THE ULTIMATE METAMORPH

STEVE METZE & STEVEN S. LONG

The Ultimate METAMORPH

An Ultimate Book for the *HERO System*

Authors: Steve Metze, Steven S. Long
Additional Contributions: Michael Surbrook
Editing & Development: Steven S. Long
Layout & Graphic Design: Andy Mathews
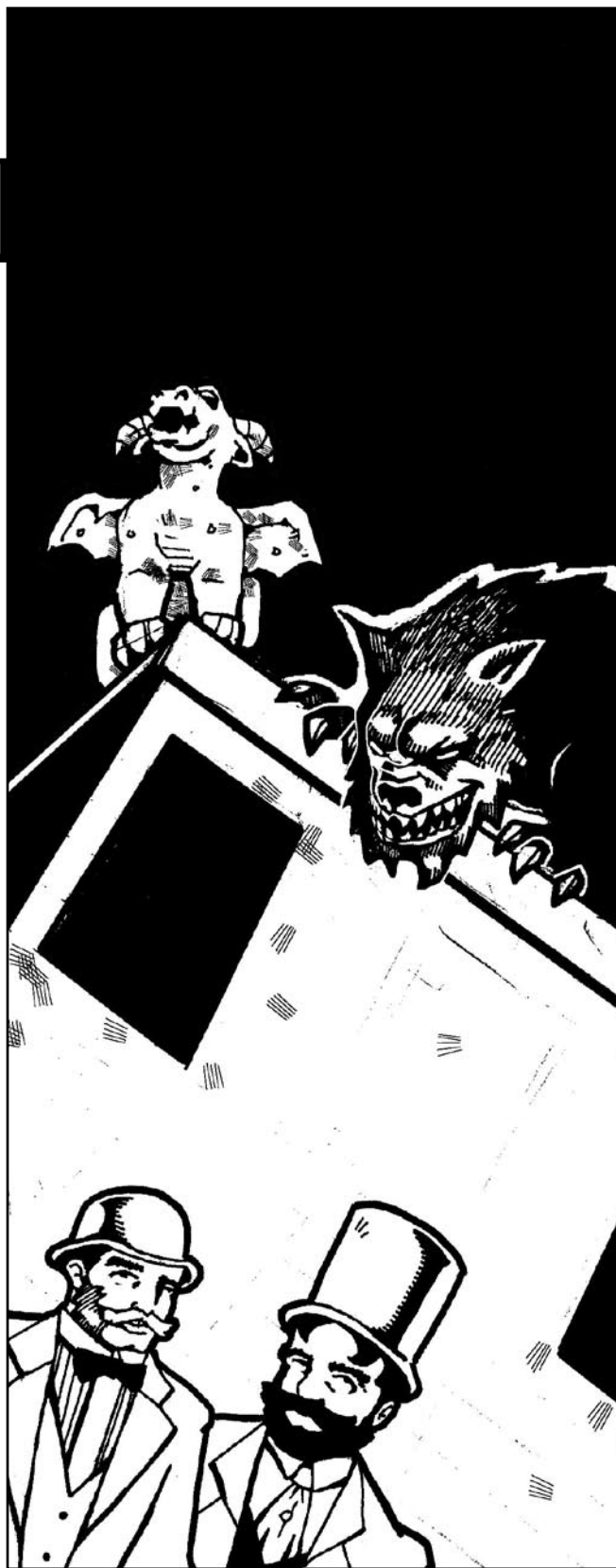**Cover Illustration:** Brandon and Brian Fraim
Interior Illustration: Jeff Cram, Andrew Cremeans, Brandon Clark, Storn Cook, Keith Curtis, The Forge, Brendan and Brian Fraim, John Grigni, Rob Hawkins, Jeff Hebert, Alan Maranon, Tom Miskey, Cara Mitten, Scott Ruggles, Klaus Scherwinski, Greg Smith, Chris Stevens

SPECIAL THANKS

First, we'd like to thank Scott "Dr. Anomaly" Gray and Anthony Jackson from the Hero Games message boards for their help with determining the gravity of ultra-heavy characters. Second, we'd like to thank Rob Land and the other *Digital Hero* playtesters and testreaders who reviewed the manuscript for this book and helped us change it into something even better. You're all heroes!

DEDICATION

Steve M. dedicates this book to all the Über Goobers everywhere.

TABLE OF CONTENTS

JC CRAM '03

INTRODUCTION

For most of us, the world is a simple, stable place. Every morning when we wake up, we look at the same face in the mirror, the same body, the same hands. We know what our bodies can do, because we've spent years experiencing them.

But there are those out there, heroes and others, for whom the world is not so predictable. They must constantly struggle with their own identity, for the image they see looking back in the mirror means nothing to them. Some voluntarily change forms as they see fit, while others constantly fight to remain the same. Some have no bodies at all — they wander helplessly from "host" to "host," stealing what time they can in a stable environment. Others have consistent physical forms, but their personalities or minds change regularly, so that they perceive each day in a new way. Some can even choose from multiple bodies they've created or stolen, entering them like most people would put on clothes.

Welcome to the world of metamorphosis, shapeshifters, and mutates — a world of beings and creatures that sometimes help humanity, but all too often terrify it.

The Ultimate Metamorph is Hero Games's look at the rules for and uses of powers and abilities that involve changing a character's physical, mental, or spiritual form. It discusses and describes how to build, run, and campaign with characters and creatures that have more than one form or state of existence. For the purposes of this book, a *metamorph* is any character who in some way changes his form, usually voluntarily but in some cases involuntarily, and for whom that change is a defining element of his powers, abilities, personality, or self-perception. The term "shapeshifter" or "shapechanger" is sometimes also used, though those terms tend to imply just a physical alteration of form. While it's true that most metamorph characters change their physical shape, in the hands of an imaginative player or GM the concept of "change" can cover many other character types and abilities.

In addition to expanding the rules and rules options for metamorph characters, *The Ultimate Metamorph* provides players and GMs with guidance on designing more interesting and distinctive metamorph characters and integrating metamorphs smoothly into a campaign, irrespective of genre. The information in this book can apply to superheroes who stretch their bodies, Fantasy werewolves and shapeshifting wizards, weird Science Fiction creatures who can assume the forms of other beings, and countless other character types and concepts spanning the breadth of adventure gaming.

Chapter One, Metamorph Characters, discussed the major types of metamorphs, with suggestions on how to build them. In addition to an extensive section on the Body-Affecting Powers (which lie at the heart of most metamorph character concepts), it reviews the *HERO System*'s Skills, Talents, Powers, and other elements with regard to how they apply to or help metamorphs. That segues into **Chapter Two, Metamorphic Powers,** which has almost 300 pre-built powers and abilities for just about any metamorph you can imagine (and most of those powers have one or more options, resulting in thousands of possible powers for your metamorph characters). Some of these powers appear in *The UNTIL Superpowers Database* or other *HERO System* products, but many are new, revised, or updated just for this book.

Chapter Three, Metamorphs Genre By Genre, reviews how metamorphs tend to function in various major genres, such as superheroes, Fantasy, and Pulp. It includes several sample characters for use as NPCs or pre-generated player characters in your campaigns.

Chapter Four, Ten Thousand Forms, covers metamorph campaigning. It discusses special ways metamorphs interact with the combat and equipment rules, and provides writeups for "generic" metamorphs (such as werewolves and kitsune) and some metamorph-related gadgets.

So, change into something comfortable and enjoy *The Ultimate Metamorph!*

METAMORPH CHARACTERS

METAMORPH BASICS

Before you begin choosing or designing the appropriate powers for your metamorph, give some consideration to several basic issues. This helps you create a richer, better-developed character, and may give you ideas for abilities and Skills you otherwise wouldn't choose for your character. These basics include not only what type of metamorph your character is (since the concept of "metamorph" is so broad), but where his powers come from and how they affect his personality.

CLASSIFYING METAMORPHS

Metamorphosis (or transformation) covers a vast array of character abilities and types. At its heart, it refers to a marked change in one or more of the following attributes:

■ **appearance** (the "look" and related qualities of a character)

■ **personality** (a character's basic mental state and outlook, mental Disadvantages, and the like)

■ **function** (the way the character's body works, such as transforming one's hand into a knife)

■ **condition** (the basic nature or state of the character's body, such as changing a flesh body into water, or a metal body into a gas)

For example, a chameleon changes its appearance (the color of its skin) without changing anything else about itself; so does a superhuman capable of imitating other people (such as Masquerade on page 172 of *Conquerors, Killers, And Crooks*). A berserker just transforms his personality, going from a more or less ordinary warrior to one consumed with rage; his appearance and abilities remain more or less the same (though you can see the bloodlust in his facial expression, and he may become stronger and tougher while in the grip of rage). A liquid metal war-android, which can alter its basic form in many ways, changes its function when it converts its hand into an axe-blade. Superhumans like Riptide and Thunderbolt I (see pages 191 and 113 of *Conquerors, Killers, And Crooks*), who can transmute their bodies into water and electricity, respectively, change their condition, and as a result of that change gain certain powers they don't have in fleshly form.

Thus, any character or item capable of radically changing any part of its being — personality, internal organs, physical form, soul, and more

— counts as a "metamorph." To help you figure out what type of character you want to play, this book organizes metamorphs into five categories based on their primary mode and extremity of change: internal metamorphs; cosmetic metamorphs; minor metamorphs; major metamorphs; and complete metamorphs.

Internal Metamorphs

An *internal metamorph* changes inside, with no outwardly noticeable signs that he's changed. Internal metamorphs primarily change their character (and sometimes function). Examples include:

a. Berserkers: a character who enters a war-rage that makes him a deadlier opponent... but also a danger to his friends because of his loss of self-control.

b. Internal Physical Metamorph: a character who can change his internal organs or internal physical structure. This includes: characters who can alter the path of blood through their bodies to avoid bleeding to death; characters who can change "useless" or "extra" organs into spares or replacements for more critical ones that have been damaged or destroyed; and characters who can create antibodies, sera, or even organs within themselves merely by concentrating. Sometimes these characters are referred to as *biokinetics,* especially if they have the power to inflict similar changes on other people.

c. Mental Adaptive: a character whose personality changes according to the people around him. For example, a character's mental patterns or personality could adjust to match those of the people around him so he could blend in to become the perfect spy or hide from mental scanning. Another possibility is a character who becomes exactly what a specific person, or the people around him, want him to be (as with Kamala, the "empathic metamorph" character from the *Star Trek: The Next Generation* episode "The Perfect Mate").

d. Multiple personalities: a character who has two or more personalities that he shifts between, and sometimes radically different memories for each one.

e. Spiritual Metamorph: a character who can alter the nature or quality of his soul/spirit/anima without any accompanying physical change.

Cosmetic Metamorphs

A *cosmetic metamorph* undergoes an outward physical change, but the change is mostly cosmetic — in other words, it just affects his appearance. Examples include:

a. Chameleon: a character who can alter the color of his skin to "camouflage" himself, enhance a disguise, or obtain similar benefits.

b. Cosmetic Doppelganger: a character who can imitate the appearance of someone else, but not the powers or abilities; in some cases even the voice, scent, fingerprints, DNA, and the like remain unchanged. While this sounds trivial compared to other types of metamorphs, it makes it easy for a character to disguise himself, impersonate other people, and so forth. Marvel Comics's Mystique and the Champions Universe's Masquerade both show how powerful and dangerous such a character can be.

c. Externally-Altered Character: characters who, like Cosmetic Doppelgangers, can change their outward appearance, but they require outside or artificial means to do so rather than changing shape under their own power. The classic example of this is undergoing plastic surgery; Pulp characters like the Avenger, who could physically mold his face into other features, also qualify (as does, to a certain extent, adopting a disguise).
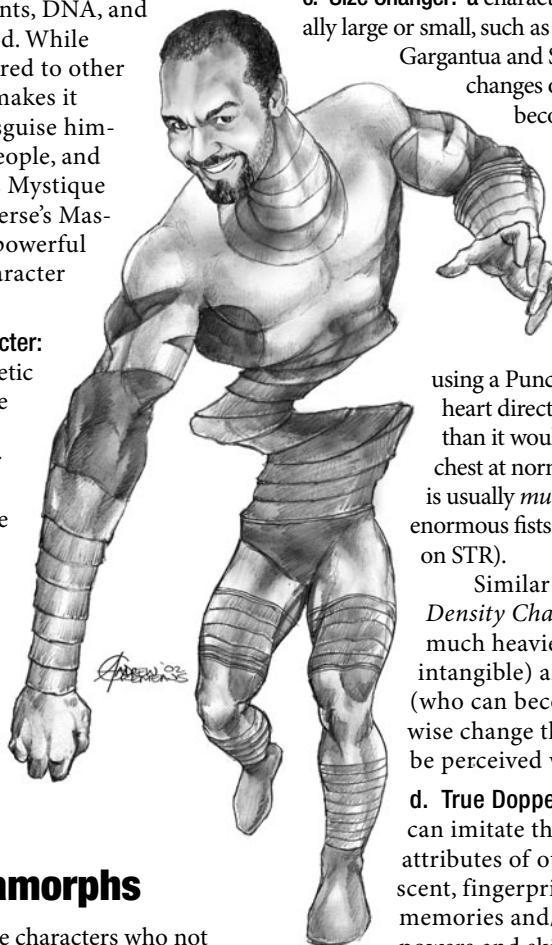
Minor Metamorphs

Minor metamorphs are characters who not only can completely change their appearance, but also many of their functions, or whose change significantly improves their functions. However, they usually cannot change their condition. For example, a metal elemental can take any relatively human-sized shape (appearance), and can form its appendages into anything metal (knives, swords, chains, hammers — changing the functions of the appendages), but cannot add any form of chemical reaction, because all its forms must be made of the metal it's constructed of (thus, it keeps the same condition). Examples include:

a. Adjustable Form: characters, usually androids or cyborgs, who can have various "attachments" that they can add to, remove from, or modify on their bodies. Thus, they can acquire new powers and abilities while keeping the same general physical framework and underlying capabilities.

b. Clone: the term "clone" includes not only living creatures who can make copies of themselves (either innately, as with the *Duplication* Power, or via devices or procedures), but machines and other forms of "life" that can replicate themselves. The metamorphosis here is from one entity to multiple entities, usually (but not always) keeping the same general (if not identical) appearance, function, and condition. In some cases it's possible for a character to "clone" himself into forms that are completely unlike his base form, with radically different appearance, function, and condition.

c. Size Changer: a character who can become unusually large or small, such as the Champions Universe's Gargantua and Shrinker. Their appearance changes only to the extent they become taller or shorter, and their functions remain the same but can be applied in different or more efficient ways. For example, a really tiny character can attack someone from inside his body — the Shrunk character is still using a Punch, but the Punch hits the heart directly, causing far more pain than it would if delivered to the target's chest at normal size. A Grown character is usually *much* stronger and may have enormous fists (Area Of Effect [One Hex] on STR).

Similar to Size Changers are *Density Changers* (who can become much heavier or lighter, perhaps even intangible) and *Opacity Changers* (who can become invisible, or otherwise change themselves so they cannot be perceived with a particular sense).

d. True Doppelganger: characters who can imitate the form and most of the attributes of other characters (voice, scent, fingerprints, DNA, perhaps even memories and/or minor versions of powers and skills), but not the full or pure powers of the subject.

Major Metamorphs

Major metamorphs can change their appearance, function, character, and condition. Radical changes are possible, although the body (in whatever form) still belongs to the character. Examples include:

a. Elemental Metamorph: a character who can transform his flesh into energy or a non-flesh-like substance. Examples include a plethora of comic book superheroes who can change their bodies into electricity, water, shadow, fire, or the like.

b. Malleable: a character whose body is malleable, elastic, and/or rubbery, able to stretch and change form (and possibly function and condition). Malleables are primarily found in the comics (and thus in

Champions games). Examples include Marvel Comics's Mr. Fantastic, DC Comics's Plastic Man and Elongated Man, and the Champions Universe's ZigZag.

c. Mimic: a mimic is the ultimate doppelganger — he can copy (or sometimes even steal) everything about a character: appearance, DNA, superhuman powers, magic spells, skills, personality, memories, you name it. The most powerful mimics can "remember" previous shapes and resume them at will; less capable ones are limited to the most recent subject copied. Similar to the Mimic is the *Material Mimic,* who copies the attributes and qualities of substances such as rock, metal, and the like.

d. Single-Form Major Metamorph: a character who undergoes a change as complete as those of other Major Metamorphs, but who can only assume a single alternate form (or perhaps a very small group of forms). Examples include a "werewolf" who can only assume "wolf-man" form but not a true wolf form, or a wizard with a spell that allows him to take the shape of a specific type of animal.

e. Zoomorph: the "classic" type of shapeshifting in which a character can take on the form of multiple animals, or the form of a single animal and a half-man, half-animal shape as well. Changeling/Beast Boy from DC Comics's "Teen Titans" is an example; so are true lycanthropes, wizards with extensive shapechanging abilities, vampires able to assume various animal shapes, and the like. Alternately or in addition, some zoomorphs can assume the forms of non-living beings — cars, computers, sofas, televisions, and so on — though this may start to merge into True Metamorph territory (see below).

