FLAWS

- **Fades:** Mutation with this modifier fades over time. After a number of rounds equal to the number of power points you have re-allocated among the target's traits, the target returns to normal. At the GM's option, this may occur gradually, with power points shifting back to normal at a rate of one per round.
- **Permanent:** Mutation cannot have this flaw; its duration cannot be longer than continuous.
- **Uncontrolled:** You cannot choose what mutations you cause to a target, they occur randomly and at the Gamemaster's whim.

ASSOCIATED EFFECTS

- **Empowerment:** If you can add power points to a subject in addition to shifting around existing points, then acquire Empowerment Linked to Mutation (see Empowerment in this chapter).

NEMESIS

Effect: Variable	**Action:** Free (passive)
Range: Perception	**Duration:** Continuous
Saving Throw: None	**Cost:** 8 points per rank

You can adapt the powers you need to confront a particular opponent. Once per round, you can designate an opponent in perception range as a free action. You gain powers suited to fighting that opponent, up to (rank x 5) power points total. The Gamemaster decides what powers you get; you don't have any control over it. You can only designate one opponent as your Nemesis for each round.

POWER FEATS

- **Affects Insubstantial:** Your Nemesis power can adapt to an insubstantial opponent (likely granting you some Affects Insubstantial effect) without this power feat.

EXTRAS

- **Action:** For a +1 extra, your Nemesis power adapts automatically (as a reaction) to the first opponent to attack you in combat. You can designate a different opponent on your action, if you wish. Once an opponent is defeated, your power automatically adapts to the next foe that attacks you.
- **Affects Others:** You can grant the benefits of your Nemesis power to someone else you are touching; both you and the subject gain the same adaptations against the same opponent. Gamemasters should be cautious about allowing this extra, since stacking Nemesis-granted powers on top of an ally's normal traits may be unbalancing.

FLAWS

- **Action:** If it takes longer than a free action for your Nemesis power to adapt to an opponent, you may apply this flaw; past a full-round action, apply the Action power drawback.
- **Limited to Single Combat:** While Nemesis normally only adapts to one particular opponent at a time, Nemesis with this flaw doesn't work at all if you are fighting more than one opponent at a time. In this case "fighting" means "in melee combat," so on any round when two or more opponents make melee attacks against you (whether or not they are successful), your Nemesis power doesn't work and you lose any traits you gained from it.
- **Uncontrolled:** Nemesis is already Uncontrolled in that the GM decides what powers you get from it, and this "flaw" cannot be removed from the power.

OBJECT MIMICRY

Effect: Variable	**Action:** Move (active)
Range: Touch	**Duration:** Sustained
Saving Throw: None	**Cost:** 6 points per rank

You can copy the properties of objects you touch, giving you various powers. Essentially, you can assume different alternate forms

POWER STUNTS: "JUST AS I EXPECTED..."

Villains—and sometimes heroes—in the comic books often have just the right plan in place for any given circumstances. The ability to come up with such far-reaching contingency plans is in fact one of the greatest advantages of super-intelligent masterminds; whatever happens, they are usually prepared for it.

If you wish, you can use Nemesis—or a power something like it—to duplicate this ability to be prepared for every eventuality. Of course, for villains you can also just use GM Fiat, saying that, yes, because of great Intelligence, skill, and perhaps the Master Plan feat, the villain is prepared for a particular course of action and already has countermeasures in place. In this case, just award the player(s) a hero point for the setback of the villain being ready for them. In some ways, this is fairer than giving Nemesis to a lot of villains, since non-player characters have unlimited power points to spend, and Nemesis is largely GM-controlled power anyway.

On the other hand, this version of Nemesis may suit certain "mastermind" heroes, provided the player understands that the power is still under the GM's control, meaning the Gamemaster decides what temporary traits it provides to reflect the hero's advance knowledge or preparation. The player may offer input, but the GM's decision is final.

(see the **Alternate Form** power), gaining any applicable powers for that form. So, by touching a steel girder, for example, you transform into steel, by touching fire, you transform into flame, and so forth. You gain (rank x 5) power points in traits, limited to the rank or bonus of the mimicked object, whichever is lower. It requires a move action to touch and mimic an object and you can do so once per round.

EXTRAS

- **Action:** This extra reduces the amount of time it takes you to mimic a subject. If you reduce the power's action to a reaction, you can mimic a harmful effect, including attacks, once per round as a reaction. Usually, you acquire Immunity to that effect, negating the attack. So if you are hit with a fire Damage effect, you transform into a Fire Form with Immunity to Fire, for example. If you're hit with multiple harmful effects in the same round, you can only mimic to one, usually the first one. You can choose to delay the effect of your Object Mimicry (consciously overriding it) if you wish to adapt to an attack coming later in the round.
- **Duration:** Continuous Object Mimicry allows you to retain the traits you've acquired from an object until you choose to deactivate your power or switch to a different form (mimicking a new subject).
- **Extra Subject (+1):** You can mimic the traits of two objects at once. You must touch each object separately and each counts as a separate use of your power. Multiple traits of the same type do not stack; use only the highest bonus. Each additional time you apply this modifier, move the maximum number of objects you can mimic at once one step up the Progression Table (5 subjects, then 10, 25, etc.).
- **Perception (+2):** You can mimic any object you can accurately perceive, without the need for touch or an attack roll.
- **Ranged (+1):** You can mimic objects at normal range by making a ranged attack roll against the object to "touch" it with your power.
- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait of an object and increase it by +1 each time you mimic the same trait. So, if you gain Super-Strength from three different objects, take the highest Super-Strength rank and add +2 ranks for the other two objects.

PAIN

Effect: Stun	**Action:** Standard (active)
Range: Perception	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 5 points per rank

You can mentally inflict debilitating pain on a target you can accurately perceive. Take a standard action to use the power. The target makes a Will saving throw (DC 10 + Pain rank). A failed save means the target is dazed. A save that fails by 5 or more means the target is stunned, while a save that fails by 10 or more means the target is rendered unconscious by the intense pain. The target gets a new saving throw to shake off the effects of Pain for each interval that passes on the **Time Table**, beginning one minute after it takes effect, or until you stop concentrating on the power. A save that fails by a greater margin than before increases the power's effect, as described previously.

POWER FEATS

- Precise: You can precisely control the level of pain you inflict, allowing you to inflict a lesser level of effect, if you wish (preventing the target from becoming unconscious, for example).
- **Reversible:** You can remove the effects of your Pain power from a subject at will as a free action.
- **Sedation:** You can keep a target rendered unconscious by your power from regaining consciousness as a lasting sustained effect (see the Sedation power feat description for details).

EXTRAS

- **Alternate Save:** Pain may rely on a Fortitude save if its effect is more a matter of stimulating the target's actual nerves or pain receptors than a direct effect on the brain.
- **Duration:** Sustained Pain requires only a free action each round. Pain generally cannot be continuous in duration, except with the GM's permission, since Continuous Pain does not allow further saving throws, the condition lasts until it is countered or removed.

FLAWS

- **Range:** Ranged or touch range Pain requires a successful attack roll to hit the target before the saving throw is made.
- **Sense-Dependent:** You inflict pain on the target through a sensory medium such as high-frequency sound or light that stimulates pain through the optic nerves. Blocking the affected sense also blocks out the Pain effect.
- **Side Effect:** If your target successfully saves, your Pain effect is turned inward and you must save against it or be affected yourself!

PETRIFICATION

Effect: Transform	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained (lasting)
Saving Throw: Fortitude	**Cost:** 3 points per rank

You can project an effect out to normal range (rank x 100 feet) that turns creatures it strikes into stone. An affected creature makes a Fortitude saving throw; failure means the target is transformed into immobile stone. The petrified subject gets a new saving throw for each interval that passes on the **Time Table**, with a cumulative +1 bonus per save, until a save is successful, breaking the petrification effect.

EXTRAS

- **Continuous (+1):** Targets petrified by your power remain so until the effect is countered or you choose to reverse it. The target does not receive further saving throws.



- **Gaze (+0):** Your power can affect one target per round that meets your gaze. It is perception range (+1) but Sight-Dependent (–1) (see the Sense-Dependent flaw for details on how such effects work). If you petrify anyone who looks at you, this is a net +3 extra (the previous, plus making the power's action a reaction to an onlooker's gaze).

PHEROMONES

Effect: Emotion Control (love)	**Action:** Reaction (active)
Range: Sensory (scent)	**Duration:** Sustained (lasting)
Saving Throw: Will	**Cost:** 4 points per rank

Your body emits exceptionally strong pheromones, bio-chemical cues that affect attraction. Anyone coming within (power rank x 5) feet of you must make a Will saving throw. On a failed save, the subject's attitude towards you becomes friendly. On a failure by 5 or more, it becomes helpful, and on a failure by 10 or more, the subject becomes fanatically devoted to you (see **Interaction**, *M&M*, page 175, for details). The subject gets a new Will save for each interval on the **Time Table** that passes to shake off the effect.

A successful save means the subject is unaffected by your Pheromones but must make a new saving throw for each interval that passes on the **Time Table** while in your area of effect (one minute, five minutes, and so forth). Spending a long period of time in close proximity to a character with Pheromones makes all but the strongest willed likely to fall under the influence of such an individual.

Your Pheromones affect others automatically, with no action or effort required on your part, although you still need to interact normally to talk to or order your newly cooperative "followers." Once affected, subjects can move outside your radius and remain under your influence until they successfully shake off the effect; those still inside your radius when they do must save against the power again on the following round. Another successful save staves off the effect for at least a minute (when a new save is required). Since Pheromones are carried on the air, subjects that do not breathe—due to Immunity (suffocation) or Life Support, for example—are unaffected, and sensory effects that block scent can temporarily block the effect of your Pheromones as well.

POWER FEATS

- **Affects Insubstantial:** A sensory effect, your Pheromones already work on insubstantial beings so long as they need to breathe; those with Immunity (suffocation or life support) do not and are unaffected by your power.
- **Mental Link:** You form a sustained mental link (like the Communication Link effect of Super-Senses) with everyone who fails to save against your Pheromones, allowing you to communicate with them mentally as a free action, making it easier to issue commands to your newly enthralled followers.
- **Progression:** Each rank of this feat moves the base radius of your Pheromones one step up the Progression Table, from (rank x 5) feet to (rank x 10) feet, (rank x 25) feet, and so forth. The GM sets a reasonable limit on radius, generally around rank x 100 feet, beyond which the concentration of Pheromones becomes too diffuse.

EXTRAS

- **Selective Attack:** You can choose to exclude people in the area of your Pheromones from their effects.

FLAWS

- **Limited:** Your Pheromones only affect a particular type of subject (only women, or only children, for example) or you are limited to achieving no more than a helpful effect; subjects never become fanatically devoted to you.
- **Range:** Your Pheromones only affect subjects adjacent to you, within about 5 feet, rather than extending out to (rank x 5) feet. You must have more than one rank of the power to apply this flaw.

PLANT CONTROL

Effect: Array (Snare)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Reflex	**Cost:** 2 points per rank

You can control the growth and movement of plants. You can cause plants in an area of (rank x 5) feet in radius to rapidly grow and entangle opponents as a Snare effect. Targets in the area receive a Reflex saving throw to halve the rank of the effect as well as the usual Reflex save to avoid being entangled.

COUNTERING

Plant Control is primarily useful for countering other uses of Plant Control, although certain effects may be suitable for countering other power effects at the Gamemaster's discretion. For example, the Insect Control effect (see **Alternate Powers**, following) may be useful for countering other effects that influence or control insects. Likewise, Plant Control may be able to counter certain plant-based effects using pollen or plant toxins as a medium, for example

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Plant Control Array:

- **Fatigue:** By touch you can cause an allergic reaction or drain living targets of some moisture, causing a Fatigue effect at a rank equal to your Plant Control rank. If you can cause Fatigue at normal range, reduce the effective rank to two-thirds your Plant Control rank.
- **Insect Control:** You can emit certain scents that attract and influence the behavior of insects, giving you a Summon Insect Swarm effect at your Plant Control rank. Once you stop maintaining this effect, any swarm disperses, effectively disappearing as it breaks up into its component creatures.
- **Nauseate:** Your touch can carry a plant toxin or allergen that induces illness like a Nauseate effect at your power rank. If you can induce Nausea at normal range, reduce the effective rank to two-thirds your Plant Control rank.
- **Plant Growth:** You can stimulate the growth of plants, causing them to grow even greater than their normal mature size. This is a Growth effect (see Growth in the previous chapter) with Affects Others (+0), Limited to Plants (–1), and Permanent in duration (+0), since the enlarged plants remain that way. Apply ranks of Growth equal to your Plant Control rank, so Plant Control 12, for example, can increase a plant's size category by three, turning a small sapling into a huge tree, for example.
- **Plant Perception:** You can sense things occurring near living plants like an ESP effect at two-thirds your Plant Control power rank (see ESP in the previous chapter for details).
- **Stun:** Either by using a plant-based toxin or influencing intestinal flora, you can stun a creature by touch like a Stun effect at your Plant Control rank. If you can stun at normal range, reduce effective rank to two-thirds of your Plant Control Rank.
- **Transform:** You can turn one type of plant into another, a sustained Transform effect at half your Plant Control rank. Transformed plants revert to normal over time (assume a save bonus of +0 against the lasting effect).
- **Transmit:** You can transport yourself by stepping "into" a plant large enough to accommodate your body and stepping out of a similar plant at your destination like the Transmit power at your Plant Control power rank. Alternately, if you have a Plant Form body (see Associated Effects, following) you may be able to abandon your current plant form and grow a new one elsewhere at your destination; the same effect, but with different descriptors.

ASSOCIATED EFFECTS

- **Photosynthesis:** Your skin is tinged green with chlorophyll, allowing you to photosynthesize food from water and sunlight. You have the benefits of Immunity 1 (starvation).
- **Plant Form:** The ability to control plants may come from being a plant, or at least having the ability to turn into one! You have the Alternate Form power, either allowing you to change from flesh-and-blood to mobile vegetation or a permanent version for mobile, intelligent plant creatures (see Alternate Form for details).
- **Protection:** Your skin is covered with tough bark-like armor, giving you a Protection effect.
- **Speak With Plants:** You can communicate with ordinary plants, learning what they know and "speaking" to them in return (see the Comprehend effect in the previous chapter for details).
- **Strike:** You have tough wooden limbs, perhaps covered with sharp thorns or spikes, giving you a Damage effect that enhances your unarmed attacks. If the benefits stack with your normal Strength, apply the Mighty power feat as well (see Damage in the previous chapter for details).
- **Super-Movement:** Super-Movement effects appropriate for plant-controllers include permeate (through plants, wood, or natural earth), slithering (vine-like along the ground), swinging (via hanging vines), sure-footed (via roots and the ability to move through undergrowth), and trackless.

PLANT MIMICRY

Effect: Variable	**Action:** Free (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 9 points per rank

You can gain the traits of various plants, transforming to become more plant-like. You gain physical traits up to a total of (rank x 5) power points in cost and you can change your acquired plant traits once per round as a free action. This is much like a Plant Form power (see **Alternate Form**) you can reconfigure at will with different plant traits. So one round you can be as tough and strong as a tree, the next you can have the suppleness and reach of a creeper or vine, or the floating qualities of a lily pad, and for forth. You retain your mimicked plant traits until you choose to change them or your power is nullified in some way.

SAMPLE PLANT TRAITS

The following are some sample plant traits you can acquire with Plant Mimicry. They're by no means the only ones, and the GM can allow any additional traits that suit the power's descriptors as desired.

- **Additional Limbs:** You sprout branch- or vine-like Additional Limbs you can use as extra "hands" to manipulate objects.
- **Bark:** Tough bark grows over your skin, giving you Protection.
- **Burrowing:** Root-like structures allow you to dig into the ground as a Burrowing effect.
- **Growth:** You grow to the size of a large tree, gaining ranks of Growth, with all the associated effects.
- **Elongation:** You can elongate your limbs like vines or creepers, providing an Elongation effect.
- **Immunity:** In addition to photosynthesis (see the following) you can adapt plant-like Immunity to conditions like the need for sleep, to diseases and poisons affecting animals but not plants, or to critical hits (5 ranks for all of them at once).
- **Photosynthesis:** Your skin becomes green-tinged with chlorophyll, allowing you to photosynthesize food from water and sunlight and giving you Immunity 1 (starvation).
- **Poison:** You can affect a target with plant-based toxins by touch, giving you one or more of Drain, Fatigue, Damage, Nauseate, or Stun with the Poison modifier.
- **Regeneration:** You can heal rapidly from damage; apply Plant Mimicry points to the Regeneration effect, including the Regrowth power feat, letting you regenerate lost limbs and organs as well.
- **Rooting:** Digging roots into the earth with each step you apply points to the Immovable effect, making it more difficult to move you from that spot.
- **Thorns:** You grow sharp thorns along you hands and arms, applying points to a Damage effect, possibly with the Mighty power feat to allow your Strength bonus to stack with it.

FLAWS

- **Subject Required (–1):** You require a specific plant subject to mimic, so you cannot mimic the traits of any plant, just those within (power rank) miles of you. Your power is very effective in a forest or jungle, less so in a desert or downtown urban environment (unless there is a park or other green area nearby).

DRAWBACKS

- **Vulnerable:** A plant mimic might be vulnerable to effects that damage plants, such as intense cold or vulnerable to burning like wood (taking more damage from fire and heat attacks).
- **Weakness:** A plant mimic may suffer harm from things like herbicides (loss of Constitution) or from being placed in an environment with little or no plant-life, such as a desert or a desolate urban area.

PLASMA CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate and project high-energy plasma as a Ranged Damage effect at your Plasma Control rank. Plasma is a fourth state of matter: a highly energized gas that is intensely hot, like the material making up stars. Plasma often has radiation or radiowave emissions, which may affect its interaction with some effects.

COUNTERING

Plasma is useful for countering the same kinds of effects as intense heat, so it can reasonably counter cold and water effects, for example (by vaporizing water into steam). Plasma emissions may, at the GM's discretion, also be able to counter certain radio-based effects by generating disruptive radio-frequency static.

Intense magnetic fields are used to "bottle" energetic plasma, so Magnetic Control can counter Plasma Control by generating a protective magnetic field to contain its energy.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Plasma Control Array:

- **Burrowing:** By cutting through the ground with a plasma torch, you gain a Ranged Burrowing effect at your power rank.
- **Dazzle:** You can generate an intense flash of light rather than heat with your plasma, temporarily blinding an opponent with a Visual Dazzle effect at your Plasma Control power rank.
- **Disintegrate:** Focusing your plasma's intense heat, you can literally vaporize targets like the Disintegrate power at half your Plasma Control power rank.
- **Melt:** Your plasma's heat can melt objects, reducing their Toughness by your power rank each round as a Ranged Toughness Drain effect. Solid objects reduced below Toughness 0 are melted into puddles of slag.

- **Obscure:** By increasing the radio wave and radiation emissions of your plasma, you create broad-band interference with radio senses, an Obscure Radio effect at your Plasma Control rank.
- **Plasma Burst:** You radiate plasma out (rank x 5) feet all directions, inflicting power rank damage, an Area Burst Damage effect with a Reflex saving throw for half damage.

ASSOCIATED EFFECTS

- **Flight:** Projecting a jet of plasma behind you for propulsion, you can fly through the air.
- **Force Field:** You can surround yourself with a protective Force Field of energized plasma that deflects damage.
- **Immunity:** Immunity to cold and hot environments are both common for plasma-controllers. Other Immunities may include radiation (1 rank), heat damage (5 ranks), and heat effects (10 ranks).
- **Plasma Field:** You surround your body with a damaging aura of plasma (see Energy Field power for details).

POSSESSION

Effect: Mind Control	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained (lasting)
Saving Throw: Will	**Cost:** 3 points per rank

You can merge with and assume control of a target's body. Touch the target and make a power check against the result of your target's Will save. If you succeed, your body vanishes, merging with the target, and you assume control of the target's body. You retain your mental ability scores, skills based on mental abilities, and powers with mental effects or descriptors, and gain the target's physical ability scores, skills based on physical abilities, and powers with physical effects or descriptors. If the target's Will save exceeds your check result, there is no effect and it requires extra effort for you to attempt to possess that target again in the same scene.

The target's mind is suppressed and unconscious while you are in control of them. A victim of Possession gets a new saving throw for each interval on the **Time Table** to try and throw off your control. Possessed characters used to carry out an action strongly against their nature get a new Will save immediately with a +1 to +4 bonus, depending on the type of action. A successful save ejects you from the target's body; your own body reappears in the nearest open space. The same occurs when you leave the target's body voluntarily.

The conditions of the target's body—including damage conditions—affect you while you are in control but do not carry over once you leave the target's body. Conditions affecting only the mind, such as Confuse or Mind Control, continue to affect you and not the target. If your host body's condition becomes dead, you die as well, but if you leave the body at any point before then, you are unaffected (even if the host body's condition is dying). If the host body is rendered unconscious, you can choose to leave it without suffering any effect (except that you can no longer use that host and must find another).



POWER FEATS

- **Affects Insubstantial:** Possession does not require this power feat to affect insubstantial targets; it does so by default.

