

Miracle Costs

Qualities	Point Cost per Die	Point Cost per Hard Die	Point Cost per Wiggle Die	Point Cost per Level
Core only	1	2	4	2
1 quality + core	2	4	8	4
2 qualities + core	3	6	12	6
3 qualities + core	4	8	16	8
4 qualities + core	5	10	20	10

Attacks Effects

Miracle Type	Attacks and Defends Qualities?	Damage or Effect	Declaration Necessary?
Dice pool	Attacks but no Defends	Width in Shock and Killing	Yes
Dice pool	Attacks and Defends	Width in Shock	Yes
Level-based	Attacks but no Defends	+1 Killing per level added to attack miracle or a particular skill attack	Yes (for the attack it is added to)
Level-based	Attacks but no Defends	+1 width per level for initiative purposes only to attack power or a particular skill	Yes (for the attack it is added to)
Level-based	Attacks and Defends	+1 Shock/level or inflict 1 Shock/level	No

Defends Effects

Miracle Type	Attacks and Defends Qualities?	Damage or Effect	Declaration Necessary?
Dice pool	Defends but no Attacks	Any attack seen incoming must beat width and height of defense roll or be automatically deflected	Yes (but all sensed attacks must beat your width and height to hit)
Dice pool	Defends and Attacks	Dice pool gobbles incoming attack	Yes
Level-based	Defends but no Attacks	-1 Shock and Killing per level subtracted from incoming attacks	No
Level-based	Defends and Attacks	-1 Shock per level subtracted for incoming attacks	No
Level-based	Defends and Attacks	+1 width per level, for initiative purposes only, to defensive power or dodge or block roll	Yes (for the defense roll it affects)

Robust Effects

Miracle Type	What Causes It to Fail?	Notes
Dice pool with Robust	Death or deliberately turning it off	Requires a declaration.
Dice pool without Robust	Damage, sleep, unconsciousness or distraction	Lose the Willpower point that you "bid" in activating the power (see page 58).
Level-based with Robust	Death or deliberately turning it off	--
Level-based without Robust	Damage, sleep, unconsciousness or distraction	Lose the Willpower point that you "bid" in activating the power (see page 58). You must "turn it back on" the next round.

Willpower Cost per Miracle Use

The Miracle . . .	Cost Per Use	Example Miracles
Attacks or defends normally	Bid 1 Willpower.	Harm, Telekinesis, Bind
Temporarily increases or reduces a stat, skill, power or other rating (such as width or Area)	Spend 1 Willpower per rating level or die affected	Absorption, Control, Create
Adds dice to or gobbles dice from dice pools	Spend 1/2/4 per die added or gobbled	Aces, Jinx
Temporarily emulates a stat, skill or power	Spend 1/2/4 die, or 2 per level for level-based miracles	Cosmic Power/Spellcasting
Permanently emulates a stat, skill or power	Spend the normal Point cost of the stat, skill or power in Willpower	Gadgeteering/Enchantment
Permanently changes archetype, stats, skills, Willpower, Base Will or miracles	Spend width in Base Will	Nullify, Telepathy