Complete Metamorphs

Perhaps the most bizarre metamorphs of all, these characters often *must* change appearance, function, condition, and sometimes personality — because they literally exchange bodies. Others simply have total control over their forms. Examples include:

a. Free Spirit: souls/spirits/mental patterns with no body to call home. They wander from "host" to "host," completely taking someone (or even, on rare occasions, some*thing*) over for indefinite amounts of time until they move on to the next "host." Sometimes they *have* to abandon a host (since they burn it out, or it becomes less useful to them over time); others can maintain a host indefinitely, so they move on only when it suits them. Examples include: the souls of the dead who refuse to go to their "final resting place" and inhabit living people; time travelers who can only journey through time mentally by taking over the bodies of people living in their past; cursed individuals who've been kicked out of their bodies for some reason and are searching for another one or a way to regain their original; and psionic beings who move from one mind to another to stir up emotions on which they feed.

b. Physical Symbiont: characters who live by being transplanted into a body (typically a human body), and who may be able to live for centuries provided they can successfully "move" from one "host" to another (typically the transplantation process involves some risks, or at least a period of vulnerability for the symbiont). This category also includes parasitical creatures, "living brains" that can be transplanted into different bodies, and the like.

c. Psychic Symbiont: similar to Adjustable Form characters, these characters have multiple bodies that sit around dormant, while a single soul/mental pattern/consciousness freely travels from one to the other. This is most common among androids and robots (such as the Champions Universe's Mechanon), but could be achieved in fleshly beings via mental pattern copiers, psionic powers, and the like.

d. Switcher: characters who have the ability to switch bodies with another person. This is essentially a one-for-one trade: both parties get the other's body.

e. True Metamorph: this character can change into *anything:* flesh, energy, mental power, you name it. He has complete control over his form and psyche, and can alter them at will. A metamorph who can only freely change his physical form into anything, but can't become energy or more exotic substances/phenomena, is sometimes known as a *true physical metamorph.*

METAMORPH BACKGROUNDS

Movies, literature, and comic books provide plenty of inspirational examples of how an individual gains metamorphic powers. Marvel Comics's Mr. Fantastic, a were-leopard from African legend, a berserker from the Norse sagas, a shapechanging supervillain like Masquerade, and an alien from a species whose people can naturally alter their forms are all metamorphs, but they have vastly different abilities, origins, and backgrounds. In this sense, "background" and "origin" basically refer to the same thing: the source of the character's powers. (This may also relate to his personality or design; see below.)

ACCIDENT

A laboratory (or perhaps magical) accident is a tried-and-true way for a character to get strange abilities, particularly in superhero campaigns, and those powers could be metamorphic in nature. Exposure to strange cosmic rays, experimental chemicals, or the energies of another dimension could easily give a character the ability to stretch his body, convert his physical form into energy, or the like. Classic man-into-beast powers are more likely to result from mystic accidents, but an experiment involving a particular type of animal might give a character the ability to transform into that type of creature.

Similar to Accident is the *Super-Science* origin, in which the character gains his metamorphic abilities from the deliberate, planned use of science. A character might have some shapechanging powers that were deliberately engineered, but others that manifest by accident as side effects of the process.

DISEASE

In some settings, lycanthropy is conceived of as a disease — possibly a magical one, possibly a mundane one that medical science may or may not yet understand (much in the same way that rabies and porphyria may once have given rise to werewolf and vampire legends). The same applies to vampirism. In either case, the result is the same: get bit, and you become that sort of creature. In other words, getting attacked by a metamorphic creature gives a character metamorphic powers... though not necessarily ones he'll enjoy having.

MAGIC; ITEMS OF POWER

Since shape-changing is so often associated with magic and mysticism, metamorph characters often have arcane origins: they gain their powers either through their own mystical abilities, from the mystical abilities of another, or from an enchanted item of some sort. Some of the most common methods include:

Changing-Skin

In legend and myth, one of the most common ways to change shape is to don an enchanted animal-skin (or garment made of animal skin). Swan maidens were women who could transform into swans by putting on a feathered cloak; some selkies assumed seal-form by using a sealskin. In Norse sagas, the goddess Freya had a cloak of falcon-feathers that allowed her to change shape into that bird, and the heroes Sigurd and Sinfjotli could take wolf-form by wearing enchanted wolf-skins.

In *HERO System* terms, a changing-skin is a Multiform with the Limitation *OAF* (or possibly IAF if the changing-skin looks like an ordinary piece of clothing; see page 239 for more information). Putting it on or taking it off to start/end the transformation may take Extra Time. The possibility of Personality Loss may exist.

Curse

Some characters don't want the power to change forms. They've gotten it from a curse because they ran afoul of some evil sorcerer, intruded on the privacy of a churlish wizard, or offended a god. Typically the character has little or no control over the transformation, and while in alternate form has a different... and much more dangerous... personality. Lycanthropy is often viewed as this sort of curse.

Magical Item

Enchanted animal skins aren't the only mystical items that can grant shape-changing powers. In High Fantasy games, and some other types of *Fantasy Hero* campaigns, many other possibilities exist: potions; amulets; cloaks; and more.

Spell

Instead of being cursed, some characters know magical spells that allow them to alter their shape at will. The "duel of shapes" between Merlin and Madame Mim in *The Once And Future King* is one excellent example, but legend and Fantasy literature are full of wizards who can take on other forms.

MUTATION

In comic books, some characters are born with their powers. As with accidents, there's no reason a mutation couldn't give a character metamorphic abilities. In fact, since mutation involves a change in the genes (the fundamental building-blocks of the physical form), and metamorph powers usually involve the physical form in some way, it's possible that in some settings mutation is more likely to create metamorphic abilities than other types of powers.

The most important question for a Mutant origin is: when do the character's metamorph powers manifest? Typically they emerge in adolescence or later, in which case the character may have an easier time adjusting to his powers (but the adjustment period may not have ended by the time the campaign begins). On the other hand, a child who develops shapechanging powers at an early age may suffer all kinds of problems — he wreaks havoc, attracts unwanted attention, cannot develop a gender identity, and so on — but by the time the campaign begins he's probably had years to get used to his abilities.

Another important issue is whether the character has any other mutant abilities. In many cases mutant powers come with unusual side effects or restrictions, particularly early in the character's career. For example, a mutant's malleability may only work when he ingests certain rare chemicals. Metamorphic powers may be one aspect of a broad suite of related powers, such as biokinesis or psionics.

In the Champions Universe and many other settings, a Mutant character has to take a Distinctive Feature, *Mutant,* to reflect the fact that others can perceive his mutant nature with special scanners and the like. This is worth 10 points (Not Concealable; Always Noticed; Detectable Only By Unusual Senses). In many campaigns, people view mutant characters (regardless of their powers or actions) with suspicion or hatred, which may entitle the character to take a Social Limitation.

RACIAL

The character comes from a species or race whose members all possess the same (or similar) metamorphic powers. Legends and Fantasy literature describe countless shapechanging races, such as the *kitsune* of Japan, the *nagas* of India, and the *brollachan* of Scotland. In comic books and Science Fiction, the entire population of a planet may be shapechangers, such as the Durlans in the DC Comics universe or the Changelings of *Star Trek: Deep Space Nine.*

METAMORPH PERSONALITIES

Just as metamorphs often come from stereotypical ("classic") backgrounds, they may have distinctive personalities as well.

THE BEAST WITHIN

Lycanthropes and other zoomorphs often have personalities shaped by the animal they can transform into. Werewolves are fierce and predacious, but also loyal to the pack; weresharks are bloodthirsty; wererats are sneaky and clever. However, sometimes it's fun to play against type, with a wererat character who's strong and bold or a wereboar who's a refined dilettante.

Sometimes "the beast within" takes on a more literal meaning. The character has to constantly keep his "animal side" in check, lest it take over him for good and turn him into the monster everyone already thinks he is. These characters often have Disadvantages like Accidental Change and Enraged to reflect their barely-kept-under-control personalities.

THE COMEDIAN

In the comic books, characters who can stretch or change shape often seem to become jokers or wisecrackers — the comic relief on the team, so to speak. They use their powers to create caricaturish "imitations" of more somber PCs, make almost-but-not-quite off-color quips about why women like them so much, and use their powers to play practical jokes. To some people, this makes them lovable; others tolerate them with teeth-grinding aggravation.

CURSED

If a character gained his metamorphic powers involuntarily — such as from a werewolf's bite or a sorcerer's curse — that may shape his personality and outlook. Feeling he's been condemned to suffer this horrible fate, he becomes depressed or apathetic. Over time his attitude may improve as he finds ways to do good with his abilities, or discovers that there may be a way to get rid of his powers forever.

DETACHED

Some metamorphs' powers create a psychological rift between them and normal humans. Lacking something crucial to human identity — a specific gender, a single form, perhaps even a physical form at all — they likewise lack some of the concerns and difficulties of normal humans. This makes it hard for them to relate to ordinary people, which may be reflected with a Social Limitation, Psychological Limitation, or other Disadvantages.

THE EXPLOITER

Some metamorphs prefer to use their powers for personal gain. Realizing how easy it is to steal when they can imitate other peoples' appearance, or assume animal forms, they turn to crime rather

than use their powers responsibly. In short, they view their metamorphic abilities as a meal ticket, not a burden or a gift.

MISTER/MISS FLEXIBLE

Some metamorphs, particularly Malleables, have personalities that mirror the adaptable nature of their bodies. Flexible and accommodating, they can get along with just about anyone, and often make good negotiators and diplomats. Similarly, a shapechanger able to look like nearly anyone may have an easy time empathizing with nearly anyone. On the other hand, characters like these may have trouble properly defining their *self* since they're so often "bending" to accommodate what other people want. Over the course of the campaign they may have to learn to become less flexible and more willing to assert their own views.

METAMORPH ARCHETYPES

Like other types of characters, metamorphs can be organized into several archetypes. But don't think of them as written in stone. The *HERO System* is all about character design flexibility, so there's no need to stick to a stereotype unless you want to — feel free to modify these archetypes to suit yourself and the campaign you're in.

These archetypes often derive directly from a metamorph's classification or background. For example, classical Lycanthropes and Skinchangers are both Zoomorphs whose powers derive from some sort of Magic. In some settings Lycanthropes may be Racial metamorphs as well. But again, don't think of these descriptions as a straitjacket — it can

be fun to go against type and create, for example, a Malleable Man whose powers are Racial rather than the result of an Accident.

THE ARTIFICIAL METAMORPH

This metamorph wasn't born or created by accident, he was built. In comic books and Science Fiction, robots that can change shape often enter the story. Some are metamorphs only in a limited sense (they can swap out "equipment modules" to give themselves new abilities, or have extensible limbs), others are highly versatile shapechangers (such as the T-1000 from the movie *Terminator 2*). In Fantasy literature, gods and wizards create beings with multiple shapes, such as war-golems that can change their arms into various weapons or an amorphous blob creature grown in a vat.

THE BERSERKER

The name comes from Norse *berserkr* ("bear shirt" or "bare shirt," referring to their custom of wearing bearskin clothing or going into battle sans armor), but berserkers — warriors who can work themselves into a killing frenzy — appear in many cultures in one guise or another. The typical Norse berserker is an ordinary person most of the time, with the same needs, drives, and personality as other men (though he may have a hot temper or keep to himself). But before battle, he works a (mostly) mental transformation upon himself. By howling, biting his shield, and banging his weapons against his helmet and shield, he induces a ferocious rage. The sagas claim that while gripped by this rage, a berserker was much stronger (and sometimes faster) than normal, and was largely
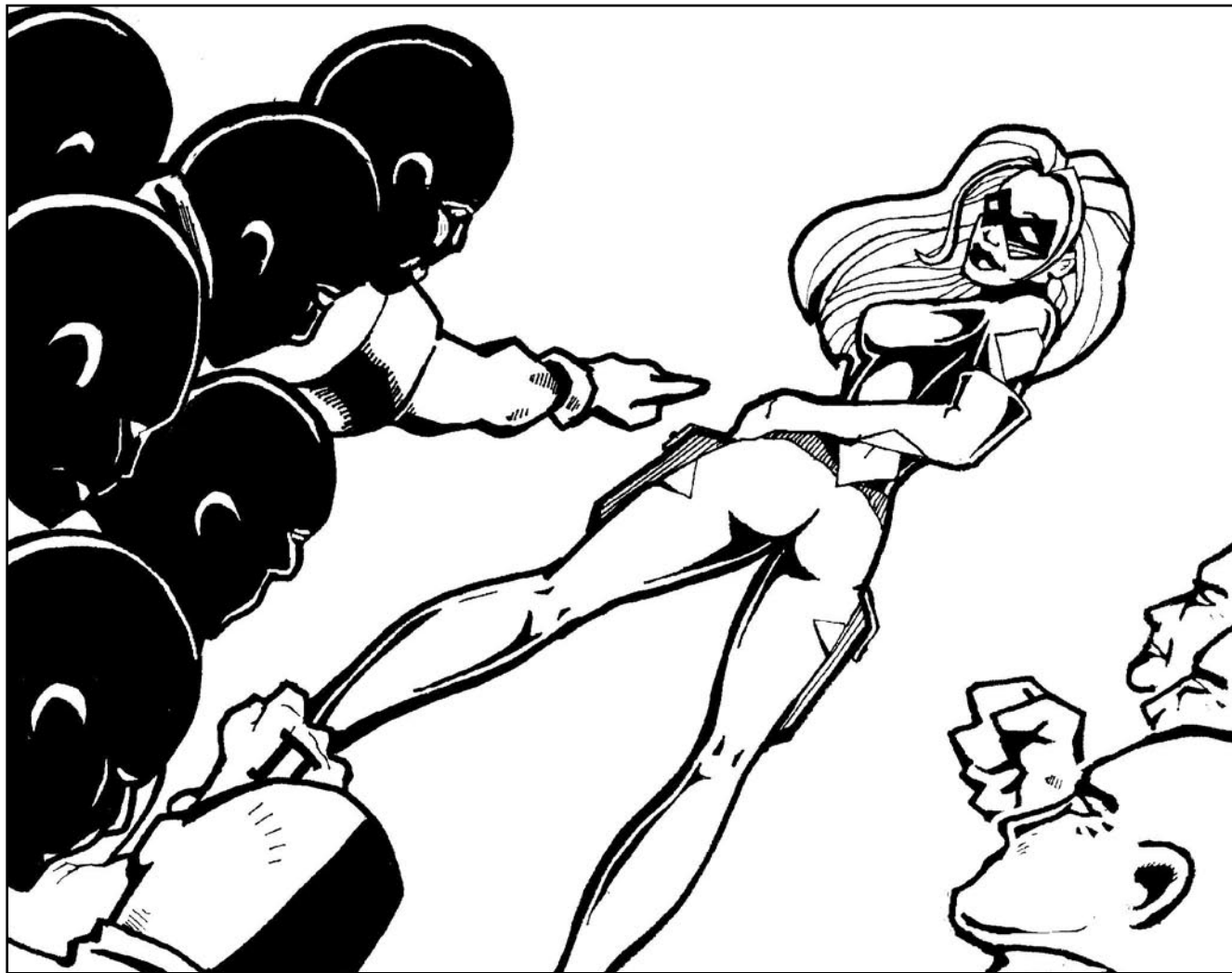
immune to pain (some stories even claim they were immune to weapons). However, the berserker's rage was uncontrollable; until he calmed down due to fatigue or injury, he'd attack anything in his path — enemies, allies, women, children, animals.

In *HERO System* terms, you can build the berserker bloodlust as various abilities that have the mandatory Side Effect of making the character go Berserk, or as various abilities that only function when the character's Berserk is triggered. See *Berserker Fury,* page 169, for an example.

THE DUPLICATOR

This metamorph can create one or more beings out of himself. Stereotypical comic book Duplicators, such as Madrox the Multiple Man, can manifest dozens or hundreds of identical duplicates of themselves, but the concept of duplication as a metamorphic power extends beyond that. Some Fantasy monsters or Science Fiction creatures may have the ability to divide themselves in two or create more of themselves — for example, the Lernean Hydra in Greek mythology grew two heads every time one of its heads was cut off, and a giant space amoeba might "bud" another of itself in response to danger.

Cloning offers a more "realistic" — but much lengthier — way for a character to duplicate himself. In *Champions* and *Star Hero* campaigns, where the technology exists to create and grow clones with comparative swiftness, tyrants could create entire armies of cloned soldiers, or a murderer could clone himself as a way of creating an alibi.

Not all duplication has to be physical, either. For example, some characters with mental powers may derive their psionic abilities from having the power to "divide their minds" into two equally intelligent parts. Some cultures, such as the ancient Egyptians, believed in multiple "souls," and that may explain how a character gains the ability to duplicate himself spiritually. Classic "astral projection" powers could also represent a form of spiritual duplication.