EXTRAS

- **Area:** The GM may permit this extra on Possession, essentially allowing the user to become a "group-mind" controlling multiple possessed bodies at once. The Area Possession affects everyone in the area, each saving individually against its effects. If you can choose which potential hosts are affected and which aren't, add the Selective Attack extra. The possessor can choose to abandon hosts to avoid certain conditions (like unconsciousness or death) as described previously, and conditions affecting one host body do not affect the others. Conditions affecting the possessing mind, however, affect all of the possessed hosts equally. So, if an attacker Confuses or mentally grapples one possessed subject, everyone in the "group-mind" is affected, since they essentially share the same mind. A successful save by one host does not affect the other possessed subjects, however, they remain affected.
- **Contagious:** Possession with the Area extra might be allowed to have this extra, letting it spread like a disease from subject to subject and expanding the "group-mind" controlling it. See the Area modifier previously for guidelines on Possession spread out over multiple host bodies.
- **Duration:** Continuous Possession doesn't allow further Will saves to end the possession. You remain in control of the host for as long as you wish or until some outside force ejects you. The GM is cautioned against allowing this extra for player

UNDER THE HOOD: POSSESSION

Possession is a potentially powerful and effective ability, especially if wielded by a ruthless user who doesn't overly care about the condition of his host bodies. It's generally better reserved for villains than allowed as a power for player character heroes, unless it has very specific limitations. For example, a hero might be limited to possessing specific prepared (and willing) "hosts" rather than any target.

The power is problematic even for villains if it's commonly used to take control of a hero away from the player for an extended period of time. Some players find this frustrating, since they don't get to play their own characters. You can deal with this in a number of ways. First, you can encourage willing players to play the role of the possessed character, awarding them an extra hero point for doing well (and giving them a shot at their possessor at the climax of the adventure). You can limit the possessing villain to controlling non-player characters, including various NPC heroes, giving the players' heroes an excuse to fight them (as if any two groups of superheroes ever needed an excuse to fight!). Finally, you can provide the players with a means of countering the Possession; if they can drive the possessing entity out of a host body with intense light, for example, then they'll be less likely to find the foe frustrating, since there's something they can do about it.

Carefully consider whether or not to allow a possessing hero in your game, particularly one designed to operate as a "puppet master," controlling various host bodies while remaining largely invulnerable or inviolate behind the scenes. Make the player understand that, if you allow such a character at all, there will have to be foes and effects able to circumvent the possessor's "invulnerability" from time to time and these will *not* be considered unusual setbacks, just the price of allowing the character in the game at all.

characters; it is better reserved for NPC versions of Possession, unless the power has other specific limitations to balance out the greatly enhanced duration.

- **Range:** Ranged Possession requires a ranged attack roll against the target, while Perception Range Possession doesn't require an attack roll, just the ability to accurately perceive the target, who still receives a Will save against the effect.

FLAWS

- **Feedback:** You suffer some effect when your host is physically damaged; make a second Toughness save against the damage, using your Possession power rank as the bonus and apply any resulting damage conditions to the possessing mind rather than the host body. Such conditions move with the possessor after leaving the host body.
- **Sense-Dependent:** In order to possess the subject they must be able to perceive you using a particular sense, so you might need to make eye contact (visual), speak or sing to the target (hearing), and so forth. A target unable to perceive you cannot be possessed.

POWER CONTROL

Effect: Mind Control	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You can exert influence over the powers of others, overriding the victim's control and controlling when and how their powers operate. Make a Power Control check against the result of your target's Will saving throw.

If you win, you can make the target's powers to do anything they normally do, although you do not control the target's *body*. So, for example, you could turn on a target's laser eye-beams, but you can't direct where the target is looking. At the GM's discretion, extra effort on your part can grant the target of your Power Control a temporary power feat (including an Alternate Power), pushing their powers beyond their normal limits (see **Extra Effort**, *M&M*, page 120, for details).

It takes you the normal action to activate the target's power, so if the power requires a standard action to use, you must take a standard action to force the target to use it, for example. It requires no action on the target's part, and the target can act normally within the limits of any active powers. The target cannot activate or deactivate any powers, since you have usurped that ability.

Targets receive another opposed Will save and Power Control check for each interval that passes on the **Time Table** (so at one minute, five minutes, and so forth), with a cumulative +1 bonus per save. Targets also get a new save when you force them to use a power in strong opposition to the target's beliefs, such as making a hero's Burst Area Damage effect go off in the midst of a group of schoolchildren. The GM may grant a bonus of +1 to +4 on the saving throw, depending on the circumstances. A victim of Power Control can also use extra effort to gain a new save at any time.

If your target's saving throw succeeds, there is no effect and you must use extra effort to affect that target with Power Control again in the same scene. This is also true of a target that succeeds on a later save to break your control.

EXTRAS

- **Affects Corporeal:** As a mental sensory effect, Power Control works normally on corporeal targets while you are incorporeal without need for this extra. It likewise affects incorporeal targets normally without the need for the Affects Incorporeal power feat.
- **Alternate Save:** Power Control that's primarily biological in nature—affecting the target's body rather than mind—might call for a Fortitude save rather than a Will save.
- **Area:** Your Power Control affects all targets in a given area. You can influence each target's powers each round, taking the longest action required. So if you affect the powers of four targets, taking free, free, move, and standard actions, respectively, you can do so with Area Power Control as a standard action. If you can choose to exclude some targets in the affected area from your Power Control (not usurping control of their powers), apply the Selective Attack extra as well.
- **Contagious:** Contagious Power Control spreads from one victim to another, bringing others under your influence, for

UNDER THE HOOD: POWER CONTROL VS. NULLIFY

If Power Control lets you turn someone's powers off and also lets you control those powers, why take Nullify (which only turns off powers)? True, Power Control *does* let you turn off powers, but it's not as effective as Nullify for that purpose. Consider the following:

- Power Control only lets you turn a power off if the subject can normally do so; thus it cannot turn off Permanent or Uncontrolled powers, whereas Nullify can.
- Power Control doesn't let you counter powers, Nullify does.
- Power Control's lasting duration allows additional saves. If Nullify is made sustained or continuous duration, the target gets no additional saves; the power is off as long as the Nullify lasts.
- The save against Power Control is affected by what you're trying to force the target's power(s) to do while the save against Nullify isn't affected by conditions or how the subject feels about the situation.
- Power Control doesn't work on power effects only power users, whereas Nullify does both. So you can Nullify a created object or a fire, or banish a summoned construct, for example, but Power Control can't do those things.
- Power Control only works on targets with conscious control over their powers. It doesn't affect targets immune to mental effects or lacking such control: you can Nullify a machine, but you can't use Power Control on it unless the machine is conscious (and thus affected by mental effects).

as long as the effect lasts (see the Area extra, previously, for guidelines on influencing multiple targets' powers at once).

- **Duration:** Continuous Power Control does not allow additional saving throws to break out of the effect over time, although forcing the target to use a power strongly against his will still allows another save as does extra effort by the target. If you stop maintaining your Power Control for any reason, or it is countered or nullified, the effect ends.

FLAWS

- **Duration:** Concentration Power Control requires you to take a standard action each round to maintain your control and a full-round action when you activate any power(s) taking a move action or longer to use. If you lose concentration for any reason, the power stops working. Instant Power Control allows the target a new saving throw each round the effect lasts, with a cumulative +1 bonus per round.
- **Side Effect:** Failing to control a target's powers causes you some harm or inconvenience, ranging from straightforward Damage or Stun effects to whatever power effect you were trying to control affecting you or your target gaining control of your powers!

POWER RESERVE

Effect: Array	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You have a "reserve" of power points you can assign to improve your various powers, re-allocating them from round to round, if you wish. This can represent allocating extra energy from a battery or generator, parceling up available mystic power, or any similar effect. Points from your Power Reserve cannot improve any of your traits beyond the campaign's power level, except with Gamemaster permission. Even if it is allowed, the GM may require extra effort, hero point expenditure, or both to exceed the limits.

Your Power Reserve has twice its rank in available power points. When you acquire it, choose two powers it can improve. Each additional power you can augment with your Power Reserve is a separate power feat (and, as such, you can temporarily add an option as extra effort, redirecting your Power Reserve in an unusual way with the GM's permission). You can divide your Power Reserve points among the powers it can improve as you see fit.

Power Reserve points, once allocated, remain so until you choose to change them as a free action. You can re-allocate Power Reserve points once per round. If you are unable to maintain your Power Reserve for any reason, its benefits cease. The same is true if it is nullified or otherwise unable to function.

POWER FEATS

- **Additional Power:** Your Power Reserve can apply to an additional power beyond the first two you chose when you acquired it.
- **Innate:** A Power Reserve generally cannot have this power feat, since the enhanced traits it provides are by definition not your "default" traits, but enhancements.
- **Subtle:** Power Reserve is a subtle power by nature; the allocation of your Power Reserve points is not noticeable (although the enhanced effects of your powers may well be).

EXTRAS

- **Affects Others:** Your Power Reserve can augment another character's traits. This is a +0 modifier if the Power Reserve only affects others, a +1 modifier if it can augment you or another character. In either case, you must touch the subject to grant them the benefit of your Power Reserve and you are still limited to enhancing the traits chosen with your power plus any others acquired with Additional Power feats (previously).
- **Duration:** A Continuous Power Reserve provides its benefits with no maintenance until it is nullified in some way or you choose to change the allocation of its power points.
- **Range:** Power Reserve that Affects Others may have this extra, allowing you to grant its benefits at normal range. For a +2

UNDER THE HOOD: POWER RESERVE

Power Reserve is based on the Array structure (see the description in the previous chapter), with a few modifications to suit the way the power works. In particular, Power Reserve has its own sustained duration, where Array normally does not, since most Arrays have no effect other than providing other effects. Power Reserve, on the other hand, does provide an effect, that of enhancing other powers, so making its duration sustained allows it to better interact with the rules for maintaining effects, nullifying, and so forth.

Likewise, Power Reserve is the equivalent of a Dynamic Array, since its power points can be allocated to multiple effects (enhancements) at once, but Power Reserve doesn't pay for the Dynamic power feat on the base effect or its Additional Powers, since it is also slightly limited by only enhancing pre-existing powers rather than having discrete effects of its own. This is the same reason why it doesn't pay for having an "extra" Alternate Power (being able to apply to two powers as a default).

These minor changes are essentially +0 modifiers that make Power Reserve work as intended and provide an example of the kind of minor tweaks Gamemasters can make or allow for certain power effects to better fit a particular conception, so long as the various benefits and drawbacks seem to balance out.

modifier, you can use your Power Reserve to augment a subject at perception range.

FLAWS

- **Action:** If re-allocating the points of your Power Reserve takes longer than a free action, this is a power drawback rather than a flaw (see Drawbacks, following).

DRAWBACKS

- **Action:** Taking longer to re-allocate your Power Reserve points is an action drawback. A move action is a 1-point drawback, 2 points for a standard action, 3 points for a full round action, and an additional point for each step up the Time Table thereafter (but with a maximum of 1 point less than the total cost of the Power Reserve).
- **Full Power:** You cannot split your Power Reserve points between two or more traits, you must apply them all to a single trait at a time.
- **Noticeable:** There is some noticeable effect when you allocate Power Reserve points: you glow visibly, your eyes brighten, your muscles grow, and so forth.

POWER RESISTANCE

Effect: Nullify	**Action:** Reaction (passive)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 2 points per rank

You are especially resistant to powers of a particular descriptor: when such a power targets you, make an opposed check of your Power Resistance rank and the attacker's power rank. If you win, the power has no effect on you. If you lose, the power has its normal effect, although you still get your usual saving throw.

EXTRAS

- **Affects Others:** You can grant the benefits of your Power Resistance to one other character you are touching for a +1 modifier. To increase the number of subjects you can protect at once, apply the Progression power feat.
- **Area:** Affects Others Power Resistance may have this extra, protecting everyone in the affected area. If another area effect overlaps the area of your Power Resistance, make a single power check against the area effect to see if you successfully overcome it. If you can choose to protect just some people in your area and not others, apply the Selective Attack extra as well.
- **Duration:** Power Resistance either immediately blocks a power effect or does not; its duration cannot be changed.
- **Range:** Affects Others Power Resistance may have this extra, allowing you to grant its benefits at normal range. A +2 modifier allows you to grant Power Resistance at perception range.
- **Total:** Your Power Resistance works against all powers, regardless of descriptor. This extra is only available with Gamemaster permission and depends on the power descriptors available in the setting.

FLAWS

- **Action:** If Power Resistance's required action is increased to free or more by the Action flaw, then the power can't react to power use when it isn't your turn and you most likely have to ready a use of Power Resistance. GM's may wish to prohibit (or at least strongly advise against) changing the power's required action.
- **Fades:** Your Power Resistance is "ablative." Each time you make a power check with it, you lose a power point of effectiveness, and you lose a full power rank when you don't have enough total points for that rank; so if you have Power Resistance 10 and lose a power point, you drop to Power Resistance 9 with 19 power points (see the Fades flaw description for information about recovering a faded power).
- **Limited:** Your Power Resistance only works against a limited descriptor or a single power effect.

PREHENSILE HAIR

Effect: Additional Limbs, Elongation	**Action:** None (see description)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

Your hair can animate and grasp objects as if it were one or more fine tentacles. Not surprisingly, this power is almost universally

limited to super-women with full heads of hair. At rank 1, your Prehensile Hair is capable of stretching to reach objects adjacent to you (within normal arm's reach). For each additional power rank, choose one of the following effects:

- Your Prehensile Hair can form additional manipulative tendrils; each rank applied to this increases the total number of tendrils by one step on the Progression Table (two, then five, ten, and so forth).
- Your Prehensile Hair can extend a greater distance; each rank applied to this provides 1 rank of the Elongation effect.

ALTERNATE POWERS

Although Prehensile Hair is generally used like one or more extra limbs, it can potentially provide various Alternate Powers, such as the following:

- **Hair-Blower:** Whirling your hair like a fan kicks up a stiff wind, like a use of Super-Breath at half your Prehensile Hair power rank (see the Super-Breath power feat of Super-Strength).
- **Hair-Catcher:** You can use your Prehensile Hair to knock aside slow projectiles as a Deflect effect at your power rank.
- **Hair-Net:** Your animated hair can entrap a target like a Snare effect with the Engulf modifier at half your Prehensile Hair power rank.

POWER FEATS

- **Extended Reach:** Since Prehensile Hair is a personal range power (with its reach determined by allocation of power ranks) this power feat does not apply to it.

RADIATION CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate and project blasts of radiation as a Ranged Damage effect. Note this is "comic book" radiation, visible as glowing energy with effects similar to intense heat. More realistic radiation is Subtle (invisible to all but specialized radiation detection) and has effects more like a Drain Constitution Disease (see **Alternate Powers** in the following section).

COUNTERING

Radiation Control can counter other radiation effects, including its own, and the heat it generates can counter cold effects. High levels of radiation may be able to counter other effects at the Gamemaster's discretion; disrupting radio waves and similar forms of communication is one possibility.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Radiation Control Array:

- **Dazzle:** Radiation can cause temporary or even more severe blindness, as visual Dazzle effect. The basic effect is a visual Dazzle with a rank equal to your Radiation Control. For more serious radiation damage to the eyes, the GM may allow a Dazzle effect with a sustained or even continuous duration, requiring medical treatment (or a power like Healing or Regeneration with the Regrowth power feat to) to recover.
- **Drain Constitution:** More realistic radiation inflicts cellular and genetic damage, best duplicated with a Drain Constitution effect. This may be a Ranged Drain Constitution at your Radiation Control rank or a more progressive Ranged Drain Constitution Disease at half your rank, doing progressive damage to the target's health over time.
- **Environmental Control:** You can temporarily irradiate an area, creating a moderate level of radiation there (see Radiation Sickness, *Mastermind's Manual*, page 125 and the previous chapter for details on radiation levels). This is an Environmental Control effect at your power rank.
- **Nauseate:** A pulse of radiation causes temporary illness and disorientation, a Ranged Nauseate effect at two-thirds your Radiation Control power rank.
- **Nullify:** At the Gamemaster's discretion, Radiation Control may be able to Nullify certain powers with a genetic power source through temporary (or even permanent) genetic damage. Examples include mutant powers (either natural or induced) or genetically engineered powers of one sort or another. This is typically a Nullify effect at your power rank, although longer lasting versions are possible.
- **Obscure Radio:** A low-level radiation field may disrupt radio communication and sensing into and through an area, creating an Obscure Radio effect, possibly Linked with a low-level of radiation via an Environmental Control effect.
- **Transform:** Your Radiation Control can induce temporary mutations in others, a 4-point Transform effect, for a rank half that of your Radiation Control power. Such transformations may be continuous in nature, but might also be Uncontrolled, in that you don't decide how the subject transforms (a great opportunity for the Gamemaster to introduce the occasional complication).

POWER FEATS

- **Affects Insubstantial:** This power feat suits Radiation Control, allowing certain wavelengths of radiation to affect insubstantial—particularly energy- or incorporeal-form—targets. It's also an effective power stunt for radiation controllers.
- **Incurable:** This is a suitable power feat for some forms of radiation damage, making ordinary Healing and Regeneration ineffective against it.
- **Subtle:** Most radiation effects are not Subtle by default; comic book radiation is usually visible as glowing light. A rank of this power feat can make a radiation effect noticeable only by specialized senses able to pick up radiation, like Geiger counters and such.

EXTRAS

- **Disease:** This modifier suits "radiation sickness" effects, whether Damage- or Drain-based. They're not particularly effec-



tive in combat, but can inflict serious (even deadly) harm over the long term.

- **Linked:** Radiation Control might have certain Linked effects in its Array, such as a Damage effect with a Linked Disease Drain for a blast of radiation that does initial damage and also inflicts lingering radiation sickness, for example, or a Ranged Damage radiation effect with a Linked Visual Dazzle effect for a radiation blast that causes temporary blindness (or longer, if the Dazzle effect's duration is increased).
- **Penetrating:** Certain types of radiation Damage might have this modifier, allowing them to penetrate otherwise Impervious Toughness.
- **Selective Attack:** Given the hazards of certain area effect radiation powers, this is an especially useful extra, allowing you to shield your allies from the dangerous effects.

FLAWS

- **Side Effect:** Radiation may cause various Side Effects; the most common in the comics are progressive Drains or direct Damage. Note for a slight, gradual side effect use a drawback rather than this flaw, which is intended for major, immediate side effects.

DRAWBACKS

- **Full Power:** Some or all Radiation Control effects may have this drawback, representing an inability to limit them to a lesser effect on a target. If all the effects in your Radiation Control Array have this drawback, apply it to the cost of the Radiation Control power, if only particular effects are limited to Full Power, apply the drawback to only those effects, "freeing up" points from the Array, but not affecting the Array's overall cost.
- **Toxic:** A radiation controller who constantly emits low levels of radiation, exposing those in close proximity to mild radiation, has an common and major drawback (4 points), very common for low radiation exposure (5 points). Those spending a day or more with the character must make Fortitude saves (DC 12 or 15, respectively) to avoid suffering radiation sickness (1 day/12 hours, 1 Con damage per failed save). Those with Immunity to Radiation are unaffected.
- **Weakness:** A radiation controller might be dependent on doses of radiation or consuming radioactive materials and suffers from a weakness when unable to do so.

ASSOCIATED EFFECTS

- **Flight:** Your exotic radiation field can negate the effects of gravity on you, allowing you to fly.
- **Force Field:** You can surround yourself with a protective energy field.
- **Immunity to Radiation:** Immunity to radioactive environments (1 rank) is common for radiation controllers, as is immunity to their own powers (1 rank). Other levels include Immunity to Radiation Damage (5 ranks) and Immunity to Radiation Effects (10 ranks).
- **Radiation Absorption:** You have the ability to absorb radiation and channel the energy to enhance your other traits (see Absorption and apply Limited to Radiation, a –2 modifier).
- **Radiation Aura:** You can surround your body in an aura of damaging radiation (see the Energy Aura power for details). Your Radiation Aura might be Linked to a Force Field power.
- **Super-Senses:** Super-Senses effects associated with Radiation Control include infravision and ultravision (1 rank each, from the ability to see other radiation wavelengths), detect radiation, and X-ray vision (possibly from the actual ability to emit and perceive X-rays).

REFLECTION FIELD

Effect: Deflect	**Action:** Reaction (passive)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 8 points per rank

You are surrounded by an effect that causes attacks against you to be reflected back against the attacker. When you are attacked, and the attack roll is successful, make a Reflection Field power check. If the check result equals or exceeds the attack roll result, then the attack is reflected back at the attacker. Make an attack roll to hit the attacker using your Reflection Field rank as the attack bonus.

If your initial power check against the attack fails, the attack affects you normally. Your Reflection Field doesn't work against perception range attacks or other effects that do not require an attack

roll, such as area effects. It does work against surprise attacks and even when you are flat-footed or stunned, unless you choose for some reason not to reflect an attack.

EXTRAS

- **Automatic Hit (+1):** If you successfully reflect an attack, it automatically hits the attacker without any need for an attack roll from you.

FLAWS

- **Limited:** Your Reflection Field is limited to a particular type of attacks, such as only physical or energy attacks, or only melee or ranged attacks. A more limited descriptor may apply a –2 or even –3 modifier at the GM's discretion.

REFLEX MEMORY

Effect: Variable	**Action:** Free (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 9 points per rank

You can learn and memorize the physical skills of others just by seeing them performed; this includes attack and defense bonuses with the "combat skill" descriptor (that is, attack and defense bonuses which are a function of skill or physical ability). You have 5 power points per rank in Reflex Memory to allocate to memorizing physical skills you have accurately perceived. It takes only a free action to memorize a physical skill, assuming you have sufficient free power points to do so, and you can retain a memorized skill indefinitely. If you don't have sufficient power points to memorize a new skill, you can choose to "forget" a previously memorized skill to free up points. The forgotten skill can only be regained by observing the subject anew to reallocate power points to it.

