

AMBUSH

Gain +1 BD against a Flat-Footed foe.

Cosm: Any



ARMOR +1

Leathery hide, thick hair, or a similar adaptation provides +1 Armor protection.

Cosm: Any



ARMOR +2

Hard scales, very thick or rubbery skin, or a similar adaptation provides +2 Armor protection.

Cosm: Any



ARMOR +3

Layers of scales, an exoskeleton, or a similar adaptation provides +3 Armor protection.

Cosm: Any



ARMOR +4

Heavy plates, metallic skin, or a similar adaptation provides +4 Armor protection.

Cosm: Any



BITE/CLAWS +1

Natural weaponry deals **Strength +1** damage in unarmed combat.

Cosm: Any



BITE/CLAWS +2

Strong natural weaponry deals **Strength +2** damage in unarmed combat.

Cosm: Any



BITE/CLAWS +3

Vicious natural weaponry deals Strength +3 damage in unarmed combat.

Cosm: Any



CAMOUFLAGE

While standing still, gain a +4 bonus to stealth tests.

Cosm: Any



CHARGE

Deal +2 damage on attacks made after moving faster than walking speed.

Cosm: Any



CLOAK OF DARKNESS

The monster gains +2 Toughness in Dim light, +4 Toughness in Darkness, and +6 Toughness when it's Pitch Black.

Cosm: Orrorsh



DREAD

The creature is so fearsome that a scene becomes **Dramatic** while it is present.

Cosm: Any



FEAR

All foes must test **willpower** or **Spirit** upon seeing the creature or become **Very Stymied**.

Cosm: Any



FIRE BREATH

Damage 14, Medium Blast, and works against the lowest Armor value on the target.

Range 10/20/30.

Cosm: Any



FLIGHT

Fly up to Dexterity in meters each round.
"Run" triple the distance as usual.

Cosm: Any



HORDE

Uncanny teamwork adds any **Combined Action** bonus to damage as well as to the attack test.

Cosm: Any



HYPNOSIS

When intimidation is Approved every foe that can see must test **willpower** or **Spirit** or be unable to move from the spot.

Actions and attacks are still possible, just not movement.

Cosm: Any



IMMUNITY: FIRE

Fire and heat based attacks have no effect.

Cosm: Any



IMMUNITY: RADIATION

Radiation based attacks have no effect.

Cosm: Any



MINDLESS

Ignore intimidation, telepathy, and taunt.

Cosm: Any



MONSTER

Massive targets 50 meters long or bigger are +4 to hit. Immune to **interactions** from non-monsters. **Called Shots** have no extra effect.

Cosm: Any



NIGHT VISION

Ignore up to 4 points of Darkness penalties.

Cosm: Any



PACE

Base movement increases 4 meters per round.

Cosm: Any



POISON (NEUROTOXIN)

If damage exceeds Toughness, poison inflicts 1 Shock each round for 6 rounds. After 6 rounds test Strength to end the effect.

Cosm: Any



POISON (PARALYTIC)

If damage exceeds Toughness, target is Very Stymied each round for 6 rounds. After 6 rounds test Strength to end the effect.

Cosm: Any



REALITY RATED (2)

Gain at least 1 add in **reality** and 2 Possibilities.

Cosm: Any



REALITY RATED (3)

Gain at least 2 adds in **reality** and 3 Possibilities.

Cosm: Any



REALITY RATED (5)

Gain at least 3 adds in **reality** and 5 Possibilities.

Cosm: Any



RELENTLESS

Ignore Shock from any source.

Cosm: Any



SIZE (TINY)

Targets smaller than a hand or foot are -6 to hit. Example: birds.

Cosm: Any



SIZE (VERY SMALL)

Targets the size of a human head are -4 to hit. Example: foxes.

Cosm: Any



SIZE (SMALL)

Targets approximately 1 meter tall are -2 to hit. Example: chimpanzees.

Cosm: Any



SIZE (LARGE)

Targets 3 meters tall or bigger are +2 to hit.
Example: automobiles.

Cosm: Any



SIZE (VERY LARGE)

Targets 6 meters long or bigger are +4 to hit.
Example: buses.

Cosm: Any



SPINOSE

Opponent's **melee weapon** or **unarmed combat** attacks suffer a **-4** penalty.

Cosm: Any



SWARM

Crushing and area attacks deal base damage, other attacks are ignored.

Any foe in contact with the swarm suffers 2 Shock on its turn.

Cosm: Any



SWIM

Swim up to Dexterity in meters each round.
"Run" triple the distance as usual.

Cosm: Any



TENTACLES

Target up to four foes up to eight meters away without suffering Multi-Target penalties. Tentacles default to a grappling attack.

Cosm: Any



TWO HEADS

Gain an extra—separate—bite attack with one head as a free action each turn.

Cosm: Any



UNDEAD

Unaffected by Fatigue or powers that require living processes. Counts as Supernatural Evil.

Cosm: Any