ENERGY MAN

Found primarily in comic book settings, the Energy Man has the ability to transform his physical body into coherent energy — his flesh becomes electricity, sonic energy, cosmic energy, fire, or whatever other form of energy is appropriate to his powers and origin. While in energy form he usually has powerful attacks (including a Damage Shield, since just touching him is dangerous) and can fly or teleport. Some wizards in High Fantasy games may have spells allowing for a similar transformation.

HENGEYOKAI

Also known as "the Were-Animal," a Henge-yokai is the opposite of a Lycanthrope: an animal that can assume human form. The name comes from Japanese legend, which is replete with such beings, including *tanuki* (badger-dogs who can take human shape) and *nezumi* (rats who can become human). See the *Metamorphic Bestiary* in Chapter Four for more information.

THE IMITATOR

Also known as the Doppelganger, the Imitator has the ability to copy the forms of other people, usually for purposes of deception. Sometimes this ability extends to voice, fingerprints, DNA, and even mental patterns/memories, though Imitators rarely (if ever) have the ability to copy superpowers, Skills, spells, or other unusual abilities. In some settings, Imitators are deadly, dangerous monsters (such as the Masquer on page 231); in others, they represent a threat to the entire world because of their ability to take the place of political leaders. In *HERO System* terms, you can build an Imitator using Shape Shift with the *Imitation* Adder (and possibly the *Cellular* Adder as well).

The Mimic

Related to the Imitator is the *Mimic,* who can not only copy appearances but Skills and abilities as well. The extent of a Mimic's powers varies. Some Mimics can only copy one person at a time; others can mix and match abilities from multiple persons, making them deadly warriors and ultra-competent adversaries. Some can only copy specific types of abilities (such as Marvel Comics's Taskmaster, who mimics other peoples' physical skills); others can copy anything, even mental or mystical powers. Some can only use the abilities and appearance of the last person they copied; others retain full knowledge of everyone they've ever copied, and can manifest any of their abilities at will. Some have to touch what they want to copy, others only have to see it.

Most Mimics copy people, but a few have a different ability: they can "copy" the properties of substances and objects (for example, becoming as hard and strong as stone after touching a rock).

THE LYCANTHROPE

Perhaps the most common and best-known metamorph in adventure literature and movies, the Lycanthrope — or were-creature — is a person with the ability to change his shape into that of a particular animal, and usually into a related "animal-man" form as well. Many people consider lycanthropy a curse, a dreaded disease they would give anything to be cured of, but some accept (or even revel in) their bestial nature and abilities. See page 76 and the *Metamorphic Bestiary* in Chapter Four for more information, including rules for contracting lycanthropy.

The Skinchanger

Described briefly above, the Skinchanger is a person who can assume a specific animal form through the use of an enchanted animal skin (or animal-skin garment). Although similar to the Lycanthrope in many ways, he can't assume half-man half-animal form, and his dependence on the skin (a Focus, in *HERO System* terms) leaves him vulnerable to losing his powers. Skinchangers may be seen as more evil and depraved than Lycanthropes, since many victims of lycanthropy contracted the condition involuntarily, whereas a Skinchanger willingly changes shape (often for selfish or malicious ends).

THE MALLEABLE MAN

Another metamorphic archetype found primarily in the comics, the Malleable Man has a body he can stretch, warp, and reshape in various ways. The Elongated Man, Mr. Fantastic, and Plastic Man are all classic examples.

In *HERO System* terms, Stretching is the definitional power for the Malleable Man. In addition to standard Stretching, he often has many "Stretching tricks" he can perform (see Chapter Two for plenty of examples). Some Malleables, such as Plastic Man, also have Shape Shift and even Multiform to represent their ability to stretch/reshape their bodies into unusual objects, vehicles, and the like.

SKILLS

Many of the *HERO System* Skills can simulate the effects of a character's ability to change shape or personality. If this requires significant effort on the character's part, Limitations like *Costs Endurance* are appropriate; if he hasn't yet fully developed his powers, an Activation Roll also helps define the ability.

INTERACTION SKILLS

Some metamorphs don't change the shape of their bodies, they change their personalities or thought patterns. Such characters may be particularly adept at social intercourse because they can subtly shift their approach (and perhaps even appearance) to influence whoever they're interacting with. In *HERO System* terms, you can represent this by buying specific Interaction Skills and/or Skill Levels with Interaction Skills.

PERCEPTIVE SKILLS

For some Skills involving perception or analysis of phenomena, such as Criminology (see below), some aspects of Bugging and Mechanics, or Tracking, a character who can Shrink may buy Skill Levels (or bonuses to such Skills) to represent how easy it is to perceive small things at his size. To an ordinary-sized person, the details of a footprint may be hard to perceive, but to an inch-tall character they stand out like hills.

ACROBATICS

Some metamorphs can change form so rapidly they can easily avoid obstacles others characters have to face. Acrobatics might not let them actually do a flip, but it allows them to rearrange their bodies quickly enough to accomplish the same result. While a circus acrobat swings from a flagpole using a tether, a metamorph might just extend a body part and wrap it around the flagpole. A metamorph might be able to easily balance on the narrowest or slipperiest surfaces by contorting limbs for more stability, increasing foot size, or growing spikes to stick in slippery surfaces. In combat, a metamorph might use Acrobatics to represent the way his malleable limbs let him attack in unexpected ways (*i.e.,* obtain a *Surprise Move* bonus).

ANIMAL HANDLER

Similar to the way certain mental metamorphs can change their personalities to interact well with others, some can understand and get along better with animals. This is particularly appropriate for lycanthropes and other zoomorphs, who often have the ability to relate well with (or even speak to or summon) the type of animal(s) they can change shape into.

BREAKFALL

You can simulate some aspects of the ability to rapidly change form with Breakfall. For example, while a cat-like character always lands on his feet, a metamorph might simply create feet and legs pointing toward the ground and then reform his body to match. For particularly elastic characters, Breakfall could represent the ability to "soften" the area nearest the ground so it cushions the force of impact.

CLIMBING

Climbing is a cinch for many metamorphs. If they have Stretching they can easily reach handholds and pull themselves up. If not, they may be able to grow claws or spikes that help them climb, or even mold their malleable flesh to the climbing surface so they practically stick to it.

COMBAT SKILL LEVELS

The ability to rapidly change the shape of one's body, grow additional limbs, elongate limbs, or create claws can make a character a devastatingly effective HTH combatant, and you can represent that with Combat Skill Levels. A malleable-bodied character might easily stretch out of the way of attacks, or "bounce" them off his body — an ability you could simulate with DCV Levels.

CONCEALMENT, SHADOWING, AND STEALTH

Some metamorphs can change the color and texture of their skin to match their surroundings, giving them these Skills or bonuses to these Skills (see *Chameleon Camouflage,* page 93, for an example). Similarly, characters who can radically alter their form might use their abilities to soften their feet or otherwise move more quietly.

CONTORTIONIST

Even characters with only minor metamorphosis powers sometimes have significant manipulatory control over their bodies. The *Contortionist* Skill can simulate this ability to slightly alter the bodies to fit into small spaces, dislocate various joints, and generally conform to whatever shape they wish without changing their actual form.

CRIMINOLOGY, FORENSIC MEDICINE, AND PARAMEDICS

Characters who can become incredibly small may have a much easier time finding or examining trace evidence than normal-sized characters (though performing the search might not be the most pleasant task...). With enough Shrinking (or Extra-Dimensional Movement into the Micro-

verse), a character could easily find something a normal-sized criminalist would overlook. The same could apply to diagnosing diseases and performing various medical procedures. Shrinking characters can take any of these Skills to represent not only that ability, but the knowledge to analyze what they find — it doesn't do much good to locate a clue if you can't understand its significance.

DEFENSE MANEUVER

A metamorph with a fluid body type, or the ability to sprout extra eyes or limbs in various directions, might buy Defense Maneuver to represent how he uses those abilities in combat. For example, if an attacker slams a shapechanging metamorph up against a wall, rather than taking time to turn around he may simply change shape so that what was in front is now in back, and vice-versa — thus denying other attackers the ability to hit him "from behind." In effect, the character has no "behind" to attack from because of the way he can alter his form.

DISGUISE, MIMICRY

For metamorphs whose imitative abilities aren't as good as Shape Shift with the *Imitation* Adder, Disguise provides a useful substitute (or a way for Shape Shifting characters without Imitation to try to impersonate someone). Mimicry does the same for voices, and of course a touch of Acting may be necessary to pull off the impersonation. In effect, these Skills allow for a "poor man's metamorphosis" — the ability to "change shape" without having to pay for expensive Powers.

A character who wants to disguise himself to look like a member of another species or race may run into problems. It's hard for a two-armed, six foot tall human to make himself look like a four and a half foot tall dwarf, a six-armed serpent-man, or a blue-skinned, antennaed merchant from Rigel IV. Similarly, differences in age, gender, or size, or the need to maintain a disguise for a long period of time, may make it easier to see through. The accompanying Disguise Modifiers Table lists applicable modifiers — though of course, not every genre or campaign is so "realistic" as to require them.

KNOWLEDGE SKILL

In a campaign setting where shapeshifters and other metamorphs are a common or central feature (such as a Horror game where the PCs are all vampires and werewolves trying to hold on to their humanity and do good deeds in the face of temptation and their bestial natures), a Knowledge Skill such as KS: The Shapeshifting World grants knowledge of who's who in that subculture. Knowledge Skill: Arcane And Occult Lore lets a character know about mystic metamorphs like vampires and werewolves, and he can easily take more specialized mystic KSs if desired.

DISGUISE MODIFIERS TABLE

Body Type	Modifier
Age	
1-2 decades older/younger than character	-2
3-4 decades older/younger than character	-5
5 or more decades older/younger than character	-9
Gender: disguised as different gender	-2 or worse
Limbs	
More limbs	-1
Fewer limbs	-2
Posture	
Similar posture	-0
Semi-Erect	-1
Horizontal posture	-2
Size, Weight	
Smaller than character	-2
Less than half character's mass	-3 per halving
Larger than character	-1
More than twice character's mass	-2 per doubling
Significantly lighter weight than character	-4
Skin	
Body covered with hair or feathers	+1
Body covered with shell	+2
Bare skin	-1
Miscellaneous	
Distinctive scent or other emission	-2
Amorphous blob	-4
Different home environment	-2
Other Circumstances	**Modifier**
Character disguises self as specific other person	-1 to -3 (or worse)*
Character must maintain disguise for...	
Several days	-1
1 Week to 1 Month	-2
Over 1 Month	-3 (or worse)
*when encountering people who know the person character is impersonating	

LOCKPICKING, SECURITY SYSTEMS

Characters with the ability to change the shape of their hands or fingers might be able to create lockpicks out of them; similarly, a character might be able to Shrink to a small enough size to walk into a lock and manipulate it by hand. While this would work for most key locks, combination, electronic, and magnetic locks would be beyond the scope of all but the most extreme metamorphosis powers; depending on the campaign, this might entitle the character to take a Limitation on the Skill.

In some cases, characters may take Security Systems to reflect a similar ability to avoid or bypass security devices using their metamorphic powers. A Shrunk character can easily slip around many alarms and traps, while an elastic-bodied one can squeeze through bars and fences or fit through air ducts. Security Systems isn't necessary to use those Powers in these ways, but it lets the character know where the security devices are and the best way around them using his abilities.

ELASTICOMBAT

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Attacks Bounce Off	½	4	+2	+2	Block, Abort
Big Fist Punch	½	4	+0	+2	STR +2d6 Strike
Big Squeeze	½	4	+0	+0	STR +4d6 Crush, Must Follow Grab
Multi-Limb Pummeling	½	5	+1	-2	STR +4d6 Strike
Squeeze Out	var	4	+0	+0	+15 STR vs. Grabs
Stretch Dodging	½	4	—	+5	Dodge, Affects All Attacks, Abort
Stretch Sweep	½	3	+2	-1	STR +1d6 Strike; Target Falls
Wraparound	½	5	-1	-1	Grab Four Limbs, +10 STR for holding on
Wraparound Choke	½	4	-2	+0	Grab One Limb; 2d6 NND(2)
Wraparound Disarm	½	4	-1	+1	Disarm, +10 STR to Disarm roll

BATTLE SHIFTING

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Altered Form Dodge	½	4	—	+5	Dodge, Affects All Attacks, Abort
Body Like Water	var	4	+0	+0	+15 STR vs. Grabs
Malleable Block	½	5	+1	+1	Grab One Limb, Block
Mallet Hand	½	4	+0	+2	STR +2d6 Strike
Sharpened Hand	½	4	-2	+0	HKA ½d6 (2 DC)
Shifting Limbs	½	3	-1	-1	Grab Two Limbs, +10 to STR for holding on

MARTIAL ARTS

You can simulate the bodily contortions some metamorphs can perform in combat with Martial Arts. Here are two examples, Elasticombat (for malleable-form metamorphs) and Battle Shifting (for shapechangers).

RAPID ATTACK, TWO-WEAPON FIGHTING

These skills are a good choice for metamorphs capable of suddenly producing extra limbs, or abnormally shaped or particularly large ones. But don't forget the rules on page 75 of *The HERO System 5th Edition, Revised* concerning Two-Weapon Fighting and multi-limbed characters.

SCIENCE SKILL

Many Science Skills could play a vital part in a campaign containing metamorphs. Characters might study Biology, Genetics, Microbiology, Organic Chemistry, or many other Skills in an effort to better understand and use their body-altering powers. Some might even use one of these Skills as the Required Skill Roll for powers they don't fully control yet. To create artificial or constructed metamorphs, characters probably need SS: Robotics, SS: Nanotechnology, or similar Skills. Characters might need SS: Psychology to cope with various types of mental metamorphs (or resist their powers).

SLEIGHT OF HAND

For characters capable of changing the shapes of their hands, this Skill becomes relatively easy. Extra fingers can hold things while the hand appears empty, compartments can open up within the body to hide small objects, and so on.

TEAMWORK

Teamwork is an ideal Skill for Duplicates who don't have any sort of "psychic link" or other form of instant communication, but who innately understand how their other "selves" act and react in combat. A team of well-trained Duplicates with even low-powered attacks can be pretty effective during a battle.

TALENTS

Metamorphs purchase most Talents for the same reasons other characters do. But a few may have special significance or uses.

AMBIDEXTERITY

Characters with many limbs, particularly if they can create and withdraw them at will, should definitely consider this Talent. Otherwise all limbs except one count as the character's "Off Hand," making it difficult for him to hit targets in combat.

DOUBLE JOINTED

Double Jointed is just as appropriate for metamorphs as Contortionist. It's useful for simulating characters who can alter their skeletal structure or the solidity of their bodies.

LIGHTNING REFLEXES

If a character buys the ability to transform his arms into weapons (or the like), this Talent could represent just how quickly he can form them — much faster than even the fastest normal combatant can draw a mundane weapon. Before his opponent can react or step aside, the character has simultaneously turned his arm into a sword-blade and stretched it right through the opponent's body!

SIMULATE DEATH

Many metamorphs have fine control over their bodily processes. Changing those processes to fool others into thinking the metamorph is dead usually isn't hard.

PERKS

For the most part, metamorphs purchase Perks just like any other character would. However, characters with multiple personalities may only have a given Perk in a single "identity" or personality. The *Contacts* Perk already allows characters to purchase it by identity, and the GM may want to similarly reduce the cost of other Perks the character can't always access, or even let characters buy them with Limitations like *Linked* or *No Conscious Control*. For example, consider an involuntary metamorph whose body changes shape to match whichever personality is dominant at the time. In one personality/form, he's fabulously rich — but the other personalities/forms don't remember that, or can't access his fingerprint-guarded vault!

For further information on Vehicles that can change shape or combine with other Vehicles, see *The Ultimate Vehicles.* If necessary, you can adapt those rules for Bases.

BODY-AFFECTING POWERS

At the heart of virtually every metamorph character design are one or more of the *Body-Affecting Powers* — Density Increase, Desolidification, Duplication, Extra Limbs, Growth, Multiform, Shape Shift, Shrinking, and Stretching. All of these Powers alter a character's physical form or nature in some way — they change his shape (Multiform, Shape Shift, Stretching), size (Growth, Shrinking), or other properties (Density Increase, Desolidification, Duplication, Extra Limbs).

For ease of reference, this section of *The Ultimate Metamorph* includes the complete text of these Powers from *The HERO System 5th Edition, Revised* rulebook, with additional information to cover subjects and situations not addressed by the main rules.

Character Mass

Three Body-Affecting Powers — Density Increase, Growth, and Shrinking — alter a character's mass. If a character uses both Density Increase and Growth at the same time, all mass multipliers add together. Thus, a character with 15 points of Growth and 5 points of Density Increase has x16 normal human mass. If a character uses both Density Increase and Shrinking at once, determine the character's mass based on the use of Shrinking, then double that mass for each level of Density Increase in effect.