> ***Example:*** *Copycat has Reflex Memory 10, providing her with 50 power points to allocate to memorizing physical skills she has observed. She watches an Olympic level gymnast with Acrobatics 12 perform and allocates 3 of her Reflex Memory power points to acquire 12 ranks of Acrobatics, giving her near-mastery of Acrobatics instantly, with no practice! She can likewise acquire a higher attack bonus by watching a master of martial arts in action, or a higher Climb skill by observing a skilled rock-climber. She retains all these traits for as long as she wishes, but only to a maximum of 50 power points worth. If she wants to memorize additional skills, she'll have to forget some of her previously retained ones to do so.*

While you generally need to observe a subject in person to memorize their skills, at the GM's discretion a comprehensive video recording may be sufficient; for example, watching hours of video footage of the Olympic Games could grant you considerable physical skills in a variety of areas (Acrobatics, Climb, Swim, and so forth). Likewise, news or documentary video of various superhumans in action may be sufficient to allow you to memorize their skills. The GM may wish to treat this as a power feat in some settings (or, conversely, make it a drawback for those unable to do it, if it's normally something anyone with Reflex Memory can do).

A character with an unlimited ability to memorize the skills of any number of subjects and retain them all indefinitely has Reflex Memory as an X-Trait (see **X-Traits**, *M&M,* page 211), a capability best reserved for non-player characters under the Gamemaster's control.

EXTRAS

- **Feats:** In addition to memorizing a subject's physical skills, you can also memorize his physical combat, general, and skill feats. The GM decides if a particular feat is sufficiently skill-based for you to acquire it, and you allocate points from your Reflex Memory pool to these feats just like you do skills.

SENSORY LINK

Effect: ESP (all senses), Limited	**Action:** Move (active)
Range: Extended	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You have the power to perceive through the senses of others as if they were your own. Choose a subject known to you or that you can accurately perceive that is within your Sensory Link range (as given on the **Extended Range Table**). The subject makes a Will saving throw (DC 10 + your Sensory Link rank). If the save is successful, nothing happens, and attempting to use Sensory Link on that same subject in that scene requires extra effort.

If the subject's saving throw fails, you can perceive everything the subject perceives, from the subject's points of view and using the subject's senses, including any Super-Senses (see the **Super-Senses** effect for details). You cannot control the subject's actions, however, and therefore cannot direct the subject where to look, what senses to use, and so forth. You also cannot read the subject's thoughts or access memories (for those, see the **Mind Reading** effect).

The subject of your Sensory Link is automatically aware of it, whether the save succeeds or fails, and may take measures to thwart your efforts. The subject can also communicate with you after a fashion simply by speaking aloud: since you hear whatever the subject hears. You cannot, however, communicate in return without some sort of Communication effect (see **Communication** in the previous chapter).

The subject makes a new Will saving throw for each interval that passes on the **Time Table**; a successful save ends the effect. It also lapses if you stop maintaining it for any reason. The subject is aware when the Sensory Link ends, either from a successful save or because it is no longer maintained.

While you are using Sensory Link you are vulnerable to any sensory effects used on your subject. So a Dazzle effect or a Sight-Dependent effect used on your subject affects you as well. You recover from such effects independent of your subject (who may recover before you do). If you recover first, your subject's senses may still be affected, therefore offering you limited information.

POWER FEATS

- **Affects Insubstantial:** As a sensory effect, Sensory Link already works on insubstantial subjects without the application of this feat.

- **Dimensional:** With this power feat, your Sensory Link can affect subjects in other dimensions, provided they are known to you.
- **Subtle:** Sensory Link with this feat is harder for the subject to detect. It requires a Notice check (DC 20) with the first rank of Subtle, and is completely undetectable with the second rank, no Notice check allowed.

EXTRAS

- **Duration:** Sustained Sensory Link is easier to maintain, but still somewhat limiting, as your subject's senses override your own. You need the Simultaneous extra to use both sets of senses at once (see the ESP effect description for details).

FLAWS

- **Feedback:** Attacks that damage your subject may also damage you! If your subject is damaged, make a saving throw against the attack's damage yourself, using your Sensory Link power rank as the saving throw bonus and reading the results on the Toughness Saving Throw table (see Toughness Saving Throws, *M&M*, page 163). You suffer only non-lethal damage from this feedback, even if your subject suffers lethal damage.
- **Limited:** Sensory Link may be limited to a particular type of subject, such as only animals, or only women. A particularly limited type of subject, such as only birds or people in a particular geographic area, is a –2 modifier.



SENSORY SHIELD

Effect: Enhanced Save	**Action:** Reaction (passive)
Range: Personal	**Duration:** Permanent
Saving Throw: None	**Cost:** 1–2 points per rank

One of your senses (chosen when you acquire this power) is protected against sensory effects, giving you a +2 bonus per rank on saves against them. This bonus applies to both initials saves against the effect and the secondary saves against lasting effects. You automatically succeed on saves against Sensory effects that have a rank lower than your Sensory Shield rank. For 2 points per rank, all of your senses other than mental are protected against sensory effects. For protection from mental effects, see the Mental Shield power.

SHAPE MATTER

Effect: Transform	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained (lasting)
Saving Throw: None	**Cost:** 4 points per rank

You can shape and mold non-living matter to your will as if it were soft clay. You can affect 1 pound of mass at rank 1; each additional rank moves this amount one step up the **Progression Table** (2 lbs., then 5, 10, and so forth). Reshaped matter retains its new shape so long as you maintain the effect; when you stop, the reshaped matter reverts to its original form. Characters can make Reflex saving throws for held or worn Devices (DC 10 + Shape Matter rank), equipment is affected automatically so long as the power's attack roll is successful.

At the Gamemaster's discretion, Shape Matter may provide bonuses for favorable circumstances on certain Craft skill checks and speed up certain Craft checks involving reshaping or fabricating objects. Indeed, some simple uses of Craft may be entirely replaced with a successful use of Shape Matter, such as reshaping a boulder into a stone cube without the use of tools.

POWER FEATS

- **Precise:** You can use Shape Matter like a fine set of tools for carving, etching, or otherwise working materials. The changes still only last as long as you maintain them unless your power is continuous duration, however.

EXTRAS

- **Area:** Shape Matter's area is defined by its rank and the amount of mass it can affect. This modifier does not apply.
- **Duration:** Continuous Shape Matter allows reshaped objects to retain their shape so long as it is a stable one: so wood reshaped into a scaffold or stone reshaped into a statue remains as it is, but sand shaped into a pillar is still sand and still collapses when no longer backed by your power — such unstable materials remain essentially sustained in duration.

FLAWS

- **Limited:** You can only shape a particular type of matter: only earthen materials, metals, liquids, and so forth. Particularly limited types may qualify as a –2 modifier (or more) at the GM's discretion.
- **Range:** Touch range Shape Matter requires you to direct and mold the affected material with your hands, rather than doing so at a distance.
- **Restorative:** You can only repair broken objects, restoring them to their undamaged state. On the other hand, your power's effects are considered continuous; requiring no maintenance once the object is repaired. The GM may still require a Craft skill check to restore complex objects (vehicles, machines, etc.) to a fully functional state.

SHAPESHIFT

Effect: Variable	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 8 points per rank

You can transform into different forms, gaining the physical traits (abilities, skills, feats, and powers) of the assumed form. You gain (rank x 5) power points worth of traits. No rank or bonus of the assumed form can be higher than your Shapeshift rank. You can also redistribute power points spent on your own physical traits (lowering your Strength to apply those points elsewhere, for example). For shape-changers who don't acquire a subject's physical traits, use the Morph effect. To assume larger or smaller forms, apply points from your Shapeshift to appropriate ranks of the Growth or Shrinking effects.

COUNTERING

Shapeshift can potentially counter alteration effects used on you by shifting you back to your normal form. This requires the normal action to counter unless you spend a hero point to counter instantaneously (in which case it requires only a reaction). So you could, for example, make a Shapeshift power check against an opponent's Transform power check to overcome the effect and return to your normal form. Shapeshift doesn't counter non-alteration effects like Damage, Nauseate, or Stun unless the GM rules that the descriptors of the two powers should permit it.

SAMPLE SHAPESHIFT TRAITS

- **Appearance:** Shapeshift can change just your appearance, providing you a +5 bonus to Disguise checks per Shapeshift rank. This effect is automatic: when you assume the traits of a particular form you take on its appearance as well. So when you turn into a wolf or a wall, for example, then you also look like one!
- **Alternate Form:** You may alter the material composition of your body altogether, essentially assuming an alternate form (see the Alternate Form power for a number of different examples of forms you could assume by shapeshifting into a different material, substance, or even energy).
- **Body Armor:** You gain tougher skin, armored plates or scales, or some similar form of the Protection effect, improving your Toughness.
- **Body Weapons:** You can reshape your hands or arms into weapons, growing claws or spines, or turning your fingers or arms into blades or bludgeoning weapons. These are all generally all Damage effects with the Mighty power feat to allow you to apply your Strength bonus to them.
- **Creature Forms:** You take on the form (and traits) of another creature, such as an animal, or perhaps an even more fantastic being (see the various animal and creature archetypes in Mutants & Masterminds, beginning on page 229, for ideas of various creature traits and their power point costs, using them as guidelines for assuming different forms). For example, an elephant's physical abilities, skills, feats, powers, and saving throws cost 51 points, so a character needs a total of 51 points in physical traits and power points from Shapeshift to allocate to turn into an elephant (retaining mental abilities and combat traits, modified by the elephant's size).
- **Insubstantial:** You can alter the composition of your body, becoming less substantial and acquiring one or more ranks of the Insubstantial trait. Your descriptors may limit you to certain ranks of Insubstantial, but otherwise you can apply the trait normally.
- **Machine Forms:** You take on the form (and traits) of a machine or even an inanimate object, although the latter form only offers its Toughness unless you turn into an animated version (see the Animate Objects power for ideas). Apply your Shapeshift power points to the traits of the machine or object.

EXTRAS

- **Affects Others:** This extra allows you to grant someone else the ability to change shape. To impose changes of shape on someone else, acquire a Transform effect (see Transform in the previous chapter).
- **Attack:** A "Shapeshift Attack" is the Transform effect. The Attack modifier does not apply to Shapeshift.

FLAWS

- **Limited (–1):** You can only shapeshift into a limited category of forms, like only animals, only machines, only people, and so forth. The GM determines if a particular category is suitably limited. This modifier is recommended for most acquisitions of Shapeshift, to help limit its usefulness.

SHIELD

Effect: Enhanced Dodge	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You have a shield able to deflect the brunt of attacks. You gain a dodge bonus to Defense equal to your Shield rank. Since you have to be able to bring your shield to bear, you lose this bonus whenever you are denied your regular dodge bonus or are unable to take a free action. The dodge bonus from your Shield is subject to the normal power level limits.

Note that your Shield isn't necessarily a Device, although it may be. It could also be an effect you can create out of nowhere, like

a disk-shaped force field, or a floating disk that deflects incoming attacks.

ALTERNATE POWERS

- **Damage:** You can use your shield as a weapon as well, providing you with a Damage effect equal to your Shield rank. However, on a round when you use your shield to inflict damage, you lose the dodge bonus it provides.

ASSOCIATED EFFECTS

- **Deflect:** You may also be able to use your shield to deflect incoming attacks, providing the Deflect power. It may be an Alternate Power, but since a useful Deflect costs more than Shield, and since it's possible for a shield to provide both a dodge bonus and the Deflect power at once, it's more effective as a separate effect of a shield.
- **Force Field:** Like Deflect, your Shield might be able to provide a bonus to Toughness saving throws with the same action and duration, essentially the same as the Force Field power. Again, Force Field might be an Alternate Power of Shield, but is equally likely to be an additional effect, usable at the same time.

SILENCE

Effect: Concealment (auditory)	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 or 2 points

You move with complete silence and do not give off noise unless you wish to, so long as you sustain your Silence power. You cannot be heard at all at distances greater than 30 feet. For double cost (2 points) you are also inaudible to high- and low-frequency sound and "invisible" to sonar and similar sonic sensors.

ASSOCIATED EFFECTS

- **Immunity (sound):** Your Silence might grant you Immunity to certain sonic effects, such as sonic damage (5 points) or all sound- and hearing-based effects (10 points).

SLEEP

Effect: Stun	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant (lasting)
Saving Throw: Fortitude	**Cost:** 3 points per rank

You can cause targets to fall into a deep sleep. If your ranged attack succeeds, the target makes a Fortitude saving throw (DC 10 + Sleep rank). If the save succeeds, there's no effect. If it fails, the target is dazed. If it fails by 5 or more, the target is stunned, and if it fails by 10 or more, the subject falls into a deep sleep.

The target makes a new Fortitude check to recover from being dazed or stunned each round. Sleeping targets make recovery checks to wake up only once per hour rather than once per minute, but may be awoken by loud noise (make a Notice check for the subject with a –10 modifier, a successful check means the subject wakes up). Someone taking an aid action can awaken a sleeping character automatically. A sleeping character that takes damage automatically wakes up.

POWER FEATS

- **Reversible:** You can remove the effects of your Sleep power at will as a free action, automatically allowing the target to recover.
- **Sedation:** This modifier keeps subjects put to sleep by your power from being awoken by noise or outside intervention, the subject must make a successful Fortitude save to awaken instead.

EXTRAS

- **Cloud Area:** This modifier is useful for a "sleep gas" or similar effect that covers an area and persists briefly before fading.
- **Duration:** Sustained duration Sleep allows a new save to recover from the daze and stun effects for each interval that passes on the Time Table rather than each round. Continuous Sleep does not allow new Fortitude saves to recover or regain consciousness; the effect lasts until it is countered or the target is awakened in some other way.

SONIC CONTROL

Effect: Array (Dazzle)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Reflex/Fortitude	**Cost:** 2 points per rank

You can generate a deafening blast of sound in a radius of (rank x 5) feet at normal range that acts as an Auditory Dazzle effect.

COUNTERING

Sonic Control can counter itself and other sonic and hearing-based effects by creating interfering patterns of sound waves. Likewise, some hearing-dependent effects that generate sound waves (audible or ultrasonic) may be able to counter Sonic Control.

At the GM's discretion, Sonic Control may also be able to counter some effects vulnerable to vibrations. Likewise, things that dampen out vibration might be able to counter sonic effects. This includes vacuum, since sound waves need a medium through which to travel.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Sonic Control Array:

- **Blast:** A focused blast of sonic energy can create a Ranged Damage effect.
- **Burst:** You project sonic energy in all directions, out to (rank x 5) feet, inflicting sonic damage equal to your power rank.
- **Focused Dazzle:** You can focus your sonic projection to make an Auditory Dazzle attack against a single target in perception range.
- **Obscure:** You can create sonic vibrations to counteract other sound waves in an area of (rank x 5) feet anywhere within

perception range, an Auditory Obscure effect. In addition to making it difficult for targets to communicate and hear approaching foes, it counters hearing-dependent effects.

- **Shatter:** Focused sonic vibrations can reduce the Toughness of any crystalline structure object in perception range, setting up a harmonic that can shatter it. It includes materials like ice, glass, crystal, most forms of stone and many metals.
- **Illusion:** Your control over sound is fine-tuned enough to create auditory illusions, a Sustained Audible Illusion effect.
- **Nauseate:** You project sound waves that interfere with a target's inner-ear, causing vertigo and nausea, a Ranged Nauseate effect at two-thirds your Sonic Control power rank.
- **Stun:** A sharp burst of focused sound creates a Ranged Stun effects at two-thirds your Sonic Control power rank.

POWER FEATS

- **Precise:** You can modulate your sonic powers to exactly duplicate any tone.

ASSOCIATED EFFECTS

- **Concealment:** The power to control sound may grant you an Auditory Concealment effect like the Silence power.
- **Flight:** Using projected sound waves to "glide" through the air, you can fly, possibly with the Gliding flaw, although some sonic controllers have true Flight. If you use ultrasonic waves, your Flight isn't any more noticeable than a normal effect (except to those with ultra-hearing); if your Flight is accompanied by a piercing shriek, apply the Noticeable drawback, or even a Linked Auditory Dazzle or Obscure effect.
- **Force Field:** You can form a shield of sonic energy around your body to deflect attacks, giving you the Force Field power.
- **Immunity:** The ability to control sonic energy may also grant a measure of Immunity to it. You might be immune to sonic Dazzle effects (1 rank), to sonic damage (5 ranks), or to all sonic effects (10 ranks).
- **Sensory Shield:** Rather than (or in addition to) Immunity, a sonic controller could have Sensory Shield (hearing), providing a bonus on saves against hearing-dependent effects.
- **Sound Absorption:** You have the Absorption power, Limited to sonic energy (a –2 modifier).
- **Super-Senses:** The following Super-Senses effects are particular appropriate for a character with Sonic Control: enhanced hearing (particularly accurate or extended hearing), sonar, ultra-hearing, and tremorsense (for picking up minute vibrations).

SPATIAL CONTROL

Effect: Array (Teleport)	**Action:** Move (active)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 2 points per rank



You can twist and distort space, including distances and topography. You can jump across distances instantly by bending space like a Teleport effect at your power rank (see **Teleport** in the previous chapter).

COUNTERING

Spatial Control is useful for countering effects involving some sort of spatial or dimensional manipulation. This includes countering teleportation (and Teleport Attacks), other uses of Spatial Control and possibly powers like Telekinesis, depending on their descriptors. Spatial Control can likewise be countered by itself or similar dimensional powers.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Spatial Control Array:

- **Blast:** You strike a target with a focused spatial shock that acts as a Ranged Damage effect.
- **Deflect:** By warping space, you Deflect attacks with a rank equal to two-thirds your Spatial Control power rank.
- **Dimensional Anchor:** You "harden" space in a particular area, making it extremely difficult to teleport into or out of it. This is Nullify Teleport with Burst Area and Sustained Duration and a rank equal to half your Spatial Control rank. Targets that fail the Will save against your Dimensional Anchor cannot use Teleport. Subjects can use extra effort to make an additional Will save against the effect.

- **Duplication:** Folding spatial topography, you can exist in two places at once, giving you a Duplication effect with the Real flaw. If your Spatial Control rank is greater than your own power point total divided by 30, apply additional Duplication power feats or extra to this Alternate Power (possibly including the Progression power feat and the Horde extra).
- **Elongation:** You alter your own spatial topography, allowing you to "stretch" and reach for greater distances, giving you the Elongation effect at your power rank.
- **Speed:** By shortening the effective distance between two points for yourself, you gain the benefits of the Speed effect at your power rank.
- **Teleport Attack:** You can make a ranged attack that teleports targets where you wish, a Ranged Teleport Attack effect at two-thirds your Spatial Control rank.
- **Teleportal:** You can open portals between two points in space with a Teleport power rank equal to half your Spatial Control rank. (See the Portal extra of Teleport for details.)

SPINNING

Effect: Enhanced Save	**Action:** Free (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can spin rapidly along your vertical axis at tremendous speed without becoming disoriented. You gain a bonus to avoid grapples and Snares equal to your power rank and a bonus on Toughness saves equal to your power rank as long as your continue spinning.

POWER FEATS

- **Radius Sight:** You gain the ability to see in all directions while spinning, like the Super-Senses (Radius) power.

ASSOCIATED EFFECTS

- **Bladestorm:** By spinning rapidly and releasing various small bladed weapons (knives, shuriken, etc.) you create a Burst Area of Lethal Damage around you (costing 2 points per rank) with a radius of (rank x 5) feet. If your weapons are "driven like straw through an oak" by the force of your spinning, you may wish to apply the Penetrating extra to your effect.
- **Burrowing:** While spinning, you can tunnel through the earth like a drill, giving you the Burrowing effect.
- **Flight:** Your spinning allows you to fly through the air like a living helicopter or tornado, giving you the Flight effect.

SPIRIT CONTROL

Effect: Mind Control, Limited	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: Will	**Cost:** 2 points per rank

You can exert control over spirits and spiritual creatures—usually incorporeal supernatural beings. You must be able to accurately perceive the spirit, so it must either be visible or you need a Super-Sense like Accurate Detect Spirits to use it against invisible spirits. The spirit makes a Will save (DC 10 + Spirit Control rank). If the save succeeds, you cannot attempt to control that spirit again in that scene without using extra effort. If the spirit's save fails, you control its actions and it must obey your commands. The spirit makes a new saving throw to free itself from your control for each interval that passes on the **Time Table**, starting at one minute.

EXTRAS

- **Duration:** Continuous duration Spirit Control does not allow new saving throws for the passage of time, although the spirit still gets a new save for particularly onerous commands. Otherwise, your domination of the spirit lasts until nullified or you choose to end it.

ASSOCIATED EFFECTS

Gamemasters may allow other Limited versions of Mind Control similar to Spirit Control for other sorts of creatures that exist in the setting: demons, faeries, aliens, or other such beings.

STRIKE

Effect: Damage	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 1 point per rank

This power inflicts damage in melee combat. It might be claws, energy fields, focused striking strength, and so forth, depending on your descriptors. Melee weapons are Devices or equipment with this power.

Your Strike rank substitutes for your Strength modifier to determine your melee damage. This means there's no reason to take Strike at a rank less than your Strength bonus without the Mighty power feat. Your maximum damage is limited by the campaign's power level.

See the **Damage** effect in the previous chapter for suitable power feats and modifiers for Strike. In particular, Mighty is a common Strike power feat, allowing you to add your Strength bonus to your Strike damage.