Cafeteria-Style Miracles

Miracle	Cost per Die or Level	Qualities	Willpower Cost
Absorption	5/10/20	A, D, R, U	Bid 1; extra for object qualities
Aces	5/10/20	A, D, R, U	1/2/4 per die
Alternate Form	5/10/20	A, D, R, U	Bid 1; 30 to replace slain form
Bind	5/10/20	A, D, R, U	Bid 1
Block	3/6/12	D, R	Bid 1
Containment	4/8/16	D, R, U	Bid 1
Control	5/10/20	A, D, R, U	Bid 1; extra to add dice or damage
Cosmic Power/Spellcasting	5/10/20	A, D, R, U	Bid 1; 1/2/4 per die emulated
Create	5/10/20	A, D, R, U	Bid 1; extra to add dice
Dead Ringer	3/6/12	R, U	Bid 1
Detect	3/6/12	R, U	Bid 1
Elasticity	5/10/20	A, D, R, U	Bid 1
Extra Tough	6 per level	D, R, U	1 to reactivate
Flight	4/8/16	D, R, U	Bid 1
Gadgeteering/Enchantment	5/10/20	A, D, R, U	Bid 1; normal cost for powers
Ghost	3/6/12	R, U	Bid 1
Go First	8 per level	A, D, R	1 to reactivate
Harm	5/10/20	A, D, R, U	Bid 1
Healing	3/6/12	R, U	Bid 1; width to heal
Heavy Armor	8 per level	D, R, U	1 to reactivate
Immunity	8 per level	D, R, U	1 to reactivate; 1 per level to increase width
Indomitable Willpower	10 per level	A, D, R, U	None
Insubstantiality	5/10/20	A, D, R, U	Bid 1
Invisibility	8 per level	D, R, U	1 to activate
Jinx	5/10/20	A, D, R, U	1/2/4 per die
Metamorph	5/10/20	A, D, R, U	Bid 1; 1/2/4 per die
Multitask	10 per level	A, D, R, U	1 per round
Nullify	4/8/16	A, R, U	1/2/4 per die
Perceive	3/6/12	R, U	Bid 1; 1/2/4 per die to attack or defend
Power Mimic	5/10/20	A, D, R, U	1 per power per round or minute
Precognition	3/6/12	D, U	1/2/4 per die
Projected Hallucination	5/10/20	A, D, R, U	Bid 1
Psychic Artifact	5/10/20	A, D, R, U	Bid 1; 1 per special quality level
Puppet	5/10/20	A, D, R, U	1 per die in target's Cool+Resist pool
Regeneration	8 per level	D, R, U	1 per round
Second Chance	10 per level	A, D, R, U	None
Sidekick	5/10/20	A, D, R, U	Bid 1
Size Shift	10 per level	A, D, R, U	2 per level used
Telekinesis	5/10/20	A, D, R, U	Bid 1
Telepathy	5/10/20	A, D, R, U	Bid 1; extra for special effects
Teleportation	5/10/20	A, D, R, U	Bid 1
Time Fugue	5/10/20	A, D, R, U	Bid 1; 1/2/4 per die
Unconventional Move	5/10/20	A, D, R, U	Bid 1
Willpower Battery	10 per level	A, D, R, U	1 to add 1 to the battery

Extras

Extra	Cost
Area	+6 per Area die
Booster	+4 per Booster level
Burn	+6
Daze	+3/6/12
Deadly	+2 per Deadly level
Doubler	+2/4/08
Electrocuting	+3/6/12
Endless	+2/4/08
Engulf	x2
Friendly Fire	+2/4/08
Hardened	+2 per Hardened level
Locked On	+4/8/16
Max	x2
Multiple Targets	+8 per Multiple Targets level
No Physics	3/6/12
No Upward Limit	+5/10/20
Non-Physical	x2
On Sight	+3/6/12
Penetration	+3 per Penetration level
Permanent	x2
Radioactive	+2/4/8
Radius	+8 per Radius level
Reflexive	+3/6/12
Soft Touch	+1/ – /4
Spray	+6 per Spray die
Unconscious	+2/4/08

Focus Extras

Extra	Cost
Booby-Trapped	+1/2/4
Easily Replaced	+1/2/4
Indestructible	+3/6/12
Jury Rig	+2/4/8
Backup	+3/6/12
Manufacturable	+5/10/20
Secret	+2/4/8
Useable by Others	+0/0/0 or x2
Vehicle	x2

Flaws

Flaw	Cost
Absolute Concentration	–3/6/12
Always On	–1/2/4
Attached	–1/2/4
Backfires	–2/4/8
Can't Hurt People	–2/4/8
Depleted	variable
Direct Feed	–2/4/8
Expensive	–1/2/4
Full Power Only	–1/2/4
Go Last	–2/4/8
If/Then	–1/2/4
Loopy	–2/4/8
Mental Strain	–2/4/8
No Physical Change	–1/2/4
Obvious	–1/2/4
One Use	–5/10/20
Reducer	–2 per Reducer level
Shy	–3/6/12
Slow	–1/2/4 per Slow level
State of Mind	–2/4/8
Touch Only	–2/4/8
Uncontrollable	–3/6/12
Willpower Reserve	–1/2/4

Focus Flaws

Flaw	Cost
Accessible	–1/2/4
Crew	–2 per Crew level
Environment-Bound	–1/2/4
Focus	–1/2/4
Hard to Replace	–1/2/4
Immobile	–3/6/12
Immutable	–1/2/4
Irreplaceable	–3/6/12
Operational Skill	–2/4/8