Character Size

Some Body-Affecting Powers enable a character to change his size — they're *Size Powers*. Growth allows a character to become taller than normal; Shrinking allows him to become smaller than normal. Size Powers are only appropriate for characters who can *alter their size.* Characters who are always very tall or very small should not buy these powers; instead, they should buy various Powers (such as high STR or an increased DCV) to reflect the benefits of having a permanently altered size, and a Physical Limitation to reflect the drawbacks. Use the Size Powers as guidelines for what Powers such characters should buy. (See the individual Power descriptions for more information.)

A character's size affects the ability of other characters to perceive him: Grown characters are easier to perceive (+2 to PER Rolls to perceive them for every x2 height); Shrunken characters are harder to perceive (-2 to PER Rolls to perceive them for every x½ height).

Size also affects the ability of other characters to hit the character: Grown characters are easier to hit (-2 DCV for every x2 height); Shrunken characters are harder to hit (+2 DCV for every x½ height). However, DCV modifiers do not apply, or only apply partially, against other characters using the same Size Power. Subtract the attacker's modifier from the defender's modifier to determine how much of a DCV modifier, if any, the defender receives. However, a character can only get DCV bonuses against a Grown attacker if he (the character) uses Shrinking; characters who are normal human size or taller do not get DCV bonuses against Grown characters who are taller than they are.

Example: *Hornet can Shrink to one-fourth human size (-4 on PER Rolls to perceive him, +4 to his DCV). However, when he's attacked by Yellowjacket, who is also one-fourth human size, he does not receive his DCV bonus (+4 - +4 = 0). If Yellowjacket were only Shrunk to half human size, Hornet would receive a +2 DCV bonus (+4 - +2 = +2).*

Similarly, if Tower can become eight times as tall as a normal human, he has a -6 DCV. When fighting Gargantua, who is also x8 normal human height, neither he nor Gargantua suffer their DCV penalties (-6 - -6 = 0). If Tower could only become x4 normal human height (-4 DCV), then Gargantua would suffer a -2 DCV against his attacks (-6 - -4 = -2), while Tower would suffer no DCV penalty (-4 - -6 = less than 0; Tower cannot get a DCV bonus for being smaller than Gargantua unless he uses Shrinking).

As an optional rule, the GM can ignore all DCV modifiers for size in HTH Combat. While less "realistic," this rule is simpler and allows any two characters to engage in HTH Combat normally, regardless of their sizes.

LIMITATIONS

Must Be Used At Full Power (-0): A character may want to have Density Increase, Growth, or Shrinking that he has to use at full effect. In most cases this is a -0 Limitation, but the GM may increase the value to -¼ if he believes this condition would significantly hinder the character in some circumstances. The value may depend, in part, on how big, dense, or small the character can become. The difference between 1" tall and 2" tall probably isn't enough to qualify for more than -0, but if a character's only option is to become 64" tall, the case for a higher Limitation value is stronger.
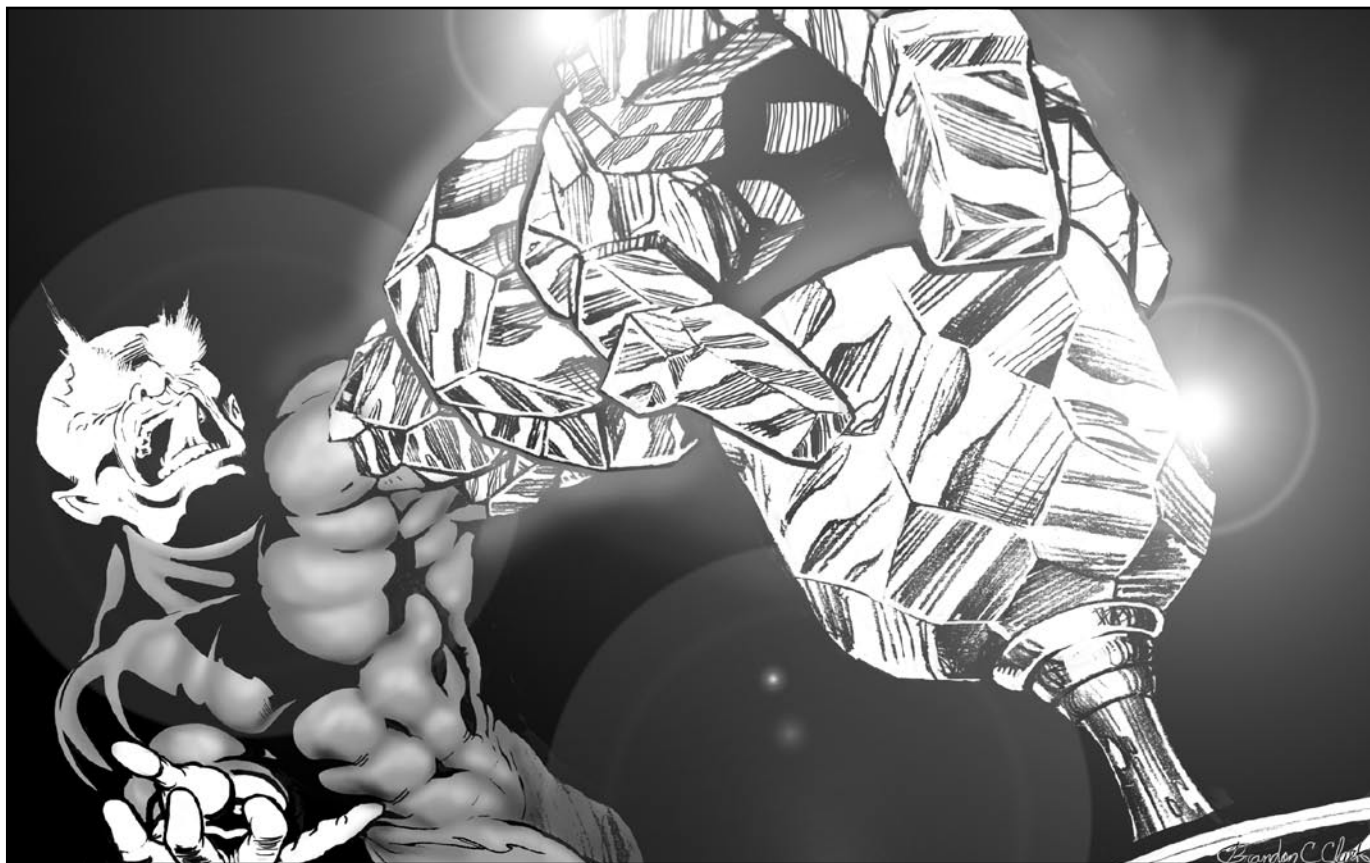
DENSITY INCREASE

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 5 Character Points for every +5 STR, +1 PD and +1 ED, -1" Knockback, and x2 mass

A character with Density Increase ("DI") can increase his density, thereby making himself stronger and physically tougher. Some examples of Density Increase include characters whose bodies are made of rock or metal, or a superhero with gravitic powers who can make himself denser. Density Increase costs 5 Character Points per doubling of mass (see the Density Table for the full effects).

Density Increase is only appropriate for characters who can *alter their density.* Characters who are always very heavy should not buy DI. Instead they should buy various Powers (such as increased Characteristics) to reflect the benefits of having a permanently altered density, and take a Physical Limitation to reflect the drawbacks. See below for additional information and guidelines.

Density Increase adds to a character's mass, STR, PD, and ED without changing his appearance. Density Increase costs END to use; the character must pay END every Phase in which DI is turned on.

A character can use the STR he gets from Density Increase for any purpose he could normally use STR for — it doesn't just help him move his extra mass around, it affects how much he can lift, how much damage he does when he punches, and so forth. Density Increase does not reduce a character's STR-based forms of movement, such as Running and Swimming (though there are optional rules for the effect of mass on Leaping on page 35 of *The HERO System 5th Edition, Revised* rulebook if the GM wants to use them).

Crushing Damage; Damageable Surfaces

Characters with Density Increase may be heavy enough to inflict crushing damage on other characters simply by standing. sitting, or lying on them. See page 422 of *The HERO System 5th Edition, Revised* rules regarding this, and the *Crush You!* power on page 116 of this book for an example of a "crushing Damage Shield" ability that lets a character both crush *and* attack in the same Phase.

For GMs interested in "realism," whenever a character using Density Increase walks on pavement, a floor, the upper story of a building, or anything else that might not fully hold his increased weight, apply the crushing damage he can cause to that surface. If the surface isn't strong enough to hold him, he breaks through it and falls, or sinks into it.

ADVANTAGES AND ADDERS

If a character who has Density Increase applies an Advantage to his STR, he must calculate the cost of the Advantage based on the character's total STR including DI bonuses, unless noted otherwise below. For example, if a character has STR 30 and 30 points of DI (+30 STR), the cost of an Advantage is calculated as if he had bought a 60 STR. This applies even if the Density Increase is bought as a slot in a Power Framework. If the character also has some Limited STR, he does not have to include that when calculating the cost of the Advantage unless the GM thinks it would be appropriate for him to do so. Generally Limited STR function as a sort of separate power, so its END cost should be determined separately.

Invisible Power Effects: Density Increase is already "invisible," in that it does not change the character's physical appearance, so characters don't have to buy this Advantage for it. They can apply the Limitation *Visible* to forms of DI that are perceivable, such as transforming one's body into solid steel.

Reduced Endurance: If a character buys Density Increase with Reduced Endurance, he must still pay normal END costs for using the extra STR granted by DI, unless he buys Reduced Endurance separately for his STR.

Usable On Others: When used as an attack against another character (*i.e.,* when bought with the +1 *Usable As Attack* Advantage), Density Increase does not, and cannot be bought to, increase another character's weight without also increasing his STR (and other Characteristics that DI normally improves).

LIMITATIONS

No Defense Increase (-¼, -½): DI with this Limitation does not provide any extra PD and/or ED to the character — he becomes heavier and stronger, but no tougher. If the character doesn't get extra PD *or* ED (chosen when he takes this Limitation), the Limitation's worth -¼; if he gets neither form of defense, it's worth -½.

No STR Increase (-½): DI with this Limitation does not provide any extra STR to the character. Eventually the character's weight becomes more than he can lift with his STR, meaning he cannot walk and has to be carried or driven everywhere he goes (unless he turns his DI off).

Creating Permanently High-Density Characters

As noted above, Density Increase is for characters who can *alter their density.* If you want to have a character who's more dense than an ordinary human all of the time, here's how you buy that, using Density Increase as a guideline.

First, determine how heavy the character is. Then find the category on the Density Increase Table corresponding to that amount of weight. Use the attributes of that amount of Density Increase to buy the relevant abilities:

DENSITY INCREASE TABLE

Every 5 points of Density Increase provides:
x2 mass
+5 STR (no Figured Characteristics)
-1" Knockback (functions just like Knockback Resistance)
+1 PD (nonresistant)
+1 ED (nonresistant)

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0"	+0	+0
5	101-200	+5	-1"	+1	+1
10	201-400	+10	-2"	+2	+2
15	401-800	+15	-3"	+3	+3
20	801-1,600	+20	-4"	+4	+4
25	1,601-3,200	+25	-5"	+5	+5
30	3,201-6,400	+30	-6"	+6	+6
35	6,401-12,500	+35	-7"	+7	+7
40	12,501-25,000	+40	-8"	+8	+8
45	25,0001-50,000	+45	-9"	+9	+9
50	50,0001-100,000	+50	-10"	+10	+10
55	100,001-200,000	+55	-11"	+11	+11
60	200,001-400,000	+60	-12"	+12	+12
65	400,001-800,000	+65	-13"	+13	+13
70	800,001-1.6 million (1 kton)	+70	-14"	+14	+14
75	1.7-3.2 million	+75	-15"	+15	+15
80	3.3-6.4 million	+80	-16"	+16	+16
85	6.5-12.5 million	+85	-17"	+17	+17
90	12.6-25 million	+90	-18"	+18	+18
95	26-50 million	+95	-19"	+19	+19
100	51-100 million	+100	-20"	+20	+20
105	101-200 million	+105	-21"	+21	+21
110	201-400 million	+110	-22"	+22	+22
115	401-800 million	+115	-23"	+23	+23
120	801 million-1.6 mtons	+120	-24"	+24	+24
125	1.7-3.2 mtons	+125	-25"	+25	+25
130	3.3-6.4 mtons	+130	-26"	+26	+26
135	6.5-12.5 mtons	+135	-27"	+27	+27
140	12.6-25 mtons	+140	-28"	+28	+28
145	26-50 mtons	+145	-29"	+29	+29
150	51-100 mtons	+150	-30"	+30	+30
155	101-200 mtons	+155	-31"	+31	+31
160	201-400 mtons	+160	-32"	+32	+32
165	401-800 mtons	+165	-33"	+33	+33
170	801 mtons-1.6 gtons	+170	-34"	+34	+34
175	1.7-3.2 gtons	+175	-35"	+35	+35
180	3.3-6.4 gtons	+180	-36"	+36	+36
185	6.5-12.5 gtons	+185	-37"	+37	+37
190	12.6-25 gtons	+190	-38"	+38	+38
195	26-50 gtons	+195	-39"	+39	+39
200	51-100 gtons	+200	-40"	+40	+40
205	101-200 gtons	+205	-41"	+41	+41
210	201-400 gtons	+210	-42"	+42	+42
215	401-800 gtons	+215	-43"	+43	+43
220	801 gtons-1.6 ttons	+220	-44"	+44	+44
225	1.7-3.2 ttons	+225	-45"	+45	+45
230	3.3-6.4 ttons	+230	-46"	+46	+46
235	6.5-12.5 ttons	+235	-47"	+47	+47
240	12.6-25 ttons	+240	-48"	+48	+48
245	26-50 ttons	+245	-49"	+49	+49
250	51-100 ttons	+250	-50"	+50	+50
255	101-200 ttons	+255	-51"	+51	+51
260	201-400 ttons	+260	-52"	+52	+52
265	401-800 ttons	+265	-53"	+53	+53
270	801 ttons-1.6 ptons	+270	-54"	+54	+54
275	1.7-3.2 ptons	+275	-55"	+55	+55

...and so on

kton: kiloton (1,000 metric tons) • mton: megaton (1 million metric tons)
gton: gigaton (1 billion metric tons) • tton: teraton (1 trillion metric tons)
pton: petaton (1 quadrillion metric tons)

■ For STR, buy the listed amount of STR with the Limitation *No Figured Characteristics* (-½)

■ For KB, buy the listed amount of Knockback Resistance

■ For PD, buy the listed amount of PD

■ For ED, buy the listed amount of ED

The special effect of these abilities is that they derive from the character's increased density. The Mass Templates on page 577 of *The HERO System 5ᵗʰ Edition, Revised* rulebook summarize the abilities pertaining to various categories of heaviness.

Second, the character needs a Physical Limitation, *Heavy,* to represent the inconvenience of being so heavy all the time. Being extremely heavy makes it difficult for a character to ride in vehicles (or on mounts), to walk on the upper floors of buildings without falling through, to avoid leaving tracks almost everywhere he walks, and so forth. The accompanying table lists the value of the Physical Limitation based on mass.

Expanded Density Increase Table

For some gaming groups, greater granularity for Density Increase may be desirable. The accompanying table provides rules for buying DI in 3-point increments instead of just the standard 5-point ones. For each +3 Character Points, the character gets +3 STR, and gets the PD bonus of the next highest level of DI sooner; the KB and ED modifiers remain the same as

EXPANDED DENSITY INCREASE TABLE

Points	Mass (KG)	STR	KB	PD	ED
0	100	+0	-0"	+0	+0
3	150	+3	-0"	+1	+0
5	200	+5	-1"	+1	+1
8	300	+8	-1"	+2	+1
10	400	+10	-2"	+2	+2
3	600	+13	-2"	+3	+2
15	800	+15	-3"	+3	+3
18	1,200	+18	-3"	+4	+3
20	1,600	+20	-4"	+4	+4
23	2,400	+23	-4"	+5	+4
25	3,200	+25	-5"	+5	+5
28	4,800	+28	-5"	+6	+5
30	6,400	+30	-6"	+6	+6
33	9,600	+33	-6"	+7	+6
35	12,500	+35	-7"	+7	+7
38	19,000	+38	-7"	+8	+7
40	25,000	+40	-8"	+8	+8
43	37,500	+43	-8"	+9	+8
45	50,000	+45	-9"	+9	+9
48	75,000	+48	-9"	+10	+9
50	100,000	+50	-10"	+10	+10
53	150,000	+53	-10"	+11	+10
55	200,000	+55	-11"	+11	+11
58	300,000	+58	-11"	+12	+11
60	400,000	+60	-12"	+12	+12
63	600,000	+63	-12"	+13	+12
65	800,000	+65	-13"	+13	+13
68	1,200,000	+68	-13"	+14	+13
70	1,600,000	+70	-14"	+14	+14
73	2,400,000	+73	-14"	+15	+14
75	3,200,000	+75	-15"	+15	+15
...and so on					

the next lowest level. For example, a character who buys 23 Character Points' worth of Density Increase has +23 STR, -4" KB, +5 PD, and +4 ED. If he pays +2 Character Points (25 points total), that improves to +25 STR, -5" KB, +5 PD, and +5 ED — the STR, KB, and ED increase, but the PD bonus remains the same as the 23-point level.