SAMPLE STRIKE POWERS

- **Claws:** You have claws or talons on your fingers, the backs of your hands, or the like.
- **Energy Field:** Your hands are surrounded by fields of energy, either force fields that enhance your striking strength (see the following) or damaging energy that does more damage than a simple unarmed strike.
- **Horns:** You have horns growing out of your head, straight or curved, pointed or curly like a ram's (for butting). You can make more damaging head-butt attacks.
- **Spines:** You have sharp spines growing along your hands or arms, allowing you to do more damage when you strike or punch someone. If you have spines all over your body that inflict damage on anyone touching or hitting you, then you have a Strike Aura (see the Aura extra description for more information).

- **Striking Strength:** You simply hit harder than most. This sort of Strike generally has the Mighty feat to allow it to stack with your normal Strength damage.

SUPER-SPEED

Effect: Array, Quickness, Speed	**Action:** Move (active)
Range: Personal	**Duration:** Sustained
Saving Throw: None	**Cost:** 5 points per rank

You have Quickness and Speed effects equal to your power rank and a +4 bonus to initiative checks (essentially one rank of Improved Initiative) per power rank. You also have a Super-Speed Array of effects you can do (2 points per rank in the Array). Choose one of the following Alternate Powers, acquiring the others normally (for 1 point per Alternate Power feat).

ALTERNATE POWERS

The following are suitable Alternate Powers for a Super-Speed Array:

- **Air Control:** You can control the movement of air by whirling your hands or arms like super-speed fans or moving in tight circles to create artificial cyclones, giving you Air Control at your Super-Speed power rank.
- **Bullet:** You can throw small bullet-sized objects as super-sonic speeds, giving you a Ranged Damage effect equal in rank to your Super-Speed.
- **Burrowing:** By spinning in place like a drill or digging rapidly through the ground by hand, you gain Burrowing at your Super-Speed rank.
- **Deflect:** You can bat aside projectiles that, to you, appear to be moving at a snail's pace, giving you Deflect Slow and Fast Projectiles at your Super-Speed power rank.
- **Insubstantial:** If you have Super-Speed rank 10 or higher, you can acquire the Incorporeal rank of Insubstantial as an Alternate Power feat, typically by vibrating your molecules at super-speed so they pass through ordinary substances.
- **Rapid Attack:** You can make a melee attack against any opponents in a radius of (power rank x 5 feet) around of you, provided you can physically reach them. This includes a normal strike or a special action like Disarm or Trip (see Disarm and Trip, *M&M*, pages 156 and 159, respectively). Make one attack roll and compare it against all targets in the area.
- **Rapid Fire:** You can throw small objects at super-sonic speeds, like bullets, doing damage equal to two-thirds your power rank with the Autofire modifier.
- **Sonic Boom:** You can generate a deafening sonic boom around you, a Burst Area Dazzle effect, best used in conjunction with a Move-By Action feat. Alternately, your sonic boom could be a Burst Area Damage effect inflicting concussive damage, or possibly both at once, limiting the ranks of the effects to two-thirds your Super-Speed rank rather than your full rank (since both effects together cost a total of 3 points per rank).
- **Spin Attack:** You grab a target and spin him around rapidly, causing a Nauseate effect at your Super-Speed power rank.
- **Spinning:** You can spin in place at super-speed, gaining the Spinning power at your Super-Speed power rank.
- **Strike:** You can hit faster than normal, inflicting additional unarmed damage and giving you a Strike effect at a rank equal to your Super-Speed.
- **Stun:** You can create a micro sonic boom or strike with a super-fast attack that can stun at target with a Stun effect equal to your Super-Speed power rank.
- **Suffocate:** By drawing the air away from a target—usually by moving in a tight circle around them as super-speed—you create a Suffocate effect at your power rank.
- **Takeaway:** You can attempt to disarm opponents in an area (Super-Speed x 5) feet in radius with a melee attack with an effective Strength bonus equal to two-thirds your Super-Speed power rank. This is a Targeted Burst Area Selective Damage effect that disarms rather than inflicting damage (a +0 modifier).
- **Vibration Control:** By vibrating your molecules at super-speed, you gain the ability to generate and direct vibrations like the Vibration Control power at your Super-Speed rank (see Vibration Control later in this chapter).
- **Whirlwind Attack:** You can attack opponents in an area (Super-Speed rank x 5) feet in radius with a melee attack that inflicts damage equal to two-thirds your Super-Speed power rank. This is a Targeted Burst Area Selective Damage effect (costing 3 points per rank).

POWER FEATS

- **Seize Initiative:** You can spend a hero point to automatically go first in the initiative order. While even a few ranks in Super-Speed tends to ensure going to the top of the initiative order in any given encounter, this feat is particularly suitable for really fast speedsters who can even reliably out-do others with Super-Speed.

EXTRAS

- **Affects Others:** You can share the benefits of your Speed effect with others, allowing someone in close contact to move at the same speed as you.

ASSOCIATED EFFECTS

- **Displacement:** Moving rapidly from place to place you leave "after-images," duplicating the effects of the Displacement power (see Displacement earlier in this chapter).
- **Enhanced Defense:** Being super-fast should make you harder to hit, so Enhanced Defense is a common associated power for Super-Speed. A speedster may also just have a high defense bonus in general or Enhanced Dodge (at a lesser cost); making the defense bonus Enhanced just shows it's part of the character's powers rather than the result of skill or talent.
- **Immunity:** The descriptors of Super-Speed assume immunity to the side-effects of things like friction heat or the difficulties



breathing when moving well past the speed of sound in an atmosphere; you don't need the Immunity effect for any of those. Speedsters may have additional Immunity, particular to heat in general (environmental, 1 rank; damage, 5 ranks; all effects, 10 ranks) or minor things like Immunity to Vertigo (protecting against certain Nauseate or Stun effects, for example).

- **Protection:** While most speedsters rely on having a high defense bonus (see Enhanced Defense, previously), some may also be extremely tough to withstand the rigors of moving at super-speed, and possibly colliding with obstacles! GMs should note that speedsters with substantial Protection are quite effective at making slam attacks (see Slam, *M&M*, page 158).
- **Wall Run:** You can run up and down walls and other vertical surfaces without a Climb check; Super-Movement (wall-crawling), Limited to while running.
- **Water Run:** You can run across the surface of water without sinking as long as you keep moving; Super-Movement (water walking), Limited to while running.

SUPER-VENTRILOQUISM

Effect: Communication (auditory)	**Action:** Free (active, see description)
Range: Extended	**Duration:** Sustained
Saving Throw: None	**Cost:** 1 point per rank

You can "throw" your voice over a distance (perhaps a *tremendous* distance), making it seem to originate from somewhere else. Base range for Super-Ventriloquism is 10 feet at rank 1. Each additional rank increases range as shown on the **Extended Range Table**. Those in the area of where you throw your voice hear you normally, as if you were actually there. Using and maintaining your Super-Ventriloquism power is a free action. Communicating, however, occurs at the rate of normal speech. Super-Ventriloquism does not give you the ability to hear any replies (or anything else originating from where you've thrown your voice), for that, you need Extended Hearing (see **Super-Senses**) or auditory ESP (see **ESP**).

If you have a Hearing-Dependent Area Effect involving your voice, you can "transmit" it via your Super-Ventriloquism if the GM allows. The exact effects depend on your power's descriptors and the Gamemaster's judgment. Note that the inability to perceive the area where you are throwing your voice (and therefore power) may limit the effect in some ways.

SUSPENDED ANIMATION

Effect: Immunity	**Action:** Full (active)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 2 points

You can enter a deep death-like trance that largely suspends your bodily functions and gives you Immunity (life support), allowing you to survive without oxygen, food, water, and the like for long periods of time. You also don't age while you're in suspended ani-

mation. You can choose a pre-set time when you will come out of your trance state, or a general condition, such as when you're touched, exposed to air or light again, and so forth. You're otherwise unaware of anything that happens while you're in suspended animation, although you do know if you suffer any damage and whether or not conditions are safe for you to come out of your trance state.

POWER FEATS

- **Affects Others:** For 1 point, you can also place another willing character in suspended animation. Apply the Progression feat to affect additional subjects. If your Suspended Animation only affects others, its base cost is unchanged. For the ability to put unwilling subjects into suspended animation, use the Transform effect (see Transform in the previous chapter).

TELEKINESIS

Effect: Move Object	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: None (see description)	**Cost:** 2 points per rank

You can move objects at a distance just by willing it (see the **Move Object** effect for details on how this works).

COUNTERING

Telekinesis affects motion, so it can potentially counter any other Move Object effect, preventing someone else from moving something. Likewise, other Move Object effects may be able to counter Telekinesis; for example, Magnetic Control could counter an attempt to move a metallic object with Telekinesis.

As a general rule, Telekinesis should not be able to counter things like general attack or movement effects without taking Nullify as an Alternate Power or additional power. Likewise, using Telekinesis to actively deflect attacks should be considered an additional Deflect Alternate Power rather than an automatic capability of the power.

ALTERNATE POWERS

The following are some Alternate Powers suitable for a Telekinesis Array:

- **Blast:** You focus your telekinetic power in a single directional blast, a Ranged Bludgeoning Damage effect at your power rank.
- **Deflect:** You can use your Telekinesis to deflect incoming projectiles, pushing or knocking them aside. This is a Deflect (slow and fast projectiles) effect at your Telekinesis power rank.
- **Internal Attack:** You can use Telekinesis to damage a target internally, bypassing normal sorts of protection. This is a Ranged Fortitude Damage effect with a damage bonus of two-thirds your Telekinesis power rank. If your Internal Attack also doesn't require an attack roll (being perception range), make it one-half your Telekinesis power rank. This attack is only effective on targets with an internal structure to attack; if the target is homogenous (structured of the same material all the way through), then it has no effect.
- **Spin Attack:** You momentarily grab a target with your Telekinesis and spin him around rapidly, inducing nausea and disorientation, a Ranged Nauseate effect at two-thirds of your Telekinesis rank.
- **Suffocate:** You telekinetically pinch-off the target's breathing passages, a Ranged Suffocate effect at two-thirds your Telekinesis power rank.

POWER FEATS

- **Precise:** Telekinesis with this power feat can function like a second set of hands. Telekinesis is ordinarily somewhat crude, capable of roughly "one-handed" manipulation; things no more complex than pressing a button or flipping a switch. You can use Precise Telekinesis to type, thread a needle, disarm a bomb, or essentially any other task you'd normally do with your hands.
- **Subtle:** Note that Telekinesis is not Subtle by default: it's normally visible as a "tractor beam," a glow around your subject and emanating from your eyes or head, energy talons, or what have you. Telekinesis with this power feat is less noticeable or not noticeable at all, which may suit certain types of telekinetic powers.

EXTRAS

- **Damaging (+1):** Your Telekinesis can inflict damage equal to its rank, like an application of normal Strength. This includes damaging targets in grapples and making ranged telekinetic "punch" attacks.
- **Perception (+1):** Your Telekinesis is perception range, affecting any target you can accurately perceive, with no need for an attack roll. This power is sometimes called psychokinesis and assigned a psionic or psychic descriptor.

FLAWS

- **Feedback:** Manifestations of your Telekinesis can be attacked, and the resulting feedback may hurt you. If a manifestation of your power is successfully attacked—someone striking your telekinetic "hand" or "arm," for example—you must make a Toughness saving throw against the attack's damage using your Telekinesis power rank in place of your normal Toughness save bonus. If the save fails, you suffer mental damage from the shock and feedback.

ASSOCIATED EFFECTS

- **Flight:** You can telekinetically lift your own body, granting you a Flight effect.
- **Force Field:** By surrounding yourself with a field of telekinetic energy, or perhaps grabbing hold of some air and "reinforcing it" with your power, you can shield yourself from incoming damage, giving you the Force Field power.
- **Super-Senses:** Telekinesis normally has no sense of touch; you can't "feel" things while you're moving them telekinetically. Appropriate Super-Senses might give you a ranged sense of touch, possibly radius as well, allowing you to "feel" your surroundings like a kind of radar.

TELELOCATION

Effect: ESP	**Action:** Full (active)
Range: Extended	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 1 point per rank

You can mentally "search" an area for an intelligent (Int 1+) creature. Your maximum radius is based on your rank on the **Extended Range Table**. Use the Extended Search guidelines given under the Search skill description (see **Search**, *M&M*, page 53). Subjects that do not wish to be found can make a Will saving throw (DC 10 + your Telelocation rank), success means your attempt to locate the subject fails and trying again in the same scene requires extra effort.

If your Search check succeeds, you know the subject's location, but cannot necessarily communicate or interact with the subject without the use of other effects.

You can "track" a located subject by continuing to maintain your Telelocation power; as long as you do so, you keep track of the subject's location. The subject gets a new Will saving throw for each interval on the **Time Table** to "shake off" your mental "lock," in which case you need to locate the subject again (note that this does not count as a failure nor does it require extra effort).

EXTRAS

- **Duration:** Sustained Telelocation is easy to maintain, just a free action each round, allowing you to do other things while you keep track of your subject rather than concentrate on your power. This may include using other powers requiring a standard action.

TELEPATHY

Effect: Communication, Mind Reading	**Action:** Standard (active)
Range: Perception/Extended	**Duration:** Concentration (lasting)
Saving Throw: Will	**Cost:** 2 points per rank

You can read minds and project your thoughts into the minds of others. You have the Mental Communication and Mind Reading effects at your Telepathy power rank. To allow anyone to understand your projected thoughts, regardless of language, add a rank of the Comprehend effect.

COUNTERING

Telepathy is useful for countering Mental Communication and Mind Reading as well as most maintained mental effects, by entering the subject's mind and providing a mental "boost" in overcoming the effect. Telepathy can't generally counter instant mental effects, but the GM should decide in any particular situation if Telepathy is able to counter a particular effect.

ALTERNATE POWERS

Many telepaths develop additional uses for their ability to read minds and project thoughts, turning their Telepathy into an Array with Mental Communication and Mind Reading as the base effects. The following are some suitable Alternate Powers for such a Telepathy Array:

- **Emotion Control:** You can project emotions onto others, changing their emotional state, as an Emotion Control effect at your Telepathy power rank.
- **Illusion:** You can project realistic sensory impressions into others' minds; this is a Selective Phantasm Illusion (all senses) at half your Telepathy power rank.
- **Mental Blast:** Your can strike others' minds with a blast of sheer mental power, the Mental Blast power at half your Telepathy power rank.
- **Mind Control:** Your projected thoughts can control another's mind, a Mind Control effect at your Telepathy power rank.
- **Mind Switch:** You can switch minds with a target! This is the Mind Switch power at your Telepathy power rank.
- **Stun:** A surge of mental power can stun a target that fails a Will saving throw; this is a Perception Range Stun effect at half your Telepathy power rank.
- **Telelocation:** You can mentally "search" for particular individuals, the Telelocation power with a sustained duration at your Telepathy power rank (see the Telelocation power description, previously).

THERMAL CONTROL

Effect: Array (Environmental Control)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: Fortitude	**Cost:** 2 points per rank

You have the ability to affect the temperature in an area, either raising or lowering it, like an Environmental Control effect (see **Environmental Control** in the previous chapter). You can acquire the other effect of Thermal Control as an Alternate Power feat of the primary effect.

ALTERNATE POWERS

- **Thermal Attack:** You can induce thermal changes in a target's body, a thermal Fortitude Damage effect with a bonus of two-thirds your Thermal Control rank. If your Thermal Attack has perception range, give it a rank of half your Thermal Control power.

TIME CONTROL

Effect: Array, Quickness, Speed	**Action:** Move (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: See description	**Cost:** 7 points per rank

You can control the flow of time. You have all the benefits of Super-Speed by changing proportional relationship with the flow of time and can share them with one other character in your range (the same as Super-Speed with Affects Others and Ranged). You can acquire any of Super-Speed's power feats as Time Control feats.

COUNTERING

Time Control can counter various temporal effects as well as time-dependent effects like Quickness, or powers like Super-Speed. Certain dimensional-influencing powers may be able to counter Time Control effects at the GM's discretion. For example, the ability to "stretch" space might be able to counter the ability to "compress" time for purposes of moving quickly.

ALTERNATE POWERS

In addition to the various Alternate Power feats given for Super-Speed, the following are some suitable Alternate Powers for a Time Control Array. They're based on the built-in Array of the power (2 points per rank).

- **Healing:** You can accelerate the natural healing process, providing the Healing effect at your Time Control power rank.
- **Temporal Fugue:** You can summon duplicates of yourself from different time periods, giving you Duplication with the Heroic and Real modifiers at your Time Control power rank. You need a Time Control rank at least equal to your power point total divided by 15 to effectively use this effect; apply additional power points to the Progression power feat or other modifiers.
- **Time Stop:** You can use your Time Control to stop time as the Time Stop power (see the power description, following).

ASSOCIATED EFFECTS

- **Immunity:** Common Immunities related to Time Control include aging (1 rank) and temporal effects (generally 1 rank, although the GM may require 2 or 5 ranks if such effects are more common in the setting).
- **Super-Senses:** Super-Senses involving improved perception of time relate to Time Control, possibilities include postcognition, precognition, temporal awareness (for sensing other temporal effects), and time sense.

TIME STOP

Effect: Paralyze	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: Reflex	**Cost:** 7 points per rank

You can "freeze" time in an area of (rank x 5) feet in radius. Targets in the affected area can make a Reflex saving throw (DC 10 + Time Stop rank). A failed save means the target is trapped in the area of frozen time, helpless and unable to move, not even aware of the passage of time, since it has effectively stopped, so far as the target is concerned. A successful save means the target is unaffected and can still move or act normally.

Anything frozen in time is completely unaffected by outside events or forces: subjects in the area cannot be damaged, affected by other powers, and so forth. Of course, it's possible to set up extremely dangerous events that are set in motion once the Time Stop ends: placing an explosive directly on a target so that it "appears" out of nowhere and goes off when the effect ends, for example. Time Stop is primarily useful for the ability to move around in the area of stopped time without being noticed and having near-unlimited time to do things there.

EXTRAS

- **No Saving Throw (+1):** Targets in the area of your Time Stop power do not receive a saving throw; anyone in the area is automatically frozen in time. Gamemasters may wish to restrict this modifier to non-player characters, given its effectiveness.

TRANSFER

Effect: Boost, Drain	**Action:** Standard (active)
Range: Touch	**Duration:** Instant
Saving Throw: Fortitude	**Cost:** 2-10 points per rank

You can take power points from a target's traits and add them to your own. You must touch the target (succeeding at a melee attack roll) and the target makes a Fortitude save (DC 10 + Transfer rank). Each point the save fails removes one power point from the affected trait and transfers it to yours, up to a maximum of your Transfer rank. The trait lowered does not have to be the same as the one increased (so you could, for example, transfer an opponent's Strength to your Blast power).

The traits you can transfer from and to must be chosen when you take this power and cannot change. You do not need to have points already in the acquired trait; in other words it can be a trait or effect you gain only after transferring points into it. You lose transferred points, and the target regains them, at a rate of one per round. The Slow Fade power feat reduces this rate.

You can only transfer power points up to twice your power rank. Once you have done so, you cannot transfer any more from a subject until some of the transferred power points fade.

To determine your Transfer's cost, take the cost of a Drain effect of the appropriate level and add it to the cost of a Boost effect of the appropriate level. So if you lower one of the target's traits and raise one of yours, for example, Transfer costs 2 power points per rank.

UNDER THE HOOD: TIME STOP

The power to stop time is a considerable one, to say the least. The version of Time Stop presented here is reasonably balanced: costing a hefty amount per rank and offering a saving throw against its effect, plus leaving subjects immune to outside effects for the duration. Time Stop without these limitations is generally better left as a plot device in the hands of NPCs under the control of the Gamemaster. This is generally true of the No Saving Throw extra as well.

A limited ability to influence events while moving at a greatly accelerated speed relative to the rest of the world can be duplicated with Quickness, possibly coupled with Concealment (making it difficult, if not impossible, to perceive you while using the effect). Gamemasters may wish to offer this as an alternative for players of time-controlling heroes; indeed, Super-Speed effects are already a part of the Time Control power.

UNDER THE HOOD: TRANSFER

Like Boost and Drain (which it essentially combines), Transfer can be a powerful effect. Gamemasters may wish to limit player characters to lower ranks of Transfer, as well as limiting levels of the Slow Fade power feat. One means of simulating the effects of Transfer while making it a little less fearsome is to use the Mimic power instead: increase its cost by 1 point per rank, and have the target suffer from a Linked Fatigue effect to represent the loss of "vital energy" to the attacker. So the target retains his normal traits, but might be somewhat tired out by the "energy transfer," making for a more even struggle.

FLAWS

- **Tainted (-1):** You acquire the subject's drawbacks (see Drawbacks, *M&M*, page 124) as long as you retain transferred points from the subject.

TRANSMIT

Effect: Teleport, Medium	**Action:** Move/Full (active)
Range: Personal	**Duration:** Instant
Saving Throw: None	**Cost:** 1 point per rank

You can move instantly from place to place through a particular medium without crossing the distance in between. This works like a Teleport effect (see **Teleport** in the previous chapter) but requires a medium at both the point of departure and arrival.

Choose a medium when you acquire this power. If you can Transmit through multiple media, take the additional Transmit powers as Alternate Powers. Power feats and modifiers for Teleport can also apply to Transmit, as appropriate.