Vast Density

Assuming one has sufficiently sensitive equipment, any mass exerts gravitic attraction every other mass. But practically speaking, an object has to be *extremely* heavy before it exerts gravity a human being — *i.e.,* a *HERO System* game character — can feel. The accompanying table provides some simple rules for determining when a heavy character generates his own noticeable gravity and how strong it is, assuming that 1 G = 5 STR.

Density Decrease

In some cases, players may want to design characters who are *less* dense than ordinary humans, but not so much so that they become intangible (and thus buy *Desolidification;* see below). Creating a less dense character involves defining the effects of being lighter weight than normal. Some possibilities include:

HEAVY PHYSICAL LIMITATION

Character's Mass Is...	Physical Limitation
2-3 times normal (200-399 kg)	Infrequently, Slightly Impairing: 5 points
4-7 times normal (400-799 kg)	Frequently, Greatly Impairing: 15 points
8-15 times normal (800-1,599 kg)	Frequently, Greatly Impairing: 15 points
16-31 times normal (1,600-3,199 kg)	Frequently, Greatly Impairing: 15 points
32-63 times normal (3,200-6,399 kg)	Frequently, Greatly Impairing: 15 points
64 or more times normal (6,400+ kg)	All The Time, Greatly Impairing: 20 points

The listed Disadvantage values are only guidelines. The GM should feel free to change them to suit specific characters, the campaign setting, or other factors. For example, Ironclad (*Champions,* page 184) gets 20 points for weighing 20 times normal human weight, since he lives in a city with a lot of skyscrapers, often finds himself in situations where someone has to carry him, and so forth.

PERSONAL GRAVITY TABLE

Points in DI	Hexes											
	0	1	2-3	4-7	8-15	16-31	32-63	64-124	125-249	250-499	500-999	1,000
125	-25	-35	-45	-55	-65	-75	-85	-95	-105	-115	-125	-135
130	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110	-120	-130
135	-15	-25	-35	-45	-55	-65	-75	-85	-95	-105	-115	-125
140	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110	-120
145	-5	-15	-25	-35	-45	-55	-65	-75	-85	-95	-105	-115
150	0	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100	-110
155	5	-5	-15	-25	-35	-45	-55	-65	-75	-85	-95	-105
160	10	0	-10	-20	-30	-40	-50	-60	-70	-80	-90	-100
165	15	5	-5	-15	-25	-35	-45	-55	-65	-75	-85	-95
170	20	10	0	-10	-20	-30	-40	-50	-60	-70	-80	-90
175	25	15	5	-5	-15	-25	-35	-45	-55	-65	-75	-85
180	30	20	10	0	-10	-20	-30	-40	-50	-60	-70	-80
185	35	25	15	5	-5	-15	-25	-35	-45	-55	-65	-75
190	40	30	20	10	0	-10	-20	-30	-40	-50	-60	-70
195	45	35	25	15	5	-5	-15	-25	-35	-45	-55	-65
200	50	40	30	20	10	0	-10	-20	-30	-40	-50	-60
205	55	45	35	25	15	5	-5	-15	-25	-35	-45	-55
210	60	50	40	30	20	10	0	-10	-20	-30	-40	-50
215	65	55	45	35	25	15	5	-5	-15	-25	-35	-45
220	70	60	50	40	30	20	10	0	-10	-20	-30	-40
225	75	65	55	45	35	25	15	5	-5	-15	-25	-35
230	80	70	60	50	40	30	20	10	0	-10	-20	-30
235	85	75	65	55	45	35	25	15	5	-5	-15	-25
240	90	80	70	60	50	40	30	20	10	0	-10	-20
245	95	85	75	65	55	45	35	25	15	5	-5	-15
250	100	90	80	70	60	50	40	30	20	10	0	-10
255	105	95	85	75	65	55	45	35	25	15	5	-5
260	110	100	90	80	70	60	50	40	30	20	10	0
265	115	105	95	85	75	65	55	45	35	25	15	5
270	120	110	100	90	80	70	60	50	40	30	20	10
275	125	115	105	95	85	75	65	55	45	35	25	15
280	130	120	110	100	90	80	70	60	50	40	30	20

...and so on

The "Points" column indicates how many points the character has spent on Density Increase. The "Hexes" columns indicate the distance in hexes from the character, and the amount of gravitic attraction he generates on a 50-100 kg object at that distance in terms of STR. For example, at 16-31", a character who weighs 200 megatons (155 points in Density Increase) exerts a gravitic pull equal to -45 STR — enough to draw small objects like golf balls and eggs toward him.

If the character's using other mass-affecting powers (i.e., Growth and Shrinking), use the modified formula below to determine his gravitic "pull."

For gamers who want to calculate gravitic attraction for other amounts of Density Increase, here's the formula:

g (the STR of the gravitic attraction) = 2 raised to the power of (((points spent on DI/5) - 33) + Range Modifier)

For adjacent targets (0" range), use 2 for the "Range Modifier."

If the character's using Growth as well as DI, add (points spent on Growth/5) to (points spent on DI/5). If the character's using Shrinking, subtract ((points spent on Shrinking/10) x3) to (points spent on DI/5).

Using this table/formula, a character with 420 Character Points' worth of Density Increase has become a black hole. If he continues to increase his density, the black hole expands, engulfing more and more of his surroundings.

■ the character takes less damage from attacks, since he's not "all there" to be affected. Typically this means buying Damage Reduction, but it could be defined using other Defense Powers.

■ the character doesn't leave footprints, trigger land mines, or the like. You can build this as Gliding with the *Ground Gliding* Limitation.

■ the character is light enough to float on the air, ride thermals, and so forth. You can buy this as Gliding, possibly with Limitations to reflect the fact that the character can't fully control where he goes.

■ the character can be thrown further than other characters of the same size. In most cases this is just part of the special effect of the character's powers and doesn't cost Character Points. In games where the character is thrown a lot and derives a significant tactical advantage from his light weight, the GM might make him buy this ability as extra STR, Usable By Other (+¼), Only To Increase STR For Purposes Of Throwing The Character (-2).

Additionally, the character has to take a Physical Limitation, *Lightweight,* to represent the fact that, like a Shrunk character, he suffers more Knockback distance (but not damage) from his attacks. The Size/Weight Physical Limitation table on page 576 of *The HERO System 5th Edition, Revised* rulebook summarizes the effects and value of this Disadvantage.

For another way of simulating "Density Decrease," see *Alternate Desolidification* on page 25.

DESOLIDIFICATION 🛑

Type: Standard Power/Body-Affecting Power
Duration: Constant
Target: Self Only
Range: Self
Costs END: Yes
Cost: 40 Character Points

A character with Desolidification can become intangible, allowing him to walk through walls and ignore attacks. Some examples of Desolidification include the intangible body of a ghost, a superhero who can pass through solid objects by synchronizing the "phase vibrations" of his molecules, and a vampire's ability to transform into a cloud of mist. Desolidification costs 40 Character Points and costs END to use.

BASIC EFFECTS OF DESOLIDIFICATION

A Desolidified character can move through walls and other solid objects at his normal movement rate unless the walls are bought with the *Affects Desolidified* Advantage. When doing so, he can use any Movement Power he possesses. For example, he can walk (Running) through walls, use Flight to travel through solid ground, and so forth. Desolidified characters can walk on the ground without sinking into it by force of will; this allows them to, for example, walk up a staircase or climb a cliff. Desolidification doesn't automatically allow a character to "walk on air"; to do that, he has to buy Flight.

When Desolidified, a character cannot be touched, does not register on Sonar or Radar, and emits no scent. However, he can still breathe, and must do so; Desolidification provides no Life Support. Desolidified characters are visible, but look somewhat hazy (people can tell they're using Desolidification).

A Desolidified character cannot touch or feel solid objects. But except for Touch Group Senses, all of a Desolidified character's Senses, even "active" ones like Radar, work normally while he's intangible.

A Desolidified character may make Presence Attacks against solid targets. In the case of Presence Attacks involving threats against tangible beings, the GM should consider subtracting dice if the target knows the character's Desolidified and thus probably can't do anything to hurt him.

Carried Objects

When a character Desolidifies, any small personal objects he's wearing or carrying (including any weapons or Foci) Desolidify with him. Larger objects he's carrying do not; he immediately "drops" them. However, a Desolidified character cannot drop objects (such as grenades or anvils) onto or near other characters in the expectation that they'll become solid and damage solid characters; such an "attack" has no effect on the solid world unless bought with the Advantage *Affects Physical World.*

If a character doesn't want to Desolidify small personal items (like Foci) when he Desolidifies, he can simply let go of them or put them aside before activating the power. If he can't take any small personal items with him at all, that might qualify as a Limitation on the Desolidification.

DESOLIDIFICATION AND DAMAGE

When Desolidified, a character is immune to most physical and energy attacks, including ones such as Drains and NNDs. However, several types of attacks *can* affect Desolidified characters. These include:

■ Mental Powers (including any Power that uses an ECV Attack Roll);

■ Sense-Affecting Powers that affect any Sense the character can use while Desolidified (characters may define some of their Senses as not working when they're Desolidified as a -0 Limitation if they wish);

■ an Adjustment Power or Dispel bought specifically to affect Desolidification, such as Drain Desolidification or Dispel Desolidification (Desolidification is not considered a "Defense Power" for purposes of these Powers);

■ Presence Attacks;

■ any attack that affects the character through his breathing, such as inhaled gases; and

■ any attack bought with the Power Advantage *Affects Desolidified*

Characters may, of course, buy Mental Defense, Flash Defense, Life Support, and similar Powers Linked to their Desolidification to reflect the immunity their Desolidified state offers to such attacks (similarly, knowledge of their relative invulnerability may make it easy for them to ignore Presence Attacks). Desolidified characters cannot automatically affect each other unless their powers have similar special effects (for example, two wizards using similar Desolidification spells could hit each other normally while they're both Desolidified).

Furthermore, *a character must define the special effects of a reasonably common group of attacks that affect him while he's Desolidified.*

> **Example:** *Dr. Mist, who can transform himself into a cloud of vapor, is still affected by any attacks with the special effects of wind, heat, or cold. The wizard Arkelos, who uses magic to ride the streams of essence in ghostly form, still takes damage from any attack with a "magic" special effect.*

Desolidified Combat

If a character, while Desolidified, is affected by a continuing-effect attack of some sort from another Desolidified character, he can escape the effect of that attack by becoming solid, since the attack form itself remains Desolidified (unless it can Affect Physical World as well). The Desolidified attack in essence sloughs off him, or he can walk away from it, while he's solid. In some cases it might be possible for the attacker to have the attack "follow" the character, so that if he uses his Desolidification he'll start taking damage again, but that depends on the Powers, circumstances, and special effects involved, as well as common sense and dramatic sense.

If a character is hit by a Constant Power that does STUN or BODY damage, he can automatically negate the effects of the power by becoming Desolidified; it ceases to harm him. On the other hand, continuing-effect Mental Power (like Mind Control), non-damaging Constant attacks (such as Flight Usable As Attack), and the like remain in effect unless the GM rules otherwise base on special effects, common sense, dramatic sense, game balance, and other factors.

If a character uses a continuing-effect Mental Power on a target while solid, then activates Desolidification, the Mental Power continues to affect the target. However, the character loses all "connection" to it. He cannot change levels of effect, feed it END to prevent deterioration, or the like. (On the other hand, if a character becomes Desolidified, continuing-effect Mental Powers being used on him remain in full effect and can be altered or enhanced normally; as noted above, Mental Powers affect Desolidified characters.)

THE DRAWBACKS OF INTANGIBILITY

Being Desolidified causes some problems. First and foremost, a Desolidified character cannot affect the physical world in any way. He cannot touch, lift, or move solid objects. His attacks against the physical world have no effect. He can't even affect solid targets with Mental Powers or Sense-Affecting Powers (though solid characters can affect him with them). If he wants to attack, he has to become solid (and therefore vulnerable) or have abilities bought with the Advantage *Affects Physical World* (see below).

Although a Desolidified character can walk through solid objects, he can't breathe while in a solid object unless he has appropriate Life Support. He can't consume solid food or drink, either; it's possible for a character to starve to death if he can't turn his Desolidification off for some reason.

A Desolidified character falls at normal velocity (page 434 of *The HERO System 5th Edition, Revised*). He takes no damage from impacting the ground... but he doesn't stop at the ground, he just keeps falling into and through it! This could cause serious problems if he doesn't have Life Support or a Movement Power that can counteract the fall. He can use the same "force of will" that lets him walk on the ground to stop his fall when he hits the ground, but he takes normal falling damage.

If a Desolidified character solidifies inside a solid object, he takes damage (and the object usually does as well). The GM should roll the damage on the Teleportation Damage Table (page 367 of *The HERO System 5th Edition, Revised*).

Ordinarily a moving character cannot activate his Desolidification. Activating a Power is a Zero Phase Action, and the criteria for when a character can perform a Zero Phase Action are listed in the rulebook — typically a character couldn't perform one in the middle of performing another action (*e.g.,* making a Half Move with Running). However, in the interest of common sense and dramatic sense, the GM could certainly allow a character to turn on his Desolidification in mid-move if he feels that wouldn't unbalance the game.

POWERS

Defense Powers: Desolidification does not count as a "Defense Power" for purposes of the rule that triples the cost of such Powers for Automatons with the *Takes No STUN* Power. However, activating it usually qualifies as a "defensive action" that a character can Abort to.

Duplication: If a character who's Desolidified wants to be able to create Duplicates that are solid, he must have the *Affects Physical World* Advantage on his Duplication.

Force Wall: A Desolidified character can use his Force Wall to protect himself from any attack, or to englobe a Desolidified target. He can't use it to protect anyone else or englobe solid targets unless it has the *Affects Physical World* Advantage.

Missile Deflection: If a Desolidified character does not apply the *Affects Physical World* Advantage to his Missile Deflection, he cannot use it to Deflect any attacks from solid characters, either for himself or at Range. (Of course, most solid attacks are just going to pass right through him anyway.) He could use it to Deflect attacks from other Desolidified characters, unless the GM ruled otherwise. He cannot use it to Reflect attacks at solid targets, regardless of whether he can Deflect the attack. As always, the GM may, in his discretion, waive this rule, or charge a lesser value for the *Affects Physical World* Advantage, if he thinks that's appropriate.

Summon: Summon requires the *Affects Physical World* Advantage if a Desolidified character wants to Summon solid beings while Desolidified. If the character can only Summon other beings who are permanently Desolidified (*e.g.,* ghosts), he does not need Affects Physical World, but the GM can require it if he feels that's necessary to maintain game balance (such as if the Summoned being can easily affect solid beings).

ADVANTAGES AND ADDERS

Affects Physical World (+2): A character who wants to use a Characteristic or Power to affect the physical world while he's Desolidified must buy that ability (not the Desolidification itself) with the +2 Advantage *Affects Physical World.* Characters who can become Desolidified and still affect the physical world can be very powerful; the GM should carefully review characters with such Powers before letting them into a campaign.

Applying Affects Physical World to a character's STR allows him to use all HTH Combat and Martial Maneuvers on solid targets, and to use Skills that require physical contact, such as Lockpicking. It doesn't let him use ranged Maneuvers, like Rapid Fire or Haymaker with a Ranged attack, though at the GM's option it would probably let him pick up and throw objects. If he performs a maneuver that he takes damage from (such as Move Through), he still takes that damage even though he's intangible. If he Grabs someone, the victim can use his STR to break free as usual; he doesn't have to have Affects Desolidified STR or powers. (Similarly, a character trapped in an Affects Physical World Entangle can use his ordinary STR or powers to break free.)

A character can still use an attack with Affects Physical World to affect other Desolidified characters while he himself is Desolidified.

Damage Shield: A Desolidified character may have a Damage Shield that Affects Physical World and affects solid characters even though he can't be touched.

Selective Desolidification (+1½): Ordinarily, a character is either entirely Desolidified, or entirely solid — he can't be partly intangible and partly tangible (except as the special effect of specific abilities, such as *Thief's Touch* [page 134]). A character with this Advantage, which requires the GM's permission, can make himself only partly Desolidified, or while Desolidified can selectively solidify part of his body (typically his hands). Selectively solid parts of the body can affect the physical world normally, and in turn be affected by it normally (which may involve use of the Hit Location table to target specific areas of the body). Since a character may not activate and deactivate a Power in the same Phase without GM's permission, a character cannot partially solidify, perform an Action, and then fully Desolidify in the same Phase.

Variable Special Effects: A character cannot apply the *Variable Special Effects* Advantage to Desolidification to change, from use to use, the phenomenon he's still vulnerable to while Desolidified — the potential for game abuse is too great. However, a GM who trusts a player not to abuse it could certainly allow it, especially if he restricts the range of special effects the character can access.

LIMITATIONS

Cannot Pass Through Solid Objects (-½): This Limitation represents a form of Desolidification that doesn't provide true intangibility; it simulates mist form powers, malleable bodies, and similar abilities. The character can squeeze through very tiny openings, but cannot actually pass through physical objects. He's still immune from damage as per standard Desolidification (though many powers with this Limitation also take the *Does Not Protect Against Damage* Limitation). He still takes inches of Knockback, and stops if he impacts a solid object, but doesn't take any damage from Knockback.

> **Example:** *Dr. Mist purchases Desolidification to represent his power to transform into a cloud of vapor. Because he cannot travel through physical barriers, he purchases Desolidification with a -½ Power Limitation, so it costs him 40 x 1/(1+½)= 27 Character Points. If Dr. Mist wants to attack solid enemies while Desolidified, he has to buy Attack Powers with a +2 Power Advantage. Thus an Energy Blast 4d6 — to simulate lightning, for example — would cost 20 x (1+2) = 60 Character Points.*

If a character with this Limitation runs into a solid object while Desolidified, he stops dead, but he takes no damage.

Does Not Protect Against Damage (-1): Desolidification with this Limitation offers no protection against damage. All attacks affect the character as they would normally; he specifies "any attack" as the "reasonably common group of attacks" that can affect him when he's intangible. The standard restrictions on what a Desolidified character can do still apply; this Limitation does not grant the character an *Affects Physical World* Advantage for free.

Focus: If a character buys Desolidification through a Focus, typically that Focus becomes Desolidified when he does (just like the character's other Foci). The GM can change this (or reduce the value of the *Focus* Limitation) if he believes it may cause game balance problems.

Only To Protect Against Limited Type Of Attack (-1): A character can purchase a limited form of Desolidification to obtain protection from a particular type of attack. For example, a character might buy Desolidification *Only To Protect Against Fire.* This offers near-total immunity to damage from fire (especially if made Persistent), but still allows any attack with a different special effect to affect the character normally (he specifies "all attacks other than [defined attack]" as the "reasonably common group of attacks" that can affect him when he's intangible). The character does not take Knockback from that form of attack, but would suffer both damage and Knockback if the attack were bought with the *Affects Desolidified* Advantage.

Normally, because the character is still technically solid and able to interact with the solid world freely, he must buy *Affects Physical World* for his STR and all Powers that can affect physical objects (unless the GM gives permission otherwise). This makes Desolidification a very expensive form of defense. However, at the GM's option, a character with a limited form of Desolidification doesn't have to buy Affects Physical World; he can touch and affect the solid world automatically.

Side Effects: Side Effects created by a character while Desolidified do not need Affects Desolidified to affect him; they apply automatically as normal. If they affect the environment around him, they do so without the need to apply Affects Physical World to them (but the GM may change this if he feels it's abusive or the character tries to use his Side Effects as a "weapon" rather than as a legitimate Limitation).

DISADVANTAGES

Susceptibility: A character who's Desolidified receives no protection or immunity from his Susceptibilities; he still takes regular damage or effect from them.

Alternate Desolidification

For some *HERO System* gamers, the "all or nothing" nature of Desolidification runs contrary to the normal way Powers and other character creation elements work. Most Powers are graduated — the more Character Points spent on them, the better or more effective they become. It's possible to re-create Desolidification so that it works this way — the character becomes less dense and less tangible the more Character Points he spends, until at 40 Character Points he becomes completely intangible, just like standard Desolidification.

Alternate Desolidification costs 5 Character Points per level. A character who's spent 40 points on alternate Desolidification can increase the number of BODY he can move through for a cost of +3 Character Points for every +1 BODY. Characters who've spent less than 40 points on lesser density cannot do this.

Each level of alternate Desolidification increases the BODY of objects a character can move through in a single Phase as a Full Phase Action. The character can use up to his full inches of movement while doing this; in effect, using Desolidification "combines" with a Full Move, or converts a Half Move into a Full Move. While doing this the character cannot attack in any way, even with a Move By/Through, unless the GM specifically permits him to.

At the GM's option, a character can move through denser objects at a slower pace. With this option, for each Full Phase Action spent to move through objects, the character moves through X BODY of objects, thus requiring multiple Full Phase Actions to move through objects with greater than X BODY. For example, if a character has spent 20 points on alternate Desolidification (meaning he can move through 4 BODY objects as a Full Phase Action), he could move through an 8 BODY wall by taking two Full Phase Actions. (In either case, these rules assume the object is small/thin enough that the character's Full Move would be enough to move him through it; if it's larger/thicker than that, he'll have to spend multiple Full Phase Actions moving through it.) Since

ALTERNATE DESOLIDIFICATION TABLE

Points	Mass	KB	PD	ED	BODY Movable Through
5	51-99 kg	+1"	+1	+1	1 BODY
10	26-50 kg	+2"	+2	+2	2 BODY
15	12.6-25 kg	+3"	+3	+3	3 BODY
20	6.5-12.5 kg	+4"	+4	+4	4 BODY
25	3.3-6.4 kg	+5"	+5	+5	5 BODY
30	1.7-3.2 kg	+6"	+6	+6	6 BODY
35	0.8-1.6 kg	+7"	+7	+7	7 BODY
40	Intangibility*	—	—	—	8 BODY*
...and so forth					

*: At this point, the character becomes completely intangible, and the rules for Desolidification apply (*i.e.,* he cannot be affected by physical attacks, cannot affect the physical world, and so forth), except as noted otherwise in the text. He cannot move through objects of 9 BODY or higher, despite the fact that he's fully intangible, unless the GM uses the optional rules for that. Characters who buy 40 or more Character Points' worth of alternate Desolidification can increase the BODY of objects they can move through per Full Phase Action for a cost of +1 BODY for every +3 Character Points.

ALTER DENSITY TABLE

Points	Mass	STR	KB	PD	ED	BODY Movable Through
75	1.61-3.2mil kg	+75	-15"	+15	+15	—
70	800,001-1.6mil kg	+70	-14"	+14	+14	—
65	400,001-800,000 kg	+65	-13"	+13	+13	—
60	200,001-400,000 kg	+60	-12"	+12	+12	—
55	100,001-200,000 kg	+55	-11"	+11	+11	—
50	50,001-100,000 kg	+50	-10"	+10	+10	—
45	25,001-50,000 kg	+45	-9"	+9	+9	—
40	12,501-25,000 kg	+40	-8"	+8	+8	—
35	6,401-12,500 kg	+35	-7"	+7	+7	—
30	3,201-6,400 kg	+30	-6"	+6	+6	—
25	1,601-3,200 kg	+25	-5"	+5	+5	—
20	801-1,600 kg	+20	-4"	+4	+4	—
15	401-800 kg	+15	-3"	+3	+3	—
10	201-400 kg	+10	-2"	+2	+2	—
5	101-200 kg	+5	-1"	+1	+1	—
0	100 kg	+0	-0	+0	+0	—
5	51-99 kg	—	+1"	+1	+1	1 BODY
10	26-50 kg	—	+2"	+2	+2	2 BODY
15	12.6-25 kg	—	+3"	+3	+3	3 BODY
20	6.5-12.5 kg	—	+4"	+4	+4	4 BODY
25	3.3-6.4 kg	—	+5"	+5	+5	5 BODY
30	1.7-3.2 kg	—	+6"	+6	+6	6 BODY
35	0.8-1.6 kg	—	+7"	+7	+7	7 BODY
40	Intangibility*	—	—	—	—	8 BODY*

...and so forth, in either direction

*: See the Alternate Desolidification Table for further information.

alternate Desolidification provides no Life Support, a character could suffocate while trying to move through too large an object.

For 5-35 Character Points' worth of lesser density, a character becomes harder to hurt (since he's not fully tangible) and easier to Knock Back (this only increases the Knockback distance, not the damage done by Knockback). The extra points of PD and ED do not apply against attacks with the *Affects Desolidified* Advantage. A character who's spent 40 points (or more) on lesser density can, by using 40 or more points' worth of the power, become completely intangible, at which point the rules for Desolidification apply. While fully intangible, he doesn't gain the benefit of the extra PD or ED from lower levels, or take extra Knockback from attacks — at that point, most attacks can't affect him at all.

A character with 40 or more points of alternate Desolidification can choose to use less than full power so that he gains some extra defense for being only partially tangible. However, he cannot use any "extra BODY movable through" he's purchased — he's limited to the amount of BODY indicated on the table. The amount of BODY movable through can only be increased for true intangibility.

Unifying Density Increase And Desolidification: Alter Density

If the GM uses the "alternate Desolidification" power described above, it becomes possible to "unify" Density Increase and Desolidification into a single *Alter Density* Power. Alter Density Power is a Body-Affecting Power. It's Constant, Self Only, and costs END. It costs 5 Character Points per "level" of mass alteration. The standard rules for Density Increase apply unless otherwise noted, as do the standard rules for Desolidification when the character reaches 40 points' worth of reduced mass. The accompanying table describes the power's effects.

A character who buys Alter Density must decide whether he can become heavier (Density Increase) or less dense ("Density Decrease") when he buys the Power, and can't change this thereafter. For a +¼ Advantage, *True Density Alteration,* he can become heavier or less dense as he chooses (though he can't become both heavier and less dense at the same time, of course).

FURTHER IMPLICATIONS

The *Alter Density* Power isn't perfectly consistent. While there are some similarities between greater-than-normal mass and less-than-normal mass, there are also significant differences: becoming more dense increases the character's STR (though becoming less dense doesn't weaken him); and becoming less dense provides a restricted form of intangibility (until true intangibility is reached at 40 points' worth of Alter Density) that isn't paralleled by any aspect of "Density Increase." You might want to consider making the "Density Decrease" aspect of the Power reduce a character's STR by 5 points per level (at least for affecting the solid world), but that may make it far too unattractive a Power for that purpose, and certainly wouldn't be consistent with the standard rules for Desolidification.

DUPLICATION ⚠

Type:	Special Power/Body-Affecting Power
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	1 Character Point per 5 Character Points in the base character, up to 2x the number of Duplicates for every +5 Character Points

A character with this Special Power can create duplicates of himself, which may have the same or different abilities than he does. Examples include a mutant superhero who can produce "carbon copies" of himself, a wizard with a spell that lets him separate his "astral form" from his body, or the ability to create a "double" of one's self out of psychokinetic energy. Duplication does not cost END to use.

For purposes of Duplication, the original character — the character who "produces" the Duplicates — is the "base character." The base character

creates all Duplicates; Duplicates do not come from other Duplicates. (At the GM's option, "the Duplicates can Duplicate" could be the special effect of the *Rapid Duplication* Advantage described below, or the like; in this case, the GM may want to charge an additional +¼ Advantage because of the added utility, and he should restrict the ability as necessary to preserve game balance.)

BUYING AND BUILDING DUPLICATES

The cost for Duplication, which only the base character pays, is 1 Character Point for every 5 Character Points the base character is built with (including points from Disadvantages and the points spent on Duplication). The character may buy more Duplicates; this costs +5 Character Points for up to two times the number of Duplicates (*i.e.,* 5 Character Points for x2 Duplicates, 10 Character Points for x4 Duplicates, and so on).

> **Example:** *Threepeat (a 250-point character) has the ability to create two Duplicates of himself. The first Duplicate costs 50 points (250/5). The additional Duplicate costs 5 points (one Duplicate for the base cost, x2 the number, or 2 Duplicates, for +5 points). Each of the Duplicates is built on 250 points. Therefore Threepeat and his Duplicates each have another 195 points to buy other abilities with.*

Duplicates are built on the same Base Points as the base character, and should have the same amount of points' worth of Disadvantages as well. For example, if Threepeat is built on 100 base points plus 150 points of Disadvantages, his Duplicates are also 100+150 point characters. A Duplicate's Disadvantages are the same as the original form's, unless the GM permits otherwise.

Duplicates do not have the Power *Duplication* themselves, nor any ability to create other Duplicates, unless they pay for it separately. However, unless the GM permits otherwise, for ease of use all Duplicates must "pay for" the cost of the base character's Duplication ability. Otherwise, the Duplicates would end up with more points to spend on other abilities than the base character himself has.

> **Example:** *Threepeat's Duplicates are all built on 250 Character Points, just like he is. However, each of them has to "spend" 55 of those points on Duplication, just like Threepeat does, so that each of them has another 195 points to spend (the same as Threepeat). But that does not give them the ability to Duplicate themselves; it's just part of the cost accounting for Threepeat's overall Duplication power. If they want to Duplicate, they have to buy Duplication separately out of their 195 remaining Character Points.*

Duplicates Built On Fewer Points Than The Base Character

A character may build Duplicates on less than the base character's full points if he wants. If a Duplicate is built on less than the full Character Points the base character is built on, the cost instead is 1 Character Point for every 5 Character Points the Duplicate is built on, +5 Character Points for up to two times the number of Duplicates.

SIMPLIFYING DUPLICATION

Duplication is one of the most complex *HERO System* Powers, both conceptually and in terms of rules. The physical (and metaphysical) questions raised by the concept of producing a Duplicate often make the Power difficult for gamers to use, and the math involved in making sure that the cost of the Power reflects its benefits can take time to work.

Gamemasters who'd like to simplify things, and who can trust their players not to abuse simpler rules, should consider the following options:

—Keep the basic cost of Duplication the same (1 Character Point for each 5 Character Points the Duplicate is built with) even if the Duplicate costs more than the character who pays for the power.

—Ignore the *Altered Duplicates* Advantage and allow characters to have altered Duplicates for no additional cost (or, don't allow any alterations to Duplicates at all).

—Establish a flat cost for Duplication (such as 60 Character Points) regardless of how many points the Duplicate is built on.

Assuming the Duplicate is the same as the base character, just with fewer abilities or less powerful abilities, the Duplication does not require an Advantage, and the GM typically should not require the Duplicate to "pay for" the cost of Duplication as outlined above. However, if the GM believes the Duplicate is significantly different than the base character, he should require the Duplication power to have the *Altered Duplicates* Advantage. (In this case, calculate the percentage of points that can differ based on the Duplicate's total points, not the base character's total points.)

Building a Duplicate on less than the base character's full points may mean the Duplicate needs fewer points in Disadvantages than the base character. If this is appropriate, the GM can permit the character to take fewer points in Disadvantages. However, it may also be appropriate to require the Duplicate to take all of the base character's Disadvantages, even if he gets no points from some of them, as a way of properly defining the Duplicate. The final decision is up to the GM.

If a Duplicate is built on a negative amount of points (for example, it's a small animal), it costs 1 Character Point.

Duplicates Built On More Points Than The Base Character

With the GM's permission, a character may buy Duplication to create a Duplicate who's built on more Base Points + Disadvantages that the base character has. This should be rare, but the GM may allow it as a way of properly constructing some interesting character concepts.

Regardless of how the Duplicate spends his points, building a Duplicate on more points than the base character is automatically considered a 100% alteration, requiring the +1 form of the *Altered Duplicates* Advantage (see below). Furthermore, the base character must pay 1 Character Point for every 1 Character Point above the base character's point total (including points spent on Duplication). (Since the base character pays the extra cost, the Duplicate doesn't have to justify the extra points with extra Disadvantages, but he must still have as many points in Disadvantages as the base character.)

Example: *Returning to Threepeat and his two Duplicates, suppose one Duplicate was going to be a 300-point character rather than a 250-point one like the original form and the first Duplicate. That increases the cost of Threepeat's Duplication to 210 points (base cost of 50, +5 for two Duplicates, +50 for points in excess of 250, +1 Advantage for 100% point alteration). That leaves the base character and Duplicates with only 40 more Character Points to spend (or 90 points, for the 300-point Duplicate).*

To make it easier to calculate the cost of a Duplicate built on more points than the base character, the GM may want to use the character's allowable total starting points (350, for a Standard Superheroic campaign) as the breakpoint, even if the base character starts with fewer points than that. (If a character buys Duplication after the game begins, use his current total points.)

USING DUPLICATION

It takes a Half Phase Action to create a single Duplicate. A character can create two Duplicates per Phase (one with each Half Phase Action) if he's willing to spend his entire Phase creating Duplicates. A character can create more than one Duplicate per Half Phase Action if he buys the *Rapid Duplication* Adder (see below).

When a character creates a Duplicate, the Duplicate appears right next to him in the same hex. The character can choose the Duplicate's point of appearance (in front of the character, to the left, behind him, and so on), and can vary the point of appearance from use to use of the power (or even from one Duplicate to another when creating multiple Duplicates). The Duplicate, when created, faces the same way the character is facing when he creates him.