SAMPLE TRANSMIT MEDIA

The following are some suitable media for Transmit:

- **Mirrors:** You can step into a mirror (or other reflective surface) and step out of another mirror or reflective surface within range of your power.
- **Networks:** You can transmit through electrical or data networks, perhaps as a pulse of electricity or a packet of computer data.
- **Plants:** You can step "into" a plant or mass of plants large enough to contain you, stepping out of a similar plant at your destination. Alternately, you may not be limited by the size of the plant but by the ability to travel along interconnected root structures.
- **Shadows:** You move into an area of darkness or shadow (total or partial concealment), emerging from a similarly sized area at your destination.
- **Water:** You disappear into a body of water wide enough to accommodate your body, reappearing from another body of water at your destination.

TRANSMUTATION

Effect: Transform	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained (lasting)
Saving Throw: None	**Cost:** 5 points per rank

You can transform the elemental composition of non-living matter, turning one sort of matter into another. Make a ranged attack roll to target a subject. You can affect a pound of matter at rank 1. Each additional power rank moves the amount of affected mass one step up the **Progression Table**: 2 lbs., 5 lbs., 10, and so forth. A successful attack roll turns the affected mass into whatever material you wish. The material remains transformed as long as you maintain the effect (as a free action each round).

Transmutation cannot inflict *direct* damage, but it can create a number of indirect effects by transforming materials around a living target. Examples include:

- Removing the oxygen from the air, rendering a target unable to breathe like a Suffocate effect at your Transmutation rank.
- Turning the ground into a liquid, causing targets to sink (and possibly suffocate).
- Turning a floor into paper or gas, letting targets fall through it.
- Transmuting support structures into paper, tinfoil, or the like, causing a structure to collapse.

- Transforming air into a solid material like stone or metal, trapping a target like a Snare effect at your Transmutation rank.

Numerous other effects are possible; the GM should adjudicate them according to the basic effects in **Chapter 2**. So long as an effect stems solely from turning one material into another, Transmutation should be able to do it without the need for an Alternate Power. Keep in mind, however, that the power operates according to its normal range, duration, and so forth: so although Snare is an instant effect, for example, entrapping someone in transmuted matter is still sustained (and the "snare" vanishes when you stop maintaining the effect). Likewise, transmuted air tends to dissipate unless you continue transmuting (taking a standard action each round, much like maintaining a Suffocate effect).

EXTRAS

- **Duration:** Continuous Transmutation creates permanent changes in affected matter; it remains in its new state unless the effect is nullified or reversed by another Transform effect. The GM may wish to restrict access to this extra, given its potential for unbalancing the power.

TROUBLESEEKER

Effect: Teleport	**Action:** Full (passive, see description)
Range: Personal	**Duration:** Instant
Saving Throw: See description	**Cost:** 2 points per rank

You have a true talent for finding trouble, whether you want to or not! Essentially, you are in some way "attuned" to certain hazards, threats, and dangers and, when one of them occurs within your power's range (as read on the **Extended Range Table**), you go there! This works like an extended Teleport effect (see **Teleport** in the previous chapter): you can do nothing on the round you are transported and you lose your dodge bonus to Defense for a round after you arrive due to disorientation.

Your power discriminates enough to not put you into any *immediately* fatal situations (like into the heart of an explosion, for example), but you may sometimes be required to think and act fast to get clear of danger when you arrive!

Troubleseeker costs the same as Teleport because, while it is largely under the control of the GM when and where you go, the power's effect is generally useful in bringing you immediately to the site of trouble. In games where Troubleseeker is more of a plot device to get the heroes involved in the action of adventures right away, the GM can choose to waive its cost. In games where it's more of a nuisance than a power, the Gamemaster may even allow Troubleseeker as a drawback!

UNIVERSAL TRANSLATOR

Effect: Comprehend Languages 4	**Action:** Reaction (passive)
Range: Personal	**Duration:** Continuous
Saving Throw: None	**Cost:** 8 points

Sometimes known as the "Babel Effect," you can understand any spoken or written language, and anyone who hears you speak hears your words in their native tongue, whatever it may be.

EXTRAS

- **Zone of Translation (+2):** Apply the Affects Others and Burst Area modifiers. Not only can you understand any spoken or written language, so can anyone within 40 feet of you, allowing those within the area to communicate with each other, regardless of language. If you can choose who does and does not benefit, add the Selective power feat.

VIBRATION CONTROL

Effect: Array (Damage)	**Action:** Standard (active)
Range: Ranged	**Duration:** Instant
Saving Throw: Toughness	**Cost:** 2 points per rank

You can generate and project vibrations, creating a blast of vibratory energy as a Ranged Bludgeoning Damage effect.

COUNTERING

Vibration can counter other vibration effects, including sonic effects, by matching and canceling out their vibratory frequencies. Auditory Obscure effects may also be able to counter vibration effects, but they don't do so automatically; use the normal countering rules for an opposed power check between the two.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Vibration Control Array:

- **Auditory Obscure:** By putting out counter-vibrations, you cancel all sound in a radius of (rank x 5) feet at normal range.
- **Burrowing:** Your directed vibrations can tunnel through the ground, giving you a Ranged Burrowing effect at your power rank.
- **Buzzsaw:** Vibrating your hands at high speed turns them into "buzzsaws" capable of cutting into almost any material, giving you a Penetrating Physical Damage effect at your power rank.
- **Deflect:** Vibrations allows you to Deflect incoming projectiles (slow or fast) at your Vibration Control power rank.
- **Drain Toughness:** By setting up the right vibrations, you can weaken the structure of objects, eventually causing them to become brittle, a Ranged Affects Only Objects Drain Toughness effect at your power rank.
- **Insubstantial:** You can vibrate your body's molecules so they pass through ordinary matter, making you incorporeal like the rank 4 Insubstantial effect. You must have rank 10 Vibration Control to acquire this Alternate Power.
- **Nauseate:** Directed vibrations upset the target's inner ear, inducing a Ranged Nausea effect at two-thirds your Vibration Control power rank.
- **Nullify Machines:** Your vibrations can interfere with the operation of complex machines, creating a Nullify Machines effect at your power rank.
- **Shockwave:** You send out a shockwave of vibrations (rank x 5) feet in all directions, an Area Burst Bludgeoning Damage effect.

- **Stun:** A concentrated blast of vibrations hits the target with a Ranged Stun effect at two-thirds your Vibration Control rank.

POWER FEATS

- **Affects Insubstantial:** Certain vibrations may be able to affect insubstantial targets to one degree or another, granting the benefits of this power feat.

ASSOCIATED EFFECTS

- **Concealment:** By controlling the vibrations you emit, you can acquire Concealment from auditory senses or tremorsense.
- **Force Field:** You can surround yourself with a protective Force Field of vibratory force. This vibratory field may be Limited to physical damage (and realistically, probably should be), but doesn't have to be.
- **Super-Senses:** Super-senses associated with Vibration Control include enhanced hearing, detect vibrations, tracking (vibration), tremorsense, and ultra-hearing.

WARD

Effect: Mind Control, Area, Limited	**Action:** Standard (active)
Range: Touch	**Duration:** Sustained
Saving Throw: Will	**Cost:** 1 point per rank

You can hedge out creatures of a particular type from an area up to (rank x 5) feet in radius around you. Choose a creature descriptor when you acquire this power, such as good or evil supernatural creatures, machines, aliens, and so forth. The GM determines if a type of creature is sufficiently limited, based on the details of the setting. Generally categories like "villains" or "super-humans" are too broad.

Affected creatures must make a Will saving throw against the result of your Ward power check. A failed save means the creature must leave the area of your ward immediately and as quickly as possible and cannot enter the affected area so long as the ward is maintained. A successful save means the creature is unaffected. Although affected creatures cannot enter the area of your Ward, they can still launch attacks from outside of it, interact and observe from a distance, and so forth.

COUNTERING

As Ward is essentially a mental effect, other mental effects may be able to counter it, at the GM's discretion, depending on descriptors. Likewise, Ward may be able to counter certain mental effects, making it useful in warding off the mental influences or powers of creatures it can hedge out, such as a holy ward used actively to counter the mental powers of evil supernatural creatures, for example.

POWER FEATS

- **Affects Insubstantial:** Ward works normally on insubstantial beings without the need for this power feat, so you can use it to hedge out incorporeal ghosts, insubstantial elementals, and so forth.

EXTRAS

- **Damaging (+3):** In addition to driving out creatures, your Ward power may damage them; any creature failing the Will save against your Ward suffers damage read on the Toughness Saving Throw table (see Toughness Saving Throws, *M&M*, page 163) in addition to the Ward's normal effect; so a creature that fails the Will save suffers a bruised result, failure by 5 results in a bruise plus a stun, and so forth. The Ward can inflict lethal or non-lethal damage, as you prefer, when you use it.

FLAWS

- **Limited:** The GM may permit the application of his flaw if your Ward is Limited to a smaller category of creatures than usual. The inherent limit on the Ward power cannot be removed, however.
- **Side Effect:** If a creature succeeds on the saving throw against your Ward, you suffer some side effect, such as a Damage, Fatigue, or Stun effect equal in intensity to your Ward power rank.

WATER CONTROL

Effect: Array (Move Object)	**Action:** Standard (active)
Range: Perception	**Duration:** Sustained
Saving Throw: None	**Cost:** 2 points per rank

You can control a mass of water (fresh or salt water, but not other liquids) like a Move Object effect at your power rank. As a general guideline, a gallon of water weighs 8 pounds, while a cubic foot of water is about 7.5 gallons and 62 lbs. (rank 1 to move). Water sufficient to fill a cube 5 feet on a side (125 cubic feet) weighs 7,750 lbs. (about 3.8 tons), requiring power rank 9 to move, with each additional rank roughly doubling the amount of water you can move at once.

COUNTERING

The ability to move and control water is primarily useful for countering effects that water can quench or smother in some way, such as fire and certain chemical effects, like acids. Water Control can counter itself, and may also be able to counter other effects at the GM's discretion, such as turning earthen objects into thick mud or temporarily clearing certain gases or chemicals out of the air.

ALTERNATE POWERS

The following are some suitable Alternate Powers for a Water Control Array:

- **Blast:** You can direct a powerful blast of water that does impact damage equal to your Water Control rank. Some water Blasts may apply the Knockback power feat to increase their impact.
- **Create Object:** You can form solid objects out of water, either creating ice or "hard" water that is solid without regard to temperature. The objects have Toughness equal to your Water Control rank and can occupy a volume of up to one 5-foot cube per rank (see the Create Object effect for details).

- **Current Control:** You can control the movement and speed of water currents, enhancing or reducing Swimming movement rank by your Water Control rank. The changes in rank revert to normal at a rate of 1 rank per round after the effect is used.
- **Dehydrate:** You remove water from the target's body, causing damaging dehydration as a Ranged Fortitude Damage effect at a rank of two-thirds your Water Control power rank.
- **Obscure:** You can create a fog by dispersing water vapor into the air, a Visual Obscure effect with a rank equal to your Water Control rank.
- **Snare:** By creating bonds of ice or "hard water" you can entrap a target with a Snare effect equal in rank to your Water Control. Alternately, you can entrap someone in a bubble of water, this has the modifiers of Regenerating and Suffocating (+2 total) and Entangle (–1) for a rank equal to two-thirds your Water Control rank.
- **Stun:** A blast of water can stun a target like a Ranged Stun effect rather than inflicting damage. This has a power rank of two-thirds your Water Control rank.
- **Suffocate:** You can fill a target's lungs with water, attacking them with a perception range Suffocate effect with a rank half your Water Control rank.
- **Trip:** A water blast can knock a target off their feet like a Trip effect, possibly with the Knockback modifier.

POWER FEATS

- **Environmental Adaptation:** You have the Environmental Adaptation (aquatic) feat as a power feat rather than a standard feat. The effects are otherwise the same.

EXTRAS

- **Range:** Since the basic effect of Water Control is perception range, many Water Control Alternate Powers may be as well, but there's no requirement for them to be. Just because a hero can control water at will, for example, doesn't mean her water blasts are ensured to hit their targets.

DRAWBACKS

- **Vulnerable:** Water controllers are sometimes Vulnerable to heat effects that dry them out.
- **Weakness:** A water controller might have dehydration or separation from water for a period of time as a weakness.

ASSOCIATED EFFECTS

- **Immunity:** Immunity to drowning (the ability to breathe water) costs 1 rank. Immunity to water damage costs 5 ranks, while Immunity to all water effects costs 10 ranks. Water controlling characters might also have Immunity to other effects, particularly cold and high-pressure environments, such as those found in the deep ocean.
- **Summon Elemental:** You can create or summon creatures of animated water to do your bidding (see the Summon effect for details).
- **Swimming:** The ability to move quickly through the water is a natural associated effect, and many water controllers also have Swimming.
- **Water Form:** A character able to control water may also be able to transform into water (see the Alternate Form power for guidelines).

WEAPON SUMMONING

Effect: Array (Damage)	**Action:** Free (active)
Range: Personal	**Duration:** See description
Saving Throw: Toughness	**Cost:** 2 points per rank

You can summon weapons out of nowhere. Summoned weapons simply appear in your hand(s), ready to use. At the default level, you can summon a weapon that provides a Ranged Damage effect at your Weapon Summoning rank. It has the normal parameters for such an effect and never runs out of ammunition, even if it's normally the sort of weapon that requires it.

Each additional weapon you can summon is acquired as an Alternate Power feat: allocate the 2 power points per rank of your Weapon Summoning Array to the weapon's effects. So, for example, you could summon grenades (Thrown Damage Explosion), a sleep gas gun (Ranged Stun, Sleep), armor-piercing submachine gun (Ranged Autofire Penetrating Damage), or any other suitable weapon, limited only by your available power points and the Gamemaster's approval.

You can only have one weapon in existence at a time, although you may divide your Weapon Summoning power points to maintain multiple weapons at once if they're acquired as part of the same Alternate Power feat. If your Weapon Summoning is Dynamic (see the **Array** structure description), then you can maintain multiple weapons at once, dividing your Array points among them as you see fit each round. It takes only a free action to summon a new weapon; any unused weapons vanish. The same happens with any weapons taken from you or given to someone else, unless you apply the Affects Others modifier (see **Extras**, following).

POWER FEATS

- **Immunity to Summoned Weapons:** You're immune to the effects of your own summoned weapons, whatever they may be. Even if they're taken away from you, your weapons cannot be used against you.

EXTRAS

- **Affects Others (+1):** You can give your summoned weapons to other people and they can use them normally. You can still only maintain one weapon at a time (as defined by the limits of your Weapon Summoning Array), so if you give away a weapon, you can't simply summon another to take its place.

FLAWS

- **Limited Dismissal (–1):** You can only "dismiss" a weapon (in order to replace it with another) while you are touching it. This means if you are disarmed or your weapon is otherwise taken away from you, you cannot dismiss it to summon another. The lost weapon still won't work for anyone else



unless you also have the Affects Others extra, in which case the weapon continues to work normally, and might even be used against you!

- **Limited to One Weapon (+0):** If you're Limited to summoning only one weapon, you can't spend power points on Alternate Power feats for the ability to summon other weapons. This is a +0 modifier, since it's largely a character creation choice rather than a true Limit on the Weapon Summoning power; in essence, your Weapon Summoning power just uses the base effect of the weapon rather than an Array structure. See the Summoned Devices sidebar of the Device power for more on this.

ASSOCIATED EFFECTS

- **Weapon Creation:** If you can summon any weapon, limited only by your available power points (and the campaign's power level limits), then you have a Variable structure (see Variable in the previous chapter) costing 7 points per rank and providing you with a pool of 5 power points per rank to create weapons. You can use Weapon Creation as a free action and it is continuous duration, so created weapons remain until you choose to dismiss them. Immunity to Summoned Weapons, Affects Others, and Limited Dismissal can apply to Weapon Creation just as they do to Weapon Summoning.

WEATHER CONTROL

Effect: Array (Environmental Control)	**Action:** Standard (active)
Range: Ranged	**Duration:** Sustained
Saving Throw: Fortitude	**Cost:** 2 points per rank

You can control and alter the weather. Choose one of the following effects of Environmental Control:

- cold, distraction (precipitation), hamper movement (icy or wet surfaces), heat, or reduced visibility (rain).

You can acquire the others as Alternate Powers. The Mix-and-Match Environments option given for Environmental Control is particularly well suited to Weather Control, see the effect's description for details.

COUNTERING

Weather Control can potentially counter a number of powers, depending on how it's used. In particular, it can counter itself and similar powers, such as Air Control. It can counter the environmental effects of powers like Cold Control and Fire Control by raising or lowering the ambient temperature, and may be able to counter fire effects with sudden downpours.

Precipitation like heavy rain may help counter the effects of Concealment, at least by revealing an invisible character's footprints and outline within the falling rain; the character still benefits from concealment but can now be targeted, at least.

A power like Air Control can potentially counter Weather Control by shifting air masses. Likewise, temperature-affecting powers may be able to counter or break-up some weather effects: snow and ice melt rapidly in the presence of extreme heat, for example. The GM should use common sense in handling the interaction of weather effects with various power descriptors.

ALTERNATE POWERS

In addition to different Environmental Control effects, the following are some suitable Alternate Powers for a Weather Control Array:

- **Air Control:** The power to control the weather implies the ability to shape and direct the air or wind, so the basic effect and any of the Alternate Powers of Air Control suit Weather Control well (see the Air Control power description for details).
- **Dazzle:** Flashing lightning and crashing thunder, as well as driving rain, may be able to blind or deafen targets. This is normally either a Visual or Auditory Dazzle effect at a rank equal to your Weather Control rank, but it can be both at once as an Alternate Power with a rank equal to two-thirds your Weather Control rank. Area Dazzle effects are also common Alternate Powers for Weather Control.
- **Fatigue:** In addition to the normal environmental effects of extreme heat and cold, some weather controllers can concentrate such environments to quickly fatigue a target. This is a Ranged Fatigue effect with an environmental descriptor and a rank equal to two-thirds your Weather Control rank (for a cost of 3 points per rank) or half your rank if the effect is perception range (for a cost of 4 points per rank). Targets immune to the appropriate environmental condition are unaffected.
- **Lightning:** Weather controllers often strike with bolts of lightning, either launched from their hands (or eyes or the like) or striking down directly from the clouds overhead. The former is the Blast power with the lightning descriptor at your Weather Control rank. The latter applies two ranks of the Indirect power feat, reducing Blast rank by 1, but allowing the lightning to originate from above.
- **Obscure:** You can summon up a thick bank of fog to cover an area, creating a Visual Obscure effect equal to your Weather Control rank.
- **Snare:** You can lower temperatures rapidly enough to encase a target in a mass of ice, a Snare effect at your Weather Control rank. Such a Snare might also have the Suffocating extra, if it completely covers the target (see the Snare effect description for details).
- **Snow:** Falling snow blankets the area, imposing a –4 visibility modifier to Notice and Search checks and creating a bad surface that hampers movement (see Hampered Movement, *M&M*, page 34). Heavy snow makes surfaces very bad for movement, but cuts your effective rank to two-thirds for determining area.
- **Wind:** You create a strong wind in your area that automatically extinguishes open flames and imposes a –2 penalty to thrown weapon attacks and auditory Notice checks. At two-thirds your normal rank, you can create a severe wind that increases the penalty to –4 and has a 50% chance of snuffing out protected flames as well (like those of lanterns). At half your effective rank, you can whip up a windstorm where muscle-powered ranged weapon attacks automatically miss and all other ranged attacks are at a –4 penalty, auditory notice checks are at –8 due to the howling wind, and even protected flames have a 75% chance of going out. Finally, at one-third your rank, you can create hurricane-force winds that extinguish all flames, impose a –20 penalty on all auditory Notice checks.

ASSOCIATED EFFECTS

The following powers are commonly associated with Weather Control:

- **Flight:** You can fly by controlling the winds to carry you aloft. This form of Flight is generally limited to the maximum speed of the wind, so is usually no more than rank 3 (50 MPH, allowing for a 200 MPH all-out speed).
- **Immunity:** The power to control the weather may grant a measure of immunity to its effects. Weather controllers are often immune to cold and hot environments (1 rank each). Immunity to natural lightning is also 1 rank, while Immunity to electrical damage is 5 ranks (and Immunity to all electrical effects is 10 ranks). Immunity to Weather Effects is also 10 ranks, but does not include lightning and electricity (so including them raises the total cost to 20 ranks).



APPENDIX I: DESIGNER'S NOTES

In any superhero roleplaying game that attempts to describe characters at all objectively (as opposed to focusing primarily on their dramatic or story roles), powers are important. Superhuman powers are, along with the brightly colored costume and pithy code-names, one of the key elements of the comic book superhero genre. Just looking at the amount of space the **Powers** chapters takes up in the *Mutants & Masterminds* rulebook versus nearly every other chapter makes it clear how significant powers are in the overall structure of the game.

The emphasis on powers is one of the reasons for this book: for some, you can never have too many ideas and guidelines on how to do exotic and unusual powers (for others, who prefer anything other than the most simple guidelines, even the basic rules in *M&M* may be too much, but it's hard to write rulebooks for gamers who don't care for rules).

Ultimate Power attempts to further refine, clarify, and develop the various power rules and game mechanics from *Mutants & Masterminds* in order to give you, the reader and player of the game, more tools you can use to create just the kind of *M&M* game experience you want. Towards that end, we figured you might get some use out of some of the reasoning behind how certain things are handled in the *Mutants & Masterminds* core book and this book as well.

These notes are somewhere in-between "official" rules and informal discussion of in-game concepts, of the sort you'll find on the Atomic Think Tank forums (*www.atomicthinktank.com*). They're based on feedback and experience with *Mutants & Masterminds* since the first publication of the game in 2002, along with my own experience with super-hero RPGs dating back well before that. As with everything for *M&M,* take them and use them as you see fit.

THE EFFECTS OF EFFECT-BASED POWERS

Mutants & Masterminds powers are "effect-based," as clearly outlined in the earlier chapters of this book: there are certain "effects" with defined game-rules and point-costs. These effects are used as a common rules language to describe a variety of different powers. It's the most "economical" approach to quantified powers design: rather than having to come up with separate rules for fire blasts, force blasts, ice beams, mystic hammers, and hundreds of other ways of putting the hurt down on someone, there's a single defined Damage effect, and all of those specific instances are just examples of it.

REPEATED EFFECTS, ONCE AGAIN

So why does the *M&M* rulebook have "redundant" powers like Weather Control? After all, Weather Control is just an Array with Environmental Control as the base power, right? Cosmic Energy Control is just an Array with a Ranged Damage base effect (i.e. Blast as the base power), and so are pretty much all the other "(Blank) Control" powers. If effects are all that matter, why list those as separate powers?

Well, if I had it to do over again, I probably wouldn't. I'd divide up the powers section of the core book into effects and sample powers, much as in this book, so it would be immediately clear what's a basic effect and what's an application of that effect. Still, the primary reason for the "redundant" powers in the *M&M* rulebook is because while effects do a good job defining powers from a rules perspective, they aren't necessarily that intuitive or accessible to a new reader.

Think about it: if you want to create a weather-controlling hero, or one with cosmic powers, do you look under "Environmental Control," "Damage, Ranged," and "Array" or do you flip to the "W" section looking for "Weather Control" and the "Cs" looking for "Cosmic Control" (or some variation thereof)? That's why there are sample powers in the core rulebook, even though some of them are mechanically the same as some of the base effects; to show readers the range of what's available to them and to codify the commonly-available powers for ease of reference so players don't have to ask: "Where's the Fire Control power? How do I make a Magic power?"

CLOSE ENOUGH FOR RPG WORK

One limit of an effects-based approach to powers is you sometimes run into a particular power the effects in the game can't quite handle (or can't handle particularly well, see **Problem Powers** for some additional discussion of this). Sometimes players or Gamemasters or both get caught up in the exact game mechanics of the effect, focusing on niggling modifiers, feats, drawbacks, and such to the point where creating the power becomes a feat of coding rivaling the creation of a video game rather than helpful game shorthand.

Descriptors are intended to "fill in" a number of the small "cracks" in the effects, covering all the various side effects (so to speak) implied by particular power descriptions. One of the classic examples is different types of Damage: electricity can be expected to conduct through metals, but is stopped by insulation, and may not have as great an effect on a target that's not grounded. Fire burns things and may even start secondary fires that keep burning after the attack, but it doesn't work in the absence of oxygen to fuel it. A sonic blast doesn't work in a vacuum, since sound requires a medium, but it may be more effective (albeit harder to control) under water. The list goes on and on.

One approach to these differences would be to define them all in game terms: electrical Damage attacks should have a modifier for "Conducts Through Metals," another for "Conducts Through Water" (or Area, Limited to Under Water, or what have you), another modifier or feat for "Can Recharge Batteries" (or "Can Overload Electronics"), *ad absurdum.* The same goes for every other type of Damage effect, then every other effect, until you have a set of rules that rivals a set of encyclopedias (and is even less fun to read).

Descriptors summarize all of these various details; they're implied in saying "this is an Electrical Blast" versus "this is a Fire Blast." Are there real and relevant advantages and disadvantages? Absolutely. Sometimes an electrical attack is just what you want, other times it's exactly the wrong thing for the situation. The same is true of pretty much any reasonable descriptor. It all largely balances out in the end.

Now, there certainly are significant differences between particular effects: a fireball that explodes and covers an area is not just a

descriptor; the Area modifier is clearly called for there. But does it really need a package of "fire" modifiers, too? If an electrical attack becomes Touch Range but an Area Burst under water (a net +0 modifier), does the base power really need an Alternate Power for it, or is it just implied by the power's descriptor?

My own style is "don't worry about it too much." Describe the power with the minimum of effects, modifiers, and other mechanical details and allow descriptors to take care of the rest. Most of the time, those tiny details aren't important and, on those occasions when they are, a combination of common sense, extra effort, hero points, and complications can usually handle things.

POINT-ACCOUNTING: THREAT OR MENACE?

Mutants & Masterminds, like many RPGs, uses a "point-accounting" system for character building. Players are given a "budget" of power points that they in turn allocate to their heroes' various traits. This is virtually required for a superhero game like *M&M* simply because of the breadth of potential character concepts. While many other genres break down into easy stereotypes with a limited set of traits, comic book characters are all over the map. A game that seeks to include them all therefore has to offer very flexible character creation options, a primary reason why *M&M* abandoned the character class and level structure of previous iterations of the *d20 System*.

While point-accounting systems offer flexibility coupled with accountability, they have their limits, particularly when it comes to things like whipping up a character on the spur of the moment, or decisions on where to allocate that precious supply of power points in order to maximize your "investment."



COST VERSUS CONCEPT

It's the age-old question: style or substance? The mere existence of a "budget" for character building leads some more budget-minded players to seek to maximize their resources. They look for the most cost-effective means of spending their points in order to get the most "bang for the buck." Often (but not always) this leads to cunning means of "point shaving" or other dodges to trim the "fat" from character designs and make them lean and mean, point-for-point able to overcome any other characters created on a similar budget.

While there's nothing wrong with efficient character design (in fact, it's important for good game design), it is ultimately something of a losing proposition. After all, the Gamemaster is not on any sort of a point budget: non-player characters, including villains, can have as many power points as the GM wishes to give, as high a power level as the GM wants, and any traits the GM chooses, and that's not even taking plot-device and power level X characters into account! As the saying goes, "there's always somebody bigger than you," and in an RPG, odds are he works for the Gamemaster. So even the most point-efficient character can be overcome by superior force, and easily, if the GM wishes, but what's the fun in that?

The trick is to provide a *balanced* and *reasonable* challenge to the heroes, something to make the players sweat some die rolls, or to force them to think up a clever plan, something, in short, to make the game *exciting*. That's what the power level guidelines are for: to help Gamemasters create those reasonable challenges. The trouble comes in when more efficient characters throw off the "grading curve" of the power level. When the GM has to compensate for a super-efficient character, it can make things more challenging for everyone else, perhaps too challenging to be much fun.

The classic examples in the comics are superhero teams where one incredibly powerful character has the potential to completely dominate the action, unless something is done to neutralize that character. So the writer has to constantly cook up distractions, invoke the character's weaknesses, and otherwise plan stories around reasons why the super-character doesn't just solve the problem in one panel, ending the story. It makes for frustrating stories and even more frustrating roleplaying adventures. Presumably, the player of a super-capable character wants the character to actually *be* super-capable, and only ends up frustrated if his or her hero never really gets to do anything. On the other hand, if the supremely capable team member can do it all, what do the other heroes get to do? Not much of anything, most likely.

The problem with efficient character design isn't the efficiency *per se,* it's that points and power level are only half of the game balance equation. The other half is *concept,* that is, "how well does a trait fit the concept of the character and the series overall?" Some games combine cost and concept to some degree, but providing a limited number of equally viable choices; some choices might not be the best, but the most efficient ones are ideally about equal. The

wider the range of player choice, the more difficult this becomes. Given the option to give characters *any* traits within their point-budget, naturally players are going to gravitate towards the most efficient and useful ones, ignoring certain concept or "flavor" traits as a "waste" of their precious points.

This is where a certain amount of Gamemaster oversight and even fiat is required: to encourage and require players to choose and stick to a character concept and to ensure that concept fits into the overall framework of the series and the team in the first place. Is it unfair to tell players they cannot have their dream characters because they're potentially destructive to the game? Perhaps, but it's at least equally unfair to everyone, rather than allowing one or two players to have their ideal characters and shifting all the unfairness to the rest of the group when those characters prove supremely effective.

BEYOND POWER POINTS?

One option for dealing with issues of power point mongering, power costs, and the like is the Unlimited Points variant described in *Mastermind's Manual*. In essence, players don't get a power point budget for creating their heroes. Instead, the GM sets the desired power level for the series and players create their heroes within those guidelines, *using as many points as they want,* or, more precisely, as many points as their approved concept requires.

Power points are only used as "currency" in play to measure certain game effects, such as trait effects; even these can be done away with, if desired, by making them work by rank rather than points. So Drain removes X ranks of a trait rather than X power points, a Variable structure provides X ranks to play around with rather than power points, and so forth. This is less objectively balanced than a cost-accounting system, but tends to create a more free-wheeling and flexible play-style, so long as players are willing to work within the power level and concept limits the GM provides.



HOW MANY POINTS FOR THAT MASTERMIND?

Even if you prefer to rein-in players with a limited budget of power points for creating their heroes, there's something to keep in mind when coming up with your own villains and non-player characters: *it doesn't matter how many points they cost!*

That may seem like an incredibly obvious statement to some, but it's easy to get caught up in the process of designing characters, taking and spending that imaginary budget like a kind of shopping spree. Now, if building characters from scratch and making them balance is your idea of a good time, more power to you. *Mutants & Masterminds* offers you the tools to build to your heart's delight.

On the other hand, some beleaguered Gamemasters find they don't have the kind of free time they once did, and creating legions of super-villains from scratch and adding up their points costs, checking and re-checking figures, is more trouble than it's worth. For those of you in that category, embrace the freedom that is available to you by ignoring point-costs when it comes to your characters. Presumably, you're building them with an eye towards a particular power level anyway in order to challenge your players, so just do that and don't worry about how much it all costs in the end. Odds are it doesn't really matter and, if you really need a ballpark figure during play for some reason, estimate based on the character's power level and what you already know, a few points one way or another aren't a big deal.

You can take this idea one step further when it comes to creating characters on the fly: just use the campaign's power level as a baseline. If you want a villain of around the same PL as the heroes, give the character an attack, defense, damage, and Toughness save at PL, and you'll definitely be in the ballpark. For variety switch around a few of those points so all the villains don't look the same and you can have a bad guy in the time it takes to write down four or five numbers! For traits that aren't important to the character's concept, just assume they're +0 unless there's reason to think otherwise.

PROBLEM POWERS

Some powers are easier to objectively model in a role-playing game system than others: damage and flight for example are both pretty straightforward abilities. Other powers are more difficult to handle, either because they require multiple effects (and therefore more complex structures, like Arrays or Containers) or simply because the effects themselves are problematic.

A roleplaying game doesn't have the same "controls" as a comic book story. In a story, the characters do whatever the writer dictates, while in an RPG, the players expect to have at least some idea of what their characters can and cannot do. It's true that the Gamemaster has final authority as to what is and is not possible in the context of the game but in order for things to flow as smoothly as possible, the fewer questions the GM must adjudicate during the game, the better.

This, in my experience, creates the most problematic power effects, particularly those requiring a good deal of juggling of points or traits during play. Not only do they potentially slow things down while the power's effects are calculated, they tend to be the powers most open to abuse because they're so situational and difficult to take into account in the standard power level guidelines. Alteration and trait effects are the biggest offenders, as you'll see from the following discussion of the most problematic powers and ways of dealing with them (including not dealing with them at all, if you choose).

BOOST

The most problematic individual effect in *M&M* is likely Boost, as the section on **Buffing Effects** earlier in this book shows. Boost is troublesome largely because it's difficult to balance with respect to default power levels and because it's an effect that isn't really seen that often in the comics. A great many short-term enhancements used by comic book characters are probably better handled as normal traits with flaws and drawbacks limiting their use or duration, or even as power stunts.

The Boost effect does work reasonably well as-is in the game, provided its use is limited and monitored. A boosting character pretty much has to be below the usual power level limits when not boosted, so the character's "full power" state isn't too powerful. The character reaps dividends in terms of reduced cost: Boost generally costs less than full-time traits, but the player might have a difficult time spending those extra points on things that don't push the character over the power level limits.

Boost is at its most troublesome when either at its highest level (able to Boost all of a character's traits at once) or when usable on virtually anyone. In the latter case, its power is difficult to measure: a +10 Strength boost is not a game-breaker when applied to a Str 12 character, but it can be a huge advantage when used on a Str 40 powerhouse. The same is true of other buffing enhancements, particularly if the user's primary function is to buff-up teammates and then retreat to relative safety. Tactically sound, but not very in-genre for superheroes.

DEFLECT

Deflect is a somewhat tricky effect to simulate while also keeping it balanced with other defensive effects. In the comic books, a number of characters have the ability to deflect attacks in one way or another, but what are they doing in game-terms? Is it simply a significant bonus to Defense requiring the user to take an action in order to use it, a form of Toughness save bonus ("deflecting" attacks in a way similar to Impervious Toughness), or something else altogether? Ultimately, the *M&M* rules say it's "something else," although similar to the aforementioned Defense bonus.

The blocking roll made for Deflect makes it a bit uncertain and, since it's limited by power level, Deflect may actually not be effective *enough,* especially since it requires a standard action by default. If an attack is capable of hitting a character in the first place then, assuming no significant attack/defense trade-offs, Deflect only has about a 50% chance of successfully defending against that attack; the miss chance from total concealment is as good, and it requires less effort and costs fewer points.

One way of enhancing Deflect (apart from lowering its cost) is to make it something of an exception to the normal power level limits, at least for versions of the effect requiring a standard action or longer. There's already precedent: the total defense action provides a bonus to Defense that isn't affected by power level, basically a trade-off between being able to take offensive action in a round and defending. Deflect could come under a similar clause, in which case, Gamemasters may want to allow it to exceed the defense power level limit by up to 4-5 points. That improves its effectiveness to an average of 70-75%. However, GMs should limit this option to characters who are giving up an action to Deflect; if the defense is usable as a free action or faster, it may be too effective, since it essentially allows a second-chance defense against every incoming attack.

DRAIN

Drain is the reverse of Boost in many respects, although it has unique issues of its own. In particular, Drain is both a "crippling" and "quick kill" effect in some configurations, both of which can cause problems and frustrations in play and place overly useful advantages in players' hands.

Crippling Drains—where the Drain effect seriously lowers a trait—aren't necessarily debilitating, so long as the Drain wears off. However, with enough of the Slow Fade power feat, it's possible to create a Drain that effectively never wears off, at least in the context of a single adventure (or even an entire series, for that matter). This can give Drain an effect out of proportion with its cost (see the sidebar on fade durations earlier in this book for more discussion of this).

A sufficiently powerful Drain can also seriously debilitate its target. The major example is a high-rank Drain Constitution effect, which can serve as a "death effect" if it drains a target down past 0 Con in a single use. The same is also the case for other high-rank ability Drains: although not immediately fatal, they still leave the victim paralyzed or unconscious (and equally helpless).

The modification to Drain in this book, making it a staged effect, helps to limit this somewhat. High-powered Drains don't necessarily always have their full effect and it's possible for a "death touch" (or what have you) to have a "near miss" where the victim suffers a lesser effect by *almost* making the saving throw. The Drain effect in the *M&M* rulebook is more all-or-nothing, made more so by the fact that higher ranked Drains also have higher save DCs in addition to greater effects.

GROWTH AND SHRINKING

Size changing effects are troublesome for two reasons. First, unless they're permanent in nature, they require some refiguring of traits in play, or at least figuring out the different traits of the character at all possible sizes in advance (which can still save some trouble in-game). Second, and more important, the benefits and drawbacks of size-changing are not necessarily linear, opening up the potential for abuse in terms of power level limits.

For Growth, the easiest thing is to measure the character's traits at maximum size against the power level limits. The attack penalty from increased size isn't quite as severe as a true penalty, since the attacker gains area attacks against smaller opponents, but it's still reasonably

close. Since Strength bonus (and therefore damage) scales up faster than the attack penalty, very big characters may need to artificially lower their attack bonus a bit to compensate. Gamemasters may also want to slightly limit Defense/Toughness trade-offs for giant characters; once they've taken a Defense penalty, it's easy to "sell off" a few more points of Defense to get a higher Toughness, which tends to do them more good in the long run.

Shrinking is actually a greater potential balance issue than Growth, simply because smaller characters gain attack and defense bonuses, potentially large ones when they get especially small. The expansion of the Shrinking effect in this book is intended to address some of these with a few additional drawbacks (the slight decrease in Toughness for smaller characters, for example) and a few options GMs can use if Shrinking sees abuse, such as limiting range and damage bonuses other than Strength. This works reasonably well since the major Shrinking trick is a very small character with a powerful ranged attack, coupling high attack and defense from size with full damage power (as much as a 50% effective increase in power level!).

One suggestion made during the play-testing of *Ultimate Power* was to rework Growth and Shrinking so their modifiers were linear and proportional: so for each +1 Str and Toughness bonus granted by Growth there was a corresponding –1 attack and defense modifier and vice versa for Shrinking. The idea certainly has merit as a variant or house rule, but it was considered too big of a change for this sourcebook.

REGENERATION

While it's not the most problematic effect in the game, Regeneration probably gets more complaints than any other effect by a fair margin. The primary issue is one of complexity: since Regeneration addresses each damage condition separately, allowing you to fine-tune it so characters recovery from, say, being disabled quickly, but not from being bruised, or so the character can recover from death but doesn't heal faster from any non-fatal injuries. However, this customizability also requires some front-end work when first acquiring Regeneration for a character.

For those who prefer it, the first edition version of Regeneration is still usable: the character recovers power rank bruised and injured conditions per minute (10 rounds) spread as evenly as possible over that time (so Regeneration 5 is recovery every other round, Regeneration 10 every round, and Regeneration 20 twice per round). You also get an immediate recovery check after being disabled, with success meaning you recover at once and failure that you have to wait the normal recovery time before checking again. This version is more straightforward, but has fewer options for fine-tuning the character's rate of recovery and the sort of damage conditions from which he can recover.

SUMMON

Summon, and all the various powers based off it, such as Duplication and even the Minions and Sidekick feats, are problematic simply because they provide one player with extra characters in one fashion or another. Requiring that these additional characters remain minions (subject to all the minion rules) helps somewhat, but still doesn't eliminate the potential for lots of extra attacks or actions during the round or the usefulness of disposable minions for a variety of tactics or dangerous tasks.

Summon does suit certain character concepts, but those characters are generally not too powerful outside of their Summon effect. For example, duplicators in the comics are most often otherwise normal people with the ability to duplicate. Summoning characters likewise tend to be fairly limited without the aid of their minions. Gamemasters may want to keep this in mind when approving such characters; there's a big difference between a character able to create a crowd of low-power level characters and a higher power character able to turn into two or more high-power characters.

The Heroic extra in particular is best reserved for characters able to create one or two additional characters at best; any more tends to make the other player characters superfluous. One character can fill the role of an entire team! Most of the time, it's best kept in the hands of villainous summoners, so they can have minions capable of taking on the heroes without being pushovers. Unless a player has a particularly good concept for a summoning or duplicating type hero, you're better off banning this sort of effect altogether.

VARIABLES: WITH GREAT FLEXIBILITY, COMES GREAT RESPONSIBILITY

The Variable power structure almost didn't make it into the second edition *Mutants & Masterminds,* solely because variable power structures are almost always trouble. Even more so, Variables almost didn't make it in because *M&M* almost doesn't need them... almost.

The power stunt rules handle a number of powers normally modeled by variable-type structures in other systems. They work just fine in *M&M* as a base power (usually an Array structure) with extra effort spent on the occasional stunt or innovation that doesn't show up all the time. Power rings, sorcerers supreme, and cosmic mutants all work just fine this way, nicely putting a limit on their flexibility without stifling it altogether.

The power stunt approach didn't work for truly "variable" powers, however. Things like shapeshifting, mimicry, and situational adaptations were just too broad even for an Array with the option of adding power stunts. Those powers required something more flexible if they were going to be included in the game. Rather than leave them out entirely, the Variable structure found its way back in.

Note, however, that Variable structures are *not* meant to provide a means of creating "omni-characters" able to do anything that they please, limited only by their available power points. That sort of thing is an almost certain game-destroyer. As it is, *M&M* Gamemasters have to contend with heroes able to do a wide range of power stunts, primarily limited by the fatigue of extra effort (and the availability of hero points to shrug it off). Providing players with an unlimited ability to give their characters any power at any time shouldn't be done lightly.

This is why the Variable structure in this book comes with a built-in descriptor limit, which doesn't constitute a flaw, it's just an automatic "safety mechanism" to keep Variables for the kinds of powers for which they are intended: especially broad or somewhat vague capabilities that need that extra flexibility, without getting too out of hand.

VAGUE CONTROL

One use of Variable structures to look out for is any sort of "Vague Control," essentially a Variable structure defined as a "cosmic" version of an existing Array structure power like (Blank) Control or something like Magic. It's essentially the same as the lesser power except it incorporates *every* possible power stunt that power could

have with no extra effort requirement. It costs quite a bit up-front, but some players will still consider it well worth it for the ability to acquire exactly the effect their character needs at any given time.

This application of Variables requires GM permission, since it's generally a violation of the explicit limits on the structure. A "Magic" Variable structure (able to provide any "spell" effect) isn't significantly limited in any way (and, no, the usual "must speak and gesture to cast spells" drawback doesn't constitute a sufficient limit). The same goes for a lot of "cosmic" powers; they're not proper Variable structures, but plot devices, best kept out of the hands of players unless you're running a *very* high power-level series where characters are supposed to be able to do pretty much anything at any time, limited solely by the players' ability to come up with a good description of the effect.