After a Duplicate appears, he must spend the rest of the Segment in which he appears "orienting" himself, and can't do anything that Segment (neither having a Mind Link between the base character and his Duplicates, nor any other form of communication or contact among them, removes this requirement). Thereafter he can act as normal for his SPD. For example, if a Duplicate with SPD 5 is created in Segment 12, he gets no action in Segment 12 (he's orienting himself), but gets his usual Phase in Segment 3. A Duplicate cannot Abort while orienting, but could Abort to a defensive Action in a Segment after the Segment when he appears, but before he can first act.

Duplicating And Injury

If a character has suffered injury (*i.e.,* the loss of BODY, END, and/or STUN) before he Duplicates, this affects his Duplicates. Divide the damage taken between the base character and his Duplicates. Since creating a large number of Duplicates often takes a lot of time, the GM may require the character to declare in advance how many Duplicates he wants to create. That lets the GM know how to apportion the damage among the base character and all his Duplicates. If for some reason the character has to stop before reaching the declared number, or creating the Duplicates takes an unusually long amount of time, the GM can re-apportion the damage if that seems appropriate.

If the Duplicates and base character recombine before any healing takes place, the base character becomes fully injured once again (in other words, an injured character can't Duplicate and then recombine, using the "averaging" feature to partly heal himself). If the base character or a Duplicate is healed (in whole or in part) before they recombine, average the damage each one has suffered, then apply that to the base character. This rule applies even if the Duplication has the *Altered Duplicates* Advantage.

Example: *Threepeat and his Duplicates each have 12 BODY. Threepeat, while not Duplicated, suffers 6 BODY damage. When he Duplicates, the damage is averaged over each of his three selves, meaning each is down 2 BODY. If*

he recombines before any of them heal in any way, Threepeat still has a 6 BODY injury. However, if the Medic heals Threepeat's 2 BODY injury while he (Threepeat) is Duplicated, when Threepeat and his Duplicates recombine you average the damage suffered, so Threepeat has lost ((2 + 2 + 0)/3) 1 BODY.

RECOMBINING

At some point a character with Duplication will want some or all of his Duplicates to rejoin his body. This is called *recombining.* It takes a Full Phase for Duplicates to recombine, no matter how many Duplicates recombine. For example, if the base character has created 16 Duplicates, all 16 can recombine with him in one Full Phase Action. Both the Duplicates and the base character must take the Full Phase Action to recombine.

To recombine, Duplicates must be at ½ DCV and touching each other. Once they recombine with the base character, Duplicates effectively cease to exist; their self-affecting powers (such as Healing Regeneration) don't keep on working, and they can't affect the world in any way. However, powers they activated before they recombined but which they do not control, such as Uncontrolled powers and powers on Continuing Charges, keep functioning until they end normally.

After Duplicating, the base character may not combine with one of his Duplicates and "vanish"; he always remains in existence. For example, if base character A creates Duplicates B, C, D, and E, A cannot combine with C to leave only B, C, D, and E. If A and C combine, C "vanishes" and A remains.

Recombining And Injury

When Duplicates and the base character recombine, you must average their BODY, STUN, END, Charges, Endurance Reserves, and the like, if different. If one Duplicate is Stunned or Knocked Out, the combined character will be Stunned or Knocked Out. This rule applies even if the Duplication has the *Altered Duplicates* Advantage, but not if the Duplication has the *No Averaging* Limitation (see below); it also applies even if one of the Duplicates is an Automaton with the *Takes No STUN* Power.

If a Duplicate or the base character is killed, the others cannot revive him by recombining — he stays dead; the character has lost a part of himself. If he later spends points to buy more Duplicates, calculate the additional number as if the death(s) had not occurred. For example, suppose a character has eight Duplicates. One Duplicate is killed. If the character pays another +5 Character Points to double the number of Duplicates he has, he now has 15 — the 16 he'd ordinarily have for paying +20 Character Points, minus the one who died.

If a Duplicate is built as an Altered Duplicate, and naturally happens to have more BODY, STUN, Charges, or the like than the base character, his recombining with the base character cannot improve or increase the same attribute for the base character. If the original and a single Duplicate have different totals for something you should aver-

age, average the damage or loss each one has suffered, then apply that to the base character.

> **Example:** *Kasdrevan uses a spell to create a clone of himself, bought as Duplication. Kasdrevan has 10 BODY, but his much hardier clone has 20 BODY. During a battle, Kasdrevan suffers 4 BODY in wounds, and the Duplicate takes 12 BODY in wounds. When they recombine, average the damage taken. Since ((4 + 12)/2 = 8), the recombined Kasdrevan has lost 8 BODY. Time for a Spell of Healing!*

If a character has injuries after recombining, and uses his Duplication again before he fully heals that damage, you should apply the rule stated under *Duplicating And Injury,* above. Alternately, if you want to keep track of each character's damage, when they recombine you can use the normal healing rules to determine how much of his wound each Duplicate would have naturally healed, and use that instead.

For attacks that affect a base character or Duplicate but which don't involve injury *per se,* apply these rules in the most consistent way possible in light of what happened to the character. For example, suppose an evil wizard uses Transform to turn one of Threepeat's Duplicates into a frog. You should average the Transform "damage" between Threepeat and the Duplicate; thus, Threepeat ends up partly Transformed. But track the healing of the Transform damage normally (assuming it heals like ordinary BODY damage). If Threepeat Duplicates again before the Transform has worn off, Duplicate-2 remains a frog, but Threepeat is back to his normal self.

If the base character dies while Duplicated, what happens to the Duplicates depends on the special effect of the power. They may simply vanish forever, but as a default rule the Duplicates lose the ability to combine back together; they just become a group of characters whose "creator" no longer exists.

OTHER IMPLICATIONS OF DUPLICATION

Each Duplicate is as free-willed as the base character. The player plays each character simultaneously, and must have a complete character sheet for each Duplicate (or some other method of keeping track of the actions and states of the various Duplicates). Duplicates are exactly the same as the character who created them, but may differ if the base character buys Duplication with an Advantage (see below). Other characters cannot determine which is the base character, and which are Duplicates, unless the Duplicates change appearance in some way.

Duplicates have no special "psychic link"; they must communicate by talking (or through any form of communication they pay points for, such as Mind Link). Nor do Duplicates receive a bonus to Coordinate attacks, though they frequently buy the Skill *Teamwork.*

The base character has access to, or otherwise retains, the memories of his Duplicates while they're combined with him.

REPLACING DEAD DUPLICATES

As noted in the main rules, when one of a character's Duplicates dies, that Duplicate "stays dead." The base character loses the points spent on that Duplicate; he doesn't get them back to spend on anything else.

There's no way under the rules for a character with Duplication to buy a "replacement" for a Duplicate that dies (though Resurrection Healing could bring him back to life). A GM who wanted to be lenient about it might consider charging +5 points — sort of as if the character were buying the Duplicate over again through the standard rule (but the character only gets the one Duplicate, not a doubling). A GM who wanted to be strict, or discourage this sort of thing, might require the character to buy his Duplication a second time, with just one Duplicate, to "re-create" the dead one; or he might make the character buy some sort of Limited, one-time use of Resurrection Healing.

Duplication And Equipment

If a base character and his Duplicates all have a particular item of equipment — say, an energy rifle — it's possible one of them could lose his equipment, or it could get broken, while they're Duplicated. (For the use of Charges, see above.) When they recombine, as long as at least one of them still has an intact rifle, the base character has one. Items taken away from one of the characters do not "disappear" when he recombines, they remain in the possession of whoever took them. (However, the GM should *not* allow characters to create hoards of wealth or tons of materiel for free using Duplication).

Typically, recombining repairs or replaces any broken or lost equipment, but the GM may rule otherwise. For instance, if the character re-Duplicates before recovering the lost items, the Duplicates who lost them don't have their equipment anymore. Similarly, Duplicates who had broken equipment would find that it's still broken (so the character should, when he has some spare time, Duplicate and have everyone make repairs, so that he's ready when the next crisis occurs).

If a character has a *Gadget Pool* Variable Power Pool, and he allocates it to a particular assortment of devices, his Duplicates do not have those same devices when he Duplicates. They each have unallocated Gadget Pools (this also applies if, for some reason, the base character has no gadgets — his Duplicates still have their own Gadget Pools). When they get Actions, they can choose how to allot their Pools (subject of course to any Limitations or other restrictions on that process, based on how the Gadget Pool is built). The GM may alter this rule in the interest of drama or speeding up game play if necessary.

If a character obtains an object or piece of equipment during a game, his Duplicates do not have that same object when he Duplicates. Generally, the GM should not allow characters with Duplication to use it to create copies of objects or equipment they have not paid Character Points for.

A Duplicate may allocate his own personal Gadget Pool, or pick up some object or piece of equipment, while he's in existence. If so, when he recombines, objects paid for with Character Points (such as the Gadget Pool devices) recombine with the Duplicate and "vanish." Other objects are "dropped" by the Duplicate — they're left wherever he was standing when he recombined, and the base character can retrieve them if he wishes. (In other words, characters cannot use recombining as a quick-and-easy method of destroying or hiding objects.)

Duplicates And Experience Points

Duplicates do not earn Experience Points in the usual fashion. Normally, only the base character receives Experience Points. If he wants his Duplicates to improve along with him, he must spend some of his Experience Points to increase the value of his Duplication (typically 1 point for every 5 Experience Points earned). Alternately, the GM may assign Experience Points to the original form

and any Duplicates that participate in an adventure, and require the player to keep track of which Duplicates have more Experience Points.

Example: *Threepeat earns 20 Experience Points from adventuring. He's now a 270-point character, but his Duplicates are only 250-point characters. To make them 270-point characters, he will have to spend 4 Experience Points to improve his Duplication (270/5=54, as opposed to the 50 points he spent on Duplication originally). So, Threepeat's player decides he'll spend the next 4 Experience Points Threepeat earns to improve Threepeat's Duplication.*

PERKS

Follower, Vehicle, Base: With the GM's permission, a Duplicate (not a base character, but a Duplicate) with the *Altered Duplicate* Advantage can have a Follower, Vehicle, or Base the base character does not have. However, he must provide a reasonable special effect or reason explaining why this resource "disappears" when the Duplicate isn't in existence.

Follower: If a Duplicate (not a base character, but a Duplicate) has a Follower, he pays for his Follower in the standard way. Since the original character doesn't have the Follower, at the very least the Duplication must have the +¼ *Altered Duplicates* Advantage.

After a Duplicate manifests, his Follower requires another Half Phase to "appear." The special effects of "appear" can vary; it doesn't mean he literally appears out of thin air, it just means he's not available to do anything until the Duplicate uses a Half Phase Action to "create" him. For a +5 point Adder on the cost of Duplication, *Instant Follower,* any or all of the Followers any Duplicate has can appear at the same time as the Duplicate.

Vehicle, Base: The rules note that a group of characters can pool Character Points and buy a Base or Vehicle together. This does not apply to a group of Duplicates. If a base character has paid X points for a Vehicle or Base, and he builds all his Duplicates as "exact duplicates," then each one has also spent X points on a Base, and thus has his own Base. All the points don't add together; instead, each Duplicate has his own Base that only appears when he's in existence. (Obviously, this makes little [if any] sense for many special effects of Duplication. In most cases the Duplicates should be built without the points for the Base, and can just use/share the base character's Base.)

POWERS

Adjustment Powers: For purposes of determining the maximum effect an Adjustment Power like Aid can have on a single character, Duplicates are considered separate characters.

Typically a character should not be allowed to use an Adjustment Power to increase the number of Duplicates he (or another character) can create. However, the GM may choose to allow this (he might require the character to pay for the *Can*

Apply Adders Advantage, even though the buying of additional Duplicates is not an Adder).

If a character's Duplication is Dispelled, Drained, Suppressed, or Transferred, all Duplicates in existence immediately vanish (but see the rules on page 108 of *The HERO System 5th Edition, Revised* rulebook about reducing powers not bought in increments). When the Suppress stops functioning, the Duplicates immediately re-appear.

Absorption: If a character has Absorption that feeds into his Duplication, it works like any other Absorption, adding points directly to the Duplication. Since Duplication works by having every point spent on it count as 5 points for purposes of building the Duplicate(s), that means every point Absorbed likewise increases the points available to build the Duplicate(s) with by 5. The GM may prefer to forbid characters to buy Absorption that affects Duplication to preserve game balance.

Multiform: A character could have an alternate form that has a Duplication-based power, even though the true form does not have a Duplication-based power. In that case, if the character's in his alternate form and Duplicates, and the alternate form changes back to the true form (which lacks the Duplication power), the Duplicate vanishes. For this reason, the GM should only let the base character change form if he's in contact with his Duplicate, and/or spends a Full Phase (as if recombining), or meets any other restrictions that seem appropriate for the special effect.

The same applies if the true form has Duplication, but changes to a form that does not while a Duplicate exists. To prevent this sort of thing from happening, the character should buy Duplication for his alternate form(s) as well. In that case, the Duplicates remain. They do not change shape themselves, unless they have a power that allows them to do so and choose to use it. If a character wants to buy Duplication for his additional form(s) solely to maintain the existence of his Duplicates, he can take a -1 Limitation on the power as bought by the additional forms.

If a base character has Multiform, and his alternate form's abilities differ from those of his Duplicates, the Duplication does not have to be bought with the *Altered Duplicates* Advantage.

Summon: In campaigns that don't want to deal with all of the metaphysical, mathematical, and "realistic" issues that Duplication sometimes entails, the GM may allow characters to buy "Duplication" as a type of Summon. The Summoned beings are simply duplicates of the character rather than demons, magically-conjured animals, or what have you. This is also a good way to define "throwaway" duplicates that can be killed and then "return" the next time the character needs them. However, in many cases this power construct needs the *Amicable* Advantage, and perhaps *Specific Being* as well, which may make it expensive.

ADVANTAGES AND ADDERS

Easy Recombination: A character who has Duplication with this +5 Character Point Adder can recombine any or all of his Duplicates as a Half Phase Action at ½ DCV (the character and Duplicates must still touch). For +10 points, the character can recombine any or all of his Duplicates as a Zero Phase Action at full DCV (but must still touch).

Altered Duplicates (+¼ to +1): Duplicates may have different abilities, personalities, equipment, memories, or Disadvantages than the base character if the base character buys Duplication with this Advantage. They can even have their own Duplication power separate from the one that created them.

For a +¼ Advantage, from 1-25% (*i.e.,* up to one-fourth) of the Duplicate's points can be spent differently (and/or one-fourth of his Disadvantage points can differ). For +½, from 26-50% (*i.e.,* up to half) of the Duplicate's points can be spent differently (and/or half of his Disadvantage points can differ). For +1, 51-100% of the character's points (and/or Disadvantage points) can differ. These percentages are guidelines, not absolutes; the GM may alter them as he sees fit.

> **Example:** *Elemental Man, a 350-point character, can create four 250-point Duplicates that are completely different from him (the cost is 120 points [50 to create the first Duplicate, +10 points for 4x the number of Duplicates, +1 Advantage]). Each of the four forms represents one of the four elements (earth, air, fire, water), and has its own unique powers and appearance. Elemental Man's original form has powers from all four elements, and acts as "leader" of the Duplicates. Each Duplicate has 250 points to spend on its abilities; Elemental Man himself has 230 points to spend (350-120).*

Typically, even a character with the *Altered Duplicates* form of Duplication still spends the same points as the base character on Duplication (but gets no benefit from them, as described above). However, the GM can allow a character who takes the 100% form of Altered Duplicates to not pay points for Duplication that way.

With the GM's permission, a 100% Altered Duplicate could be of a "form" or "type" different than the base character. For example, the base character might be human (and thus built as a standard character), while his Duplicate is an Automaton, Base, Computer, or Vehicle.

If an Altered Duplicate wants to take different Disadvantages than the base character, the GM should examine them carefully before allowing him to do so. He should make sure the Duplicate doesn't take a lot of Disadvantages that "vanish" when he recombines.

The GM may choose to allow some minor changes in Duplicates without the need for this Advantage. Examples include different clothes, different hair or skin coloration, a few Character Points spent differently, or perhaps changes in powers' special effects. Most GMs allow cosmetic differences in a Duplicate's appearance or garb for no additional point cost.

Personal Immunity: If a base character has an Attack Power with Personal Immunity, as a default rule his Duplicates are not immune to the power. However, as noted on page 266 of *The HERO System 5th Edition, Revised,* the GM can rule that Personal Immunity extends to some "extremely similar" powers, and in many cases "identical" powers possessed by Duplicates would probably qualify.

Ranged: Characters cannot buy this Advantage for Duplication.

Ranged Recombination (+½): A character who has Duplication with this Advantage can recombine any or all of his Duplicates at Range, without touching. The Range is limited to (Active Points in Duplication/5 in inches); the character does not have to have Line Of Sight to his Duplicate(s). Duplicates must still be at half DCV and take a Full Phase to recombine. Ranged Recombination is blocked by any Hardened barrier unless the character purchases the Advantage *Armor Piercing* for his Duplication.