SPEEDING UP VARIABLES

There are two primary ways to speed up the use of Variable structure powers in game play: either doing some of the calculation required by the power in advance, or just fudging it during the game.

As some of the examples earlier in this book show, you can do a fair amount of the front-end work for a Variable structure in advance, building different "packages" of traits for quick reference during the game. This works particularly well for powers like Animal Mimicry and Shapeshift, where a certain amount of the end result is known in advance. It's harder to do for situational powers like Adaptation or Nemesis, although there is a list of potential adaptations, and the GM can always come up with Nemesis trait packages in advance (knowing the foes the characters will go up against).

The second option involves a degree of player trust, simply estimating the effects encompassed by the Variable when it's used. A decent guideline is to assume the Variable provides traits at an appropriate rank up to its own rank; the point pool is sufficient for two 2-point traits and one 1-point trait like this. So a Variable structure might provide an attack, defense, and movement trait at its rank, for example, as a quick and easy application during play. This is somewhat like the first edition version of such traits, which were based on rank rather than power point cost. The drawback is that it doesn't take into account things like extras increasing cost, or the availability of traits with a high cost per rank. Still, for quick application in the heat of combat, for example, it can generally suffice.

TRY, TRY AGAIN (OR NOT)

Readers will note (if they haven't already) the introduction of limitations on retrying certain effects introduced in this book, requiring extra effort in order to try them again on the same target under the same circumstances (usually during the same scene or encounter).

The primary reason for this is to limit the effectiveness of those traits versus a target's ability to resist them. If it's possible, for example, to attempt Mind Control every round, it's fairly easy for a would-be mind controller to stay out of reach and sooner or later the victim will fail a Will saving throw. The same is true of a number of other effects, which become as useful if not more so than straightforward Damage effects when they're usable over and over against a target who successfully resists.

This approach is also in keeping with how things tend to work in the comics. If a villain's power fails to work, usually the character changes tactics rather than trying the same one over and over. The extra effort requirement encourages this in play, while still leaving the option of re-trying effects, so long as the user is willing to suffer the fatigue (or use a hero point or GM Fiat to overcome it).

A possible variant for the repeated effort rule is one suggested in the play-test of *Ultimate Power:* rather than requiring extra effort to try again with certain powers, require it when the target of a power overcomes its effect. For example, if you successfully Mind Control someone and they break free of your control, then re-establishing control in that same scene requires extra effort (making it less likely for a mind controller who has lost control to re-gain it). The same would apply to effects like Nullify and others using the repeated effort requirement. This is a somewhat less stringent requirement, since it has no effect on failed attempts, only on successful attempts that are later overcome. On the other hand, it has less impact on existing *M&M* games and Gamemasters may find it a better compromise rule.

TRULY ULTIMATE POWER

The great thing about roleplaying games is the unexpected: the cunning plan, the clever quips, that bolt of inspiration that strikes in the middle of a game when you're juggling a dozen different things, but it all comes together to make for a fun and exciting story you and your friends will talk about in years to come. It's also the one thing the rules of the game can't provide, that spark of imagination. In my opinion, it's the prime advantage tabletop roleplaying has over computer roleplaying games with sophisticated graphics and online systems that handle the rules minutia behind the scene: *you* have complete control over your character and over the game itself.

The game rules are just a vehicle for helping to make those great moments happen, along with a lot of fun just bashing super-villains and hanging out with your friends. They're meant as a framework, but there's simply no way they can cover every possible twist and turn. If your game is going well, sooner of later you'll exceed the rules somewhere, somehow. When you do, don't worry, just do what you think is the most fun for your game and you can't really go wrong. That's the true "ultimate power" you have with *Mutants & Masterminds.*



APPENDIX II: MASTER POWER & EFFECTS TABLE

Name	Action	Range	Duration	Save	Cost
Absorption	Reaction	Personal	Continuous	None	4/rank
Acid	Standard	Touch	Instant	Toughness	3/rank
Adaptation	Full	Personal	Continuous	None	6/rank
Additional Limbs	None	Personal	Permanent	None	1/rank
Adrenal Surge	Free	Personal	Varies	None	1/rank
Age Shift	Free	Personal	Sustained	None	8 points
Air Control	Standard	Perception	Sustained	See description	2/rank
Alternate Form	Free	Personal	Varies	None	5/rank
Anatomic Separation	Move	Personal	Continuous	None	2/rank
Animal Control	Standard	Perception	Sustained (L)	Will	2/rank
Animal Mimicry	Free	Personal	Continuous	None	9/rank
Animate Objects	Standard	Ranged	Sustained	None	3/rank
Array	Special	Special	Special	Special	Special
Astral Form	Standard	Extended	Continuous	None	5/rank
Blast	Standard	Ranged	Instant	Toughness	2/rank
Blending	Free	Personal	Sustained	None	2 or 4 points
Blur	Free	Personal	Sustained	None	4 points
Boost (Trait)	Standard	Touch	Instant	Fortitude (H)	1–5/rank
Bouncing	Reaction	Personal	Permanent	None	2/rank
Burrowing	Move	Personal	Sustained	None	1/rank
Chi	Standard/Full	Personal	Instant	None	1/rank
Clairaudience	Move	Extended	Concentration	None	1/rank
Clairvoyance	Move	Extended	Concentration	None	2/rank
Cold Control	Standard	Ranged	Sustained	Fortitude	2/rank
Color Control	Standard	Ranged	Sustained (L)	Reflex	2/rank
Communication	Free	Extended	Sustained	None	1/rank
Comprehend	None	Personal	Continuous	None	2/rank
Concealment	Free	Personal	Sustained	None	2/rank
Confuse	Standard	Ranged	Instant (L)	Will	1/rank
Container	Special	Special	Special	Special	Special
Corrosion	Standard	Touch	Instant	Fort/Tough	3/rank
Cosmic Energy Control	Standard	Ranged	Instant	Toughness	2/rank
Create Object	Standard	Ranged	Sustained	None	2/rank
Damage	Standard	Touch	Instant	Toughness (S)	1/rank
Darkness Control	Standard	Ranged	Sustained	None	2/rank
Datalink	Free	Extended	Sustained	None	1/rank
Dazzle	Standard	Ranged	Instant (L)	Reflex/Fortitude	1–4/rank
Death Touch	Standard	Touch	Instant	Fortitude	1/rank
Deflect	Standard	Touch	Instant	None	1–3/rank
Density	Free	Personal	Sustained	None	3/rank
Device	None	Touch	Special	None	3–4/rank

Bold *text indicates a power structure*

Name	Action	Range	Duration	Save	Cost
Dimensional Control	Free	Personal	See description	None	2/rank
Dimensional Pocket	Standard/Move	Touch	Instant (L)	Ref/Will	2/rank
Disease	Standard	Touch	See description	Fortitude	3/rank
Disintegration	Standard	Ranged	Instant	Fort/Tough	5/rank
Displacement	Free	Personal	Sustained	None	4 points
Drain (Trait)	Standard	Touch	Instant	Fortitude (S)	1–5/rank
Dream Control	Standard	Perception	Sustained	Will	3 /rank
Dream Travel	Move	Perception	Sustained	Will	1/rank
Duplication	Standard	Personal	Sustained	None	2/rank
Earth Control	Standard	Perception	Sustained	None	2/rank
Elasticity	Move	Personal	Sustained	None	1/rank
Electrical Control	Standard	Ranged	Instant	Toughness	2/rank
Elongation	Move	Personal	Sustained	None	1/rank
Emotion Control	Standard	Perception	Sustained (L)	Will (S)	2/rank
Empowerment	Full	Touch	Sustained	Will (H)	6/rank
Energy Aura	Free	Touch	Sustained	Toughness	4/rank
Enhanced (Trait)	None	Personal	Continuous	None	Varies
Environmental Control	Standard	Ranged	Sustained	None	1–2/rank
ESP	Move	Extended	Concentration	None	1–4/rank
Evolutionary Shift	Free	Personal	See description	None	10 points
Exorcism	Standard	Perception	Instant	See description	2/rank
Fatigue	Standard	Touch	Instant	Fortitude (S)	2/rank
Features	None	Personal	Permanent	None	1/rank
Fire Control	Standard	Perception	Sustained	None	2/rank
Flight	Move	Personal	Sustained	None	2/rank
Force Constructs	Standard	Ranged	Sustained	None	2/rank
Force Field	Free	Personal	Sustained	None	1/rank
Friction Control	Standard	Perception	Instant	Reflex	3/rank
Gadgets	Standard	Personal	Continuous	None	6-7/rank
Gestalt	Full	Personal	Continuous	None	1/rank
Grafting	Standard	Touch	Sustained	Fortitude	11/rank
Gravity Control	Standard	Ranged	Sustained	See description	2/rank
Growth	Free	Personal	Sustained	None	3/rank
Healing	Full	Touch	Instant	Fortitude (H)	2/rank
Hellfire Control	Standard	Ranged	Instant	Toughness	2/rank
Hypnosis	Standard	Sensory	Sustained	Will	2/rank
Ignite	Standard	Perception	Instant	Toughness	3/rank
Illusion	Standard	Perception	Concentration	Will	1–4/rank
Immortality	None	Personal	Permanent	None	5 points
Immovable	Reaction	Personal	Permanent	None	1/rank
Immunity	None	Personal	Permanent	None	1/rank
Immutable	None	Personal	Permanent	None	10 points
Insubstantial	Free	Personal	Sustained	None	5/rank
Invisibility	Free	Personal	Sustained	None	4 or 8 points
Kinetic Control	Standard	Ranged	Instant	Toughness	2 /rank

Bold *text indicates a power structure*

Name	Action	Range	Duration	Save	Cost
Leaping	Move	Personal	Instant	None	1/rank
Life Control	Standard	Perception	Instant (L)	Fortitude	4/rank
Light Control	Standard	Ranged	Sustained	None	2/rank
Luck Control	Reaction	Perception	Instant	None	3/rank
Machine Animation	Standard	Ranged	Sustained	None	2/rank
Magic	Standard	Ranged	Instant	See description	2/rank
Magnetic Control	Standard	Perception	Sustained	None	2/rank
Matter-Eater	Standard	Touch	Instant	None	5 points + 1/rank
Mental Blast	Standard	Perception	Instant	Will	4/rank
Mental Duplication	Standard	Touch	Continuous	Will	3/rank
Microwave Control	Standard	Ranged	Instant	Toughness	2/rank
Mimic Trait	Standard	Touch	Sustained	None	1-5/rank
Mind Control	Standard	Perception	Concentration (L)	Will	2/rank
Mind Reading	Standard/Full	Perception	Concentration (L)	Will	1/rank
Mind Shield	Free	Personal	Sustained	None	1/rank
Mind Switch	Standard	Perception	Sustained (L)	Will	2/rank
Mirror Image	Free	Personal	Sustained	None	4 points
Morph	Free	Personal	Sustained	None	1–3/rank
Move Object	Standard	Ranged	Sustained	None	2/rank
Mutation	Standard	Touch	Sustained (L)	Fortitude	4/rank
Nauseate	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Nemesis	Free	Perception	Continuous	None	8/rank
Nullify (Effect)	Standard	Ranged	Instant	Will	1–3/rank
Object Mimicry	Move	Touch	Sustained	None	6/rank
Obscure	Standard	Ranged	Sustained	None	1–4/rank
Pain	Standard	Perception	Concentration (L)	Will	5/rank
Paralyze	Standard	Touch	Instant (L)	Will (S)	2/rank
Petrification	Standard	Ranged	Sustained (L)	Fortitude	3/rank
Pheromones	Reaction	Sensory	Sustained (L)	Will	4/rank
Plant Control	Standard	Ranged	Instant	Reflex	2/rank
Plant Mimicry	Free	Personal	Continuous	None	9/rank
Plasma Control	Standard	Ranged	Instant	Toughness	2/rank
Possession	Standard	Touch	Sustained (L)	Will	3/rank
Power Control	Standard	Perception	Sustained (L)	Will	2/rank
Power Reserve	Free	Personal	Sustained	None	2/rank
Power Resistance	Reaction	Personal	Instant	None	2/rank
Prehensile Hair	None	Personal	Sustained	None	1/rank
Probability Control	Reaction	Personal	Instant	Will (H)	4/rank
Protection	None	Personal	Permanent	None	1/rank
Quickness	Free	Personal	Continuous	None	1/rank
Radiation Control	Standard	Ranged	Instant	Toughness	2/rank
Reflection Field	Reaction	Personal	Instant	None	8/rank
Reflex Memory	Free	Personal	Continuous	None	9/rank
Regeneration	None	Personal	Permanent	Fortitude (H)	1/rank
Sensory Link	Move	Extended	Concentration (L)	Will	2/rank

Bold *text indicates a power structure*

Name	Action	Range	Duration	Save	Cost
Sensory Shield	Reaction	Personal	Permanent	None	1-2/rank
Shape Matter	Standard	Ranged	Sustained (L)	None	4/rank
Shapeshift	Move	Personal	Sustained	None	8/rank
Shield	Free	Personal	Sustained	None	1/rank
Shrinking	Free	Personal	Sustained	None	1/rank
Silence	Free	Personal	Sustained	None	1 or 2 points
Sleep	Standard	Ranged	Instant (L)	Fortitude	3/rank
Snare	Standard	Ranged	Instant	Reflex (S)	2/rank
Sonic Control	Standard	Ranged	Instant	Ref/Fort	2/rank
Space Travel	Move	Personal	Sustained	None	1/rank
Spatial Control	Move	Personal	Instant	None	2/rank
Speed	Move	Personal	Sustained	None	1/rank
Spinning	Free	Personal	Sustained	None	2/rank
Spirit Control	Standard	Perception	Sustained	Will	2/rank
Strike	Standard	Touch	Instant	Toughness	1/rank
Stun	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Suffocate	Standard	Touch	Concentration	Fortitude	2/rank
Summon (Minion)	Standard	Touch	Sustained	None	2/rank
Super-Movement	Move	Personal	Sustained	None	2/rank
Super-Senses	None	Personal	Continuous	None	1/rank
Super-Speed	Move	Personal	Sustained	None	5/rank
Super-Strength	None	Personal	Continuous	None	2/rank
Super-Ventriloquism	Free	Extended	Sustained	None	1/rank
Suspended Animation	Full	Personal	Continuous	None	2 points
Swimming	Move	Personal	Sustained	None	1/rank
Telekinesis	Standard	Ranged	Sustained	See description	2/rank
Telelocation	Full	Extended	Concentration (L)	Will	1/rank
Telepathy	Standard	Per/Ext	Concentration (L)	Will	2/rank
Teleport	Move	Personal	Instant	Reflex (H)	2/rank
Thermal Control	Standard	Ranged	Sustained	Fortitude	2/rank
Time Control	Move	Ranged	Sustained	See description	7/rank
Time Stop	Standard	Ranged	Sustained	Reflex	7/rank
Transfer	Standard	Touch	Instant	Fortitude	2-10/rank
Transform	Standard	Ranged	Sustained (L)	Fortitude	3-6/rank
Transmit	Move/Full	Personal	Instant	None	1/rank
Transmutation	Standard	Ranged	Sustained (L)	None	5/rank
Trip	Standard	Ranged	Instant	None	1/rank
Troubleseeker	Full	Personal	Instant	See description	2/rank
Universal Translator	Reaction	Personal	Continuous	None	8 points
Variable	Special	Special	Special	Special	Special
Vibration Control	Standard	Ranged	Instant	Toughness	2/rank
Ward	Standard	Touch	Sustained	Will	1/rank
Water Control	Standard	Perception	Sustained	None	2/rank
Weapon Summoning	Free	Personal	See description	Toughness	2/rank
Weather Control	Standard	Ranged	Sustained	Fortitude	2/rank

Bold *text indicates a power structure.*

INDEX

A

Absolute Effects 119
Absorption (power) 124–128
Extras 128
Flaws 128
Power Feats 128
Accidental (descriptor) 115
Accurate (power feat) 93
Acid (power) 128–129
Alternate Powers 128
Associated Effects 129
Drawbacks 129
Extras 129
Flaws 129
Power Feats 128
Acrobatics (skill) 20
Action (flaws) 102
Action (drawback) 106
Action (extra) 97
Active Effects 10
Adaptation (power) 129–131
Associated Effects 131
Drawbacks 131
Extras 130
Flaws 131
Power Feats 130
Adding Powers 122–124
Additional Limbs (effect) 26–28
Associated Effects 28
Drawbacks 28
Flaws 28
Power Feats 26
Additional Save (flaws) 102
Adrenal Surge (power) 131
Affects Corporeal (extra) 97
Affects Insubstantial (power feat) 93
Affects Objects (extra) 97
Affects Others (extra) 97
Age Shift (power) 131
Air Control (power) 131–133
Alternate Powers 132
Associated Effects 133
Countering 132
Extras 133
Power Feats 133
Alternate Form (power) 133–134
Associated Effects 134
Flaws 134
Alternate Power (power feat) 93
Alternate Save (extra) 97
Anatomic Separation (effect) 28–29
Drawbacks 29
Extras 29
Flaws 29
Animal Control (power) 134
Extras 134
Flaws 134
Power Feats 134
Animal Mimicry (power) 134–136
Extras 136
Flaws 136
Animate Objects (power) 136–137
Extras 137
Flaws 137
Power Feats 137
Area (extra) 97
Array (effect) 29
Array (power structure) 108
Astral Form (power) 137–139
Drawbacks 139
Extras 138
Flaws 139
Power Feats 138
Attack (extra) 98
Aura (extra) 99
Autofire (extra) 99

B

Bestowed (descriptor) 115
Biological (descriptor) 116
Blast (power) 139
Blending (power) 139
Bluff (skill) 20
Associated Effects 139
Blur (power) 139
Boost (effect) 29–30
Extras 30
Flaws 30
Power Feats 30
Bouncing (power) 139–140
Extras 140
Power Feats 140
Buffing Powers 120
Burrowing (effect) 30–32
Associated Effects 32
Extras 31
Flaws 31
Power Feats 31

C

Check Required (flaws) 102
Chi (power) 140
Associated Effects 140
Clairaudience (power) 140
Clairvoyance (power) 140
Climb (skill) 20
Cold Control (power) 140–141
Alternate Powers 141

Associated Effects *141*
Countering *141*
Drawbacks *141*
Color Control (power) **142**
Alternate Powers *142*
Associated Effects *142*
Countering *142*
Power Feats *142*
Combining Effects **22**
Communication (effect) **32–33**
Associated Effects *33*
Extras *32*
Flaws *33*
Power Feats *32*
Comprehend (effect) **33–34**
Extras *34*
Flaws *34*
Computers (skill) **20**
Concealment (effect) **34–35**
Extras *35*
Flaws *35*
Power Feats *34*
Confuse (effect) **35–36**
Extras *36*
Flaws *36*
Power Feats *36*
Contagious (extra) **100**
Container (effect) **36**
Container (power structure) **111**
Corrosion (power) **143**
Extras *143*
Power Feats *143*
Cosmic (descriptor) **116**
Cosmic Energy Control (power) **143–144**
Alternate Powers *143*
Associated Effects *144*
Countering *143*
Countering **18**
Craft (skill) **20**
Create Object (effect) **36–37**
Extras *37*
Flaws *37*
Power Feats *37*
Creating Powers **118–120**

D

Damage (effect) **38–39**
Drawbacks *39*
Extras *38*
Flaws *39*
Power Feats *38*
Darkness Control (power) **144**
Alternate Powers *144*
Associated Effects *144*
Countering *144*
Datalink (power) **144**
Alternate Effects *144*
Power Feats *144*
Dazzle (effect) **39–40**
Extras *40*
Flaws *40*
Power Feats *40*
Death Touch (power) **145**
Extras *145*
Power Feats *145*
Deflect (effect) **40–42**
Extras *41*
Flaws *41*
Power Feats *41*
Density (effect) **42–43**
Associated Effects *42*
Extras *42*
Flaws *42*
Power Feats *42*
Descriptors **10, 115–117**
Medium *116*
Origin *115*
Result *116*
Source *115*
Device (power) **145–146**
Drawbacks *146*
Extras *146*
Flaws *146*
Power Feats *145*
Dimensional (power feat) **93**
Dimensional Control (power) **146–147**
Countering *146*
Extras *147*
Flaws *147*
Power Feats *146*
Dimensional Pocket (power) **147–148**
Associated Effects *148*
Extras *148*
Power Feats *148*
Diplomacy (skill) **20**
Disease (extra) **100**
Disease (power) **148–149**
Extras *149*
Power Feats *149*
Disguise (skill) **20**
Disintegration (power) **149**
Power Feats *149*
Displacement (power) **149**
Distracting (flaws) **103**
Divine (descriptor) **116**
Drain (Trait) (effect) **43–45**
Extras *44*
Flaws *45*
Power Feats *44–46*
Drawbacks **8**
Dream Control (power) **150**
Extras *150*
Power Feats *150*
Dream Travel (power) **150–151**
Extras *150*
Flaws *150*
Power Feats *150*
Duplication (power) **151–152**
Extras *151*
Flaws *151*
Power Feats *151*
Duration **13**
Duration (extra) **100**
Duration (flaw) **103**

E

Earth Control (power) 152
Alternate Powers 152
Associated Effects 152
Elasticity (power) 153
Alternate Powers 153
Associated Effects 153
Power Feats 153
Electrical Control (power) 153–154
Alternate Powers 154
Associated Effects 154
Countering 153
Elongation (effect) 45–46
Associated Effects 46
Drawbacks 46
Extras 46
Flaws 46
Power Feats 46
Emotion Control (effect) 46–47
Associated Effects 47
Drawbacks 47
Extras 47
Flaws 47
Power Feats 47
Empowerment (power) 154
Energy Aura (power) 154–155
Extras 155
Flaws 155
Power Feats 154
Enhanced (Trait) (effect) 47–48
Drawbacks 48
Extras 47
Flaws 48
Power Feats 47
Environmental Control (effect) 48–49
Extras 49
Power Feats 49
Escape Artist (skill) 20
ESP (effect) 49–50
Associated Effects 50
Drawbacks 50
Extras 49
Flaws 49
Power Feats 49
Evolutionary Shift (power) 155–156
Drawbacks 156
Extras 155
Flaws 156
Power Feats 155
Exorcism (power) 156
Extras 156
Explosion (extra) 100
Extended Reach (power feat) 94
Extradimensional (descriptor) 116
Extra Effort 21

F

Fades (flaws) 103
Fatigue (effect) 50
Extras 50
Flaws 50
Power Feats 50
Feats 8
Features (effect) 50–51
Flaws 51
Feedback (flaws) 104
Fire Control (power) 156–157
Alternate Powers 157
Associated Effects 157
Countering 156
Flight (effect) 51–53
Drawbacks 53
Extras 52
Flaws 53
Power Feats 52
Force Constructs (power) 157–158
Alternate Powers 157
Associated Effects 158
Extras 158
Power Feats 157
Force Field (power) 158
Associated Effects 158
Extras 158
Flaws 158
Power Feats 158
Friction Control (power) 158–159
Alternate Powers 159
Associated Effects 159
Countering 159
Full Power (drawback) 107

G

Gadgets (power) 159
Gather Information (skill) 20
Gestalt (power) 159–160
Flaws 160
Power Feats 160
Grafting (power) 160–161
Extras 161
Power Feats 161
Gravity Control (power) 161–162
Alternate Powers 162
Associated Effects 162
Countering 161
Flaws 162
Power Feats 162
Growth (effect) 53–55
Drawbacks 55
Extras 54
Flaws 54
Power Feats 53

H

Handle Animal (skill) 21
Healing (effect) 55–57
Extras 56
Flaws 57
Power Feats 56
Hellfire Control (power) 162–163
Alternate Powers 162
Associated Effects 163
Countering 162

Power Feats ... 163
Hero Points ... 22
Homing (power feat) ... 94
Hypnosis (power) ... 163
Flaws ... 163

I

Ignite (power) ... 163
Extras ... 163
Power Feats ... 163
Illusion (effect) ... 57–58
Extras ... 57
Flaws ... 58
Power Feats ... 57
Immortality (power) ... 163–164
Immovable (effect) ... 58–59
Extras ... 59
Flaws ... 59
Immunity (effect) ... 59–60
Extras ... 60
Flaws ... 60
Power Feats ... 60
Immutable (power) ... 164
Impervious (extra) ... 100
Improved Range (power feat) ... 94
Improving Powers ... 122–124
Availability ... 123
Methods ... 122
Types ... 122
Incurable (power feat) ... 94
Independent (extra) ... 100
Indirect (power feat) ... 94
Innate (power feat) ... 94
Insidious (extra) ... 101
Insubstantial (effect) ... 60–61
Associated Effects ... 61
Extras ... 61
Power Feats ... 61
Intimidate (skill) ... 21
Invented (descriptor) ... 115
Investigate (skill) ... 21
Invisibility (power) ... 164
Involuntary Deactivation ... 14
Involuntary Transformation (drawback) ... 107

K

Kinetic Control (power) ... 164–165
Alternate Powers ... 164
Associated Effects ... 164
Countering ... 164
Knockback (extra) ... 101
Knockback (power feat) ... 94

L

Leaping (effect) ... 62
Associated Effects ... 62
Drawbacks ... 62
Extras ... 62
Flaws ... 62
Life Control (power) ... 165
Alternate Powers ... 165
Associated Effects ... 165
Countering ... 165
Light Control (power) ... 165–166
Alternate Powers ... 165
Associated Effects ... 166
Countering ... 165
Flaws ... 166
Power Feats ... 166
Limited (flaws) ... 104
Linked (extra) ... 101
Losing Control ... 14
Luck Control (effect) ... 62–63
Extras ... 63
Flaws ... 63
Power Feats ... 63

M

Machine Animation (powers) ... 166
Magic (powers) ... 167–170
Associated Effects ... 170
Countering ... 167
Drawbacks ... 170
Flaws ... 170
Power Feats ... 169
Magical (descriptor) ... 116
Magnetic Control (powers) ... 170–171
Alternate Powers ... 170
Associated Effects ... 171
Countering ... 170
Extras ... 171
Power Feats ... 171
Matter-Eater (powers) ... 172
Associated Effects ... 172
Extras ... 172
Medicine (skill) ... 21
Mental (extra) ... 101
Mental Blast (powers) ... 172
Extras ... 172
Flaws ... 172
Mental Duplication (powers) ... 172–173
Flaws ... 173
Microwave Control (powers) ... 173
Alternate Powers ... 173
Associated Effects ... 173
Mimic (powers) ... 173–174
Extras ... 174
Flaws ... 174
Mind Control (effect) ... 63–65
Associated Effects ... 65
Drawbacks ... 65
Extras ... 64
Flaws ... 64
Power Feats ... 64
Mind Reading (effect) ... 65–67
Extras ... 66
Flaws ... 66
Power Feats ... 66
Mind Shield (powers) ... 174–175
Extras ... 175
Mind Switch (powers) ... 175
Extras ... 175
Flaws ... 175

Mirror Image (powers) 175
Modifiers 8
Moral (descriptor) 116
Morph (effect) 67
Associated Effects 67
Extras 67
Flaws 67
Power Feats 67
Move Object (effect) 67–68
Extras 68
Flaws 68
Power Feats 68
Moving Feint (power feat) 94
Mutant (descriptor) 115
Mutation (powers) 175–176
Associated Effects 176
Extras 175
Flaws 176
Power Feats 175

N

Nauseate (effect) 68
Extras 68
Flaws 68
Nemesis (power) 176
Extras 176
Flaws 176
Power Feats 176
Normal Identity (drawback) 107
No Saving Throw (extra) 101
Noticeable (drawback) 108
Noticing Power Effects 17
Nullify (Effect) (effect) 68–69
Extras 69
Power Feats 69

O

Object Mimicry (power) 176–177
Extras 177
Obscure (effect) 69–70
Extras 70
Flaws 70
Power Feats 70
One-Way Transformation (drawback) 108

P

Pain (power) 177
Extras 177
Flaws 177
Power Feats 177
Paralyze (effect) 70
Extras 70
Flaws 70
Passive Effects 10
Perform (skill) 21
Permanent (flaws) 104
Petrification (power) 177–178
Extras 177
Phantasm (flaws) 104
Pheromones (power) 178–179
Extras 179
Flaws 179
Power Feats 178
Plant Control (power) 179
Alternate Powers 179
Associated Effects 179
Countering 179
Plant Mimicry (power) 180
Drawbacks 180
Flaws 180
Plasma Control (power) 180–181
Alternate Powers 180
Associated Effects 181
Countering 180
Poison (extra) 101
Possession (power) 181–182
Extras 181
Flaws 182
Power Feats 181
Power Checks 12
Power Components 8–10
Power Control (power) 182–183
Extras 182
Flaws 183
Power Reserve (power) 183–184
Drawbacks 184
Extras 183
Flaws 184
Power Feats 183
Power Resistance (power) 184
Extras 184
Flaws 184
Power Loss (drawback) 108
Power Structures 108–114
Array 108–111
Container 111–113
Variable 113–115
Precise (power feat) 94
Prehensile Hair (power) 184–185
Alternate Powers 185
Power Feats 185
Probability Control (effect) 70–71
Alternate Powers 71
Extras 71
Flaws 71
Progression (power feat) 95
Protection (effect) 71–72
Drawbacks 72
Extras 71
Flaws 72
Psionic (descriptor) 116

Q

Quickness (effect) 72–73
Extras 72
Flaws 73

R

Radiation Control (power) 185–186
Alternate Powers 185
Associated Effects 186
Countering 185

Drawbacks ... *186*
Extras ... *185*
Flaws ... *186*
Power Feats ... *185*
Range ... **13**
Range (flaws) ... **104**
Range (extra) ... **102**
Reduced Range (drawback) ... **108**
Reflection Field (power) ... **186–187**
Extras ... *187*
Flaws ... *187*
Reflex Memory (power) ... **187**
Extras ... *187*
Regeneration (effect) ... **73–74**
Drawbacks ... *74*
Extras ... *74*
Flaws ... *74*
Power Feats ... *74*
Requires Grapple (flaws) ... **105**
Restorative (flaws) ... **105**
Reversible (power feat) ... **95**
Ricochet (power feat) ... **95**

S

Saving Throw (flaws) ... **105**
Secondary Effect (extra) ... **102**
Sedation (power feat) ... **95**
Selective (power feat) ... **95**
Selective Attack (extra) ... **102**
Sense-Dependent (flaws) ... **105**
Sensory Link (power) ... **187–188**
Extras ... *188*
Flaws ... *188*
Power Feats ... *187*
Sensory Shield (power) ... **188**
Shape Matter (power) ... **188–189**
Extras ... *188*
Power Feats ... *188*
Shapeshift (power) ... **189**
Countering ... *189*
Extras ... *189*
Flaws ... *189*
Shield (power) ... **189–190**
Alternate Powers ... *190*
Associated Effects ... *190*
Shrinking (effect) ... **74–76**
Associated Effects ... *76*
Drawbacks ... *75*
Extras ... *75*
Flaws ... *75*
Power Feats ... *75*
Side Effect (flaws) ... **105**
Silence (power) ... **190**
Associated Effects ... *190*
Skill Synergy ... **20**
Sleep (extra) ... **102**
Sleep (power) ... **190**
Extras ... *190*
Power Feats ... *190*
Sleight of Hand (skill) ... **21**
Slow Fade (power feat) ... **95**
Snare (effect) ... **76–77**
Extras ... *77*
Flaws ... *77*
Power Feats ... *77*
Sonic Control (power) ... **190–191**
Alternate Powers ... *190*
Associated Effects ... *191*
Countering ... *190*
Power Feats ... *191*
Source ... **10**
Space Travel (effect) ... **77–78**
Spatial Control (power) ... **191–192**
Alternate Powers ... *191*
Countering ... *191*
Extras ... *192*
Speed (effect) ... **78–79**
Associated Effects ... *79*
Extras ... *78*
Flaws ... *78*
Spinning (power) ... **192**
Associated Effects ... *192*
Power Feats ... *192*
Spirit Control (power) ... **192**
Associated Effects ... *192*
Extras ... *192*
Split Attack (power feat) ... **96**
Stealth (skill) ... **21**
Strike (power) ... **192–193**
Structure ... **8**
Stun (effect) ... **79**
Extras ... *79*
Flaws ... *79*
Power Feats ... *79*
Subtle (power feat) ... **96**
Suffocate (effect) ... **79**
Extras ... *79*
Summon (Minion) (effect) ... **79–80**
Extras ... *80*
Flaws ... *80*
Power Feats ... *79*
Super-Movement (effect) ... **80–82**
Extras ... *82*
Super-Senses (effect) ... **82–87**
Additional Senses ... *83*
Drawbacks ... *87*
Enhanced Senses ... *82*
Extras ... *85*
Flaws ... *86*
Power Feats ... *85*
Super-Speed (power) ... **193–194**
Alternate Powers ... *193*
Associated Effects ... *193*
Extras ... *193*
Power Feats ... *193*
Super-Strength (effect) ... **87–88**
Associated Effects ... *88*
Flaws ... *88*
Power Feats ... *88*
Super-Ventriloquism (power) ... **194**
Survival (skill) ... **21**
Suspended Animation (power) ... **194–195**
Power Feats ... *195*
Swimming (effect) ... **88–90**

Associated Effects 89
Extras 89
Flaws 89
Power Feats 89

T

Technological (descriptor) 116
Telekinesis (power) 195
Alternate Powers 195
Associated Effects 195
Countering 195
Extras 195
Flaws 195
Power Feats 195
Telelocation (power) 196
Extras 196
Telepathy (power) 196
Alternate Powers 196
Countering 196
Teleport (effect) 90–91
Associated Effects 91
Extras 90
Flaws 91
Power Feats 90
Temporary Disability (drawback) 108
Thermal Control (power) 196
Alternate Powers 196
Time Control (power) 196–197
Alternate Powers 197
Associated Effects 197
Countering 197
Time Stop (power) 197
Extras 197
Tiring (flaws) 105
Total Fade (extra) 102
Training (descriptor) 115
Transfer (power) 197–198
Flaws 198
Transform (effect) 91–93
Extras 92
Flaws 92
Power Feats 92
Transmit (power) 198
Transmutation (power) 198–199
Extras 199
Triggered (power feat) 96
Trip (effect) 93
Extras 93
Flaws 93
Power Feats 93
Troubleseeker (power) 199

U

Uncontrolled (flaws) 105
Universal Translator (power) 199
Unreliable (flaws) 105
Extras 199

V

Vampiric (extra) 102
Variable (power structure) 113
Variable Descriptor (power feat) 96
Vibration Control (power) 199–200
Alternate Powers 199
Associated Effects 200
Countering 199
Power Feats 200

W

Ward (power) 200
Countering 200
Extras 200
Flaws 200
Power Feats 200
Water Control (power) 200–201
Alternate Powers 200
Associated Effects 201
Countering 200
Drawbacks 201
Extras 201
Power Feats 201
Weak Point (drawback) 108
Weapon Summoning (power) 201–202
Associated Effects 202
Extras 201
Flaws 201
Power Feats 201
Weather Control (power) 202–203
Alternate Powers 203
Associated Effects 203
Countering 202



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Rocketed to Earth from a dying world orbiting a pink sun, Steve was adopted by kindly parents who raised him in places all over the United States, showing him the diverse nature of his new home. Under Earth's yellow sun, he developed amazing powers of comic book trivia and game design and worked on over eighty different roleplaying game products. In 2002, Steve designed the first edition of *Mutants & Masterminds,* followed by *Freedom City* and the design and development of *Blue Rose* and *True20 Adventure Roleplaying.* He became Green Ronin's *Mutants & Masterminds* Line Developer in 2004. Steve maintains a mild-mannered identity in New Hampshire with his partner, Christopher Penczak, and has a website at *www.stevekenson.com.*

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Jon Edited the book you're holding and he enjoyed every minute of it. He's worked in every tier of the gaming industry, plays a lot of games, and read a lot of comics. He lives in Bellevue, Washington where he's currently casting about looking for the Next Big Thing. He's sure he'll find it soon.

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Joel Biske is a Florida-based artist and former DIsney animator. His work has graced the pages of publications by FASA, Wizards of the Coast, Sabertooth Games, White Wolf, and now Green Ronin Publishing. He spends his time in the Florida sunshine with his lovely girlfriend Kim, three kids, and a dog.

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Jacob Elijah heads up Shadow Tactics, an art studio formed in 1996 by Jacob Elijah and Noel Jacob with the release of an independent collection series *Neo Voodoo Industries*. Currently Jacob Elijah has just finished up the first ST worldwide release of *Ghost Spy: Toxin* under Image Comics. This is only the beginning... Watch the shadows.

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Grant was born in St. Paul, Minnesota and has lived in the Twin Cities for most of his life. In 1999 he graduated from Brown College with a degree in Visual Communications, winning awards for Editorial Layout, Video Editing & Postproduction, and Graphic Design. Since then he's been focusing on character illustration, sketch cards, comic book art, and has several years of professional experience as a Graphic Designer and Production Artist.

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There was never any choice in the matter. As a small child, without a television to hypnotize him, Leif Jones began drawing visual stories to entertain himself in the quiet woods of Northern California. Raised by a single parent, enduring a mostly vagabond lifestyle, with little formal schooling to structure his days, he found comfort in his own imaginary worlds, and the creatures that inhabited them. In 1993, at the age of 22, Leif's vampire flavored comic book series BLOOD & KISSES was published. Since then he has worked exclusively as a freelance illustrator, conceptual artist, and character designer, while occasionally dabbling in comic book short stories. His clients have included Disney Interactive, White Wolf Publishing, Dark Horse Comics, Seattle Weekly, Human Head Studios, Harper Prism, Curious Pictures, and The Learning Company. In 2005 Leif finally left the sunny shores of California for the moss-shrouded valleys of Oregon, where he lives with his wife Sarah Vendetti and is hardly working on his next comic book series BRAINPAN.

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Greg Kirkpatrick graduated from the University of Kansas with a BFA. He's worked on comic projects like *Occupational Hazards* for the Comic Book Legal Defense Fund, and self published *Novavolo* and *Big Bang* comics. His recent work includes *Living in Infamy* for Ludovico Technique. He currently resides in South Florida with his wife Maggie and his kids Jessica, Rick and Johnny.

TALON DUNNING, ARTIST

Talon Dunning is a fantasy illustrator in the great Southern metropolis of Atlanta, Georgia where he was born in 1972. A survivor of both Auburn University's Fine Art school and White Wolf's pro-

duction intern program, he served as the chief illustrator for the *Ravenloft 3rd Edition Roleplaying Game* as well as a regular in other Sword & Sorcery Studios projects and, more recently, *Mage The Awakening*. He's also done work for West End Games (*D6*, *Star Wars*, *TORG Revised*), Wizards of the Coast (*Legend of the 5 Rings* CCG), Kenzer&Co. (*Kingdoms of Kalamar*), Green Ronin (*Thieves' World*, *Mutants & Masterminds Second Edition*) as well as a host of other small-press RPG and comic book companies. Talon is an avid roleplayer, comic book collector, movie-buff and all around nice-guy. And yes, that IS his real name. You can find him online at http://www.talonart.com or through his Yahoo Group, The RPG Illustrator's Showcase: http://groups.yahoo.com/group/RPGIlloShow.

QUINTON HOOVER, ARTIST

Quinton Hoover was born March 16, 1964 in Fruita, Colorado. He roamed through California in his earliest years, arriving with his family at his seemingly pre-ordained final destination, the beautiful state of Oregon, in 1978. He attended High School in the tiny logging community of Glide, graduated through sheer luck and happenstance, and followed that with with about a year of community college in Astoria as an English/Drama Major (the art thing's self-taught). In between the two he met his future wife, Fran, and started raising a family, dutifully if somewhat harriedly doing a roughly ten-year stretch as Mr. Mom as her career carried them through various locations in the Pacific Northwest, finally settling in the Eastern Oregon ranching and mining community Baker City. After rocketing to prominence as one of the original *Magic: The Gathering* artists for Wizards of the Coast, Quinton worked generally steadily and sometimes insanely throughout the gaming industry, and still picked up the occasional comic book assignment. It may not have been where he expected his talents to take him, but he was having one hell of a time. He's currently in transition, living still in Baker City with three of his four children (the other's grown and on her own), their two dogs, five cats, tank fulla fish and a snake, and his way-too-understanding and patient wife (with whom he'll celebrate twenty-four good years together this year).

SCOTT JAMES, ARTIST

Scott graduated from Northern Illinois University in 1995, and hasn't looked back since. He began freelancing right out of collage. He began working for Fasa's *Battletech*, *Shadowrun*, and *Earthdawn*. At this time he began to do work for White Wolf and Pinnacle Entertainment Group as well. He then began doing work for AEG, which he parlayed into a part time staff position for a year working on all their game lines. Aftre that, he did conceptual design for Hasbro on the movie *Small Solders* doing character designs, and creating the look for the toy and computer animated cartoon *Action Man*. He continues to freelance for a multitude of companies, along with teaching collage art classes**.**

TONY PARKER, ARTIST

Tony Parker is a Phoenix, Arizona based artist. He still loves giving hugs.

RAMON K PEREZ, ARTIST

The majority of Ramon's artistic catalogue can be found in Role-Playing Games, Collectible Card Games and related publications. A veteran of the industry he has worked on *Rifts*, *Mutants & Masterminds*, and *Star Wars* amongst many others. He is also a regular contributor in the pages of both *Dragon* and *Dungeon* agazines. Currently, Ramon is making his move into mainstream comics with his current monthly book *Spell Game* for Speak Easy Comics as well as his creator owned *Butternutsquash*. Other projects have seen him work on Marvel's elusive *Hulk: Gamma Games* and such high profile projects as *The Incredibles* for Dark Horse Comics. Check out his work at calaverastudio.com and butternutsquash.net.

KEVIN SHARPE, ARTIST

A former staff artist for Pinnacle Entertainment Group, Kevin Sharpe's comic credits include *Vampirella* for Harris Comics, and *Generation-X* and *X-treme X-Men* for Marvel. Most recently, his talents have been gracing the pages of *Army of Darkness* for Dynamite Entertainment.

UDON WITH CHRIS STEVENS, ARTIST

Udon is a collective of artists formed in 2000 based out of Toronto, Canada. Udon provides top quality artwork and creative services to many fields including gaming, comic books, toy design, video games and advertising. Chris Stevens is a veteran Udon illustrator working out of Winterville, North Carolina. His detailed line work and dynamic action scenes have graced role-playing game books for White Wolf, Paizo and Hero Games as well as comic book series for Marvel and Devil's Due Publishing.



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