A character whose Duplication has Ranged Recombination can also buy Increased Maximum Range to extend the range over which he can recombine. The GM may also allow characters to buy MegaScale for the same purpose.

Rapid Duplication (+¼ or more): As noted in the main text, ordinarily characters can only create one Duplicate per Half Phase Action. For every +¼ Advantage, a character can create x2 the number of Duplicates in a Half Phase. So, for +¼, he creates 2 per Half Phase (or 4 in a Full Phase Action); for +½, he creates 4 per Half Phase; and so on.

Usable On Others: Unless he has GM's permission to do so, a character cannot buy Duplication *Usable As Attack* to make Duplicates of things he has not paid Character Points for or does not normally possess (for example, the Hope Diamond or the *Mona Lisa*). If the GM allows this, he should remember that objects created in this way disappear when Duplicates recombine. He should also consider imposing some condition on the Power that causes the Duplicated object(s) to recombine or vanish (this is a -0 Limitation).

If a character buys Duplication Usable As Attack to create Duplicates of his enemies, he does not automatically control the actions of the Duplicate. He controls when the target can Duplicate, and could force the Duplicate and original victim to rejoin if they were in contact. But otherwise, the Duplicate acts as an independent character with the same personality and abilities as the original victim. If the attacker wants to maintain full control of the Duplicate, he must buy Linked Mind Control.

LIMITATIONS

Cannot Recombine (-0): This Limitation represents a form of Duplication that does not allow the Duplicates to recombine. Typically this is a -0 Limitation, since the benefits and drawbacks to this situation balance out, but the GM may alter the value as he sees fit. Characters cannot take the *Always On* Limitation for Duplication that Cannot Recombine; by definition Duplication with that Limitation is already "always on."

If you use Cannot Recombine to simulate a body with multiple parts that can attack or function semi-independently (such as a hydra), if one of the Duplicates takes Knockback (or is otherwise moved or similarly affected), all of the Duplicates take the same amount of Knockback (or suffer the same effect) — in other words, the "whole character" is affected.

Duplication with Cannot Recombine does not automatically become Inherent. Characters must buy that Advantage for it, if appropriate.

Costs Endurance: If a character buys Duplication that Costs Endurance to maintain, and he runs out of END, or becomes Stunned or Knocked Out, the Duplicates collapse and cannot revive until they recombine with the base character and are re-created. The base character must oversee the recombination process, since the Duplicates cannot go to him and recombine by themselves.

Does Not Work While Duplicate Exists (-¼): A base character may take this Limitation for powers he has that do not work when one or more of his Duplicates are in existence.

Feedback (-¼ to -1): Duplicates created by Duplication with this Limitation all share a bond of some sort. As a result of this bond, all of them suffer any damage that any one of them takes — and if one of them dies, they all die. This is worth a -1 Limitation (or -½ if only STUN damage feeds back). Feedback helps to simulate, for example, a form of Duplication that represents a character's ability to be in two places simultaneously. If the Feedback damage (STUN or STUN and BODY) only occurs from injuries to one Duplicate — typically the base character — the Limitation is only worth -¼.

If more than one Duplicate takes damage from a single attack with a single Attack Roll (such as an Area Of Effect attack, or Autofire used against one target), all the Duplicates do not take damage multiple times. Instead, determine the largest amount of damage taken by any one Duplicate, then apply that to all of them. For attacks that involve multiple Attack Rolls (such as Area Of Effect Nonselective, Autofire used against multiple targets, and Rapid Fire/Sweep used against single or multiple targets), the entire group of Duplicates takes damage from every attack that hits (unless the GM rules otherwise in the interest of common sense, dramatic sense, game balance, and other factors).

Feedback applies to any loss of STUN or BODY, no matter what the source (an Energy Blast, an RKA, a Drain, a fall, and so on). It does not extend to non-damage-related effects like Mind Control, nor does it have any effect on beneficial abilities like Aid or Healing. At the GM's option, it extends to other negative effects, like Mind Control, if the character buys it at the -1½ level, but still does not apply to beneficial abilities. To create Duplicates who receive the benefit of positive abilities applied to other Duplicates, the Duplicates should buy an ability like *Duplicative Beneficence* (page 123).

Focus: If a character buys Duplication through a Focus, and then loses the Focus while Duplicated, the GM must decide what happens based on special effects, common sense, dramatic sense, and considerations of game balance. Typically the Duplicates all vanish.

Harder Recombination: If a character wants to take a Limitation to reflect the fact that he has a harder time than normal recombining (such as Extra Time, or Concentration to 0 DCV), he may take the Limitation for half its standard value.

A Limitation that affects the creation of Duplicates (such as Costs Endurance or Extra Time) does not also apply to recombining. The GM may allow (or require) the character to take the Limitation separately for recombining as described above, or increase the value of the Limitation slightly and have it apply to both.

No Averaging (-0): For a -0 Limitation, *No Averaging,* a character can define his Duplicates as not averaging with the base character when they recombine. For example, if the base character loses 5 BODY and the Duplicate loses 12 BODY, when they recombine the original is still down 5 BODY. The Duplicate, if "created" again before it would normally have healed 12 BODY, remains injured (track the healing rate as you would for any other character).

Self Only/Only One Body: Characters may *not* buy Duplication with Limitations such as these as a cheap way of creating a "Multiform." They must use Multiform or Shape Shift to give themselves the ability to change shape.

DISADVANTAGES

Accidental Change: With the GM's permission, a character with Duplication could take an *Accidental Change* Disadvantage to reflect the fact that he involuntarily Duplicates under some conditions.

Dependent NPC: Characters may not buy their Duplicates as DNPCs.

Cloning

One of the most intriguing uses of Duplication is as cloning: the ability to create a "copy" of another living thing in the laboratory. As of 2005 cloning of some lifeforms has become possible, raising the specter of cloning human beings and all the ethical and legal implications that entails. Many Science Fiction stories involve cloned people or aliens, and High Fantasy wizards may be able to create "simulacra" using spells and alchemical processes.

CREATING A CLONE

To create a clone, a character should buy Duplication with the *Cannot Recombine* Limitation. Depending on exactly how involved the process is, he may want to apply other Limitations, such as *Focus* (the equipment used in the process, usually Bulky or Immobile OAFs), *Extra Time* (the hours, days, weeks, or months it takes to grow the clone),

Requires Genetic Sample From Subject To Be Cloned (-¼), and *Requires A Skill Roll* (usually a Science Skill such as Biology or Genetics). If a character has the equipment or powers to clone other people, he should apply the *Usable By Other* (or *Usable As Attack*) Advantage to his Duplication.

To create a clone that remains "on ice" until the character needs it, add the *Delayed Effect* Advantage. Depending on how cloning technology works in the campaign, the clone's knowledge and abilities may remain "frozen" at the point in time at which the character finished creating it. If the character becomes more learned or powerful after that, the clone's abilities won't increase to compensate — it's "locked in" at what the character was like at the time of its creation. In some settings, technology may allow a character to periodically "copy" his most recent memories into the sleeping clone's mind to keep it "up to date."

If the cloning process hasn't been perfected, the GM may require the character to apply Limitations like *Activation Roll* or *Requires A Skill Roll,* and possibly *Side Effects.* If the character fails the roll, that doesn't necessarily mean he hasn't created a clone (though it could mean that). Instead, maybe he grew a clone with a physical or psychological flaw, such as some of the complications described below. In some cases a clone's creator may deliberately build flaws into it as a "failsafe" in case the clone disobeys his orders or becomes a problem.

THE ETHICS OF CLONING

The ethical and social issues that surround cloning could give rise to all sorts of adventures and subplots. Some of them include:

Is a clone of a human being legally considered the child of the person who donated the cells used to create it, or is it an adult with full legal rights?

Is a clone of a human being legally considered a free person, or a slave? Could it be treated as a "walking organ bank" by the person who donated the cells used to create it?

If a person is cloned against his will, what legal recourse does he have? Can the court order that the clone be destroyed even though it's a living, thinking person?

Is killing a clone murder? To put it another way, for legal purposes is a clone a human being, an object, or something else?

In a Science Fiction setting, if a person transfers his memories into a cloned body, legally is he still the same person, with the same debts, resources, and perquisites he had in his old body? In other words, what constitutes "the person" for legal purposes?

Defining The Clone

When defining a clone, a character needs to decide just how "fully formed" the clone is upon completion of the cloning process. Does he resemble the character completely, right down to possessing his memories and skills? That's appropriate for many superhero and Science Fiction campaigns (where "memory implantation technology" could exist), but not necessarily a valid approach in more "realistic" games. In those sorts of campaigns, clones may be notably younger than the PC creating them (even children) and have to be educated like any other "newborn" human. A "blank slate" clone like this is less expensive to buy since it has no Skills or the like; it should probably also have the Physical Limitation *Knows Nothing Of Earth Culture* until it becomes experienced and learned enough to buy that Disadvantage off.

Another question to consider: is the clone an *exact* duplicate of the character, or does it differ in some ways? Comic book and Science Fiction technology might allow a character to create "clones" that are unlike him, with powers, Skills, and abilities that he doesn't possess (or possesses to a different degree). This, of course, requires the *Altered Duplicates* Advantage for the Duplication.

IMPLICATIONS AND COMPLICATIONS

The game mechanics of making a clone aren't the end of the story. Many other issues may arise to complicate the creation or existence of a clone — most clones come ready-made with all sorts of plot seeds the GM can exploit.

Some clones become jealous or resentful of their creator (or fellow clones, if any) because they feel they have no individuality, were created for improper purposes, or the like. You can represent this with appropriate Psychological Limitations, Rivalries, or similar mental Disadvantages. Unless properly educated and mollified, a clone like this could end up betraying its creator or turning to evil — a cinematic plot twist if there ever was one!

A clone doesn't have to learn to resent its creator or comrades during the course of its life — it may be "born" with just such a psychological problem due to a failure or flaw in the cloning process. Any sort of mental illness could result, ranging from minor compulsions and quirks to full-blown psychoses or sociopathy.

As if mental problems weren't enough, a clone could end up physically flawed. Gaps or "weak spots" in its genetic structure may make it prone to various diseases, impose Limitations on its abilities, or inflict it with chemical imbalances, allergies, or other weaknesses. You can represent many of these problems with various physical Disadvantages such as Dependence and Susceptibility.

In some settings, clones may not enjoy the full panoply of civil and legal rights that "real" people do. Such clones can take a Social Limitation, either *Clone* (if known to be a clone) or *Harmful Secret* (if he's hiding the fact he's a clone).

Clones kept "on ice" until the character needs them are susceptible to a variety of problems. As "empty" bodies, they're the perfect prey for free spirits (and similar metamorphs), demons and ghosts with possession powers, and the like. They (or more accurately, the machinery that keeps them alive and asleep) may be vulnerable to blackouts, which would kill them or cause them to awaken prematurely. The character's enemies might "kidnap" the clone and hold it hostage or turn it against him. A clone kept on ice too long might develop mental or physical problems. Fiendish GMs can no doubt think up many other clone-related plots.

EXTRA LIMBS

Type:	Special Power/Body-Affecting Power
Duration:	Persistent
Target:	Self Only
Range:	Self
Costs END:	No
Cost:	5 Character Points to have any number of Extra Limbs

A character with Extra Limbs has one or more usable extra limbs. Some examples of Extra Limbs include a prehensile tail, extra arms, or a group of tentacles. For 5 Character Points, the character can have as many Extra Limbs as he wants, be it 1 or 100.

Extra Limbs have no direct effect on combat, but characters can use them to perform maneuvers not possible to ordinary humans (like holding someone with both hands and then punching him, or hanging from the ceiling by a tail). A character who uses Extra Limb(s) creatively can receive a bonus for Surprise maneuvers. See *Multi-Limbed Combatant,* page 175, for some example powers a character could buy to reflect the fact that his Extra Limbs make him a more effective fighter.

Having an Extra Limb does not, by itself, allow a character extra attacks in a Phase. However, he may buy Combat Skill Levels (or other Skills and Powers) to simulate his ability to attack more effectively with multiple limbs. Although Extra Limbs are as functional as human hands, all limbs but the primary limb are considered to be the "off hand." (If the character has Ambidexterity, all the limbs are considered to be the "good hand.") Extra Limbs does not cost END to use, but the additional limbs are visible, and the character must pay the normal END cost when using Strength with an Extra Limb.

In some settings, it's possible to have species that naturally have more than four limbs. For example, the Catavalans in the *Terran Empire* setting have four arms, and in a Pulp Science Fiction story the Martians or Venusians might as well. Since Extra Limbs allows any number of limbs for 5 points, if you have a naturally multi-limbed species and want to add even more, just change the number of limbs without changing the cost of the power (unless manipulability changes, in which case buy Extra Limbs twice). Depending on special effects and the like, some of the limbs may be Inherent and others not; if so, the character must apply Inherent (if it's not on the Extra Limbs already), and then restrict the non-Inherent limbs with a -0 Limitation.

The rules for Extra Limbs assume a character defines the number of limbs he has when he buys the power, and can't change them thereafter. However, the GM may allow a character to change the number of Extra Limbs he has (for example, by extruding or retracting pseudopods). If so, changing the number of limbs is a Half Phase Action.

ADVANTAGES AND ADDERS

Autofire: Having Extra Limbs doesn't innately give a character the ability to make multiple attacks at once. However, characters with Extra Limbs often buy this Advantage for attacks based on (or projected by) those limbs, to represent their capacity for making many attacks at the same time.

Inherent: Extra Limbs aren't Inherent *per se,* but are frequently bought with this Advantage to make them so.

Invisible Power Effects: Characters cannot buy this Advantage for Extra Limbs without the GM's permission; by definition, a limb is perceivable.

LIMITATIONS

Always On: Extra Limbs does not require the *Always On* Limitation to take the *Inherent* Advantage. In fact, characters rarely take this Limitation for Extra Limbs, even though they can't "turn them off," since the inability to deactivate them doesn't hinder the character in any way.

Limited Manipulation (-¼): Extra Limbs with this Limitation are not as functional as human hands. The character can use them to hit targets, and perhaps to pick up large or easily-grasped objects, but not to pick up more delicate objects or perform other types of relatively fine manipulation.

If only some of the character's Extra Limbs lack full manipulatory ability, the character should restrict the less-manipulable limbs with a -0 Limitation.

If the Extra Limbs cannot exercise the character's full STR or DEX, the character may take a -¼ Limitation on those Characteristics to reflect that fact. If the Extra Limbs are stronger than the character's normal limbs, the character may buy STR with the -½ Limitation *Only With Extra Limbs.*

Alternate Extra Limbs

In some campaigns, the GM may want to alter the standard Extra Limbs rule — as many Extra Limbs as a character wants for 5 Character Points — so that the more limbs the character has, the more he pays. Instead, they use a different cost structure: 5 Character Points for up to two extra limbs, +2 Character Points for every up to x2 extra limbs thereafter. Thus, an eight-armed monster would have to spend 9 Character Points (5 points for the first two extra limbs, +4 points for the remaining four limbs) for them.

Alternately, some GMs may prefer for Extra Limbs to inherently have an effect on combat, instead of just being utilitarian. In this case, each Extra Limb costs 4 Character Points and provides a +1 bonus with Punch, Disarm, and Grab (this works just like a 3-point Combat Skill Level).

GROWTH

Type:	Size Power/Body-Affecting Power
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	5 Character Points for every +5 STR, +1 BODY, +1 STUN, -1" KB, x2 mass; 15 Character Points for every -2 DCV, +2 for PER Rolls made to perceive character, x2 height and width, and x2 reach (see Growth Table)

A character with this Size Power can increase his size. This increases his STR, BODY, STUN, mass, and height, and reduces his DCV and the Knockback he takes. Growth costs END as long as it is in use; if the character is Knocked Out or Stunned while Grown, his Growth immediately "turns off" unless it's Persistent. Growth is for characters who can *alter their size;* if the character is exceptionally large all the time, he can simulate that by buying various Powers with that special effect (see below).

GROWTH TABLE

Every 5 Points Of Growth Gives The Character:
+5 STR (no additional Figured Characteristics)
+1 BODY (no additional Figured Characteristics)
+1 STUN
-1" Knockback (functions just like KB Resistance)
x2 mass

Every 15 Points Of Growth Gives The Character:
-2 DCV
+2 to all PER Rolls made by others to perceive the character
x2 height and width
x2 reach

BENEFITS OF GROWTH

The Growth Table provides details on the benefits (and drawbacks) of Growth. However, the figures in the table are *guidelines,* not absolutes; the GM should feel free to alter them slightly based on special effects or to aid game balance.

Reach

Growth increases a character's reach. Normal characters (0 points in Growth) can only hit targets in their own hex or an adjacent hex. With enough Growth, a character can engage in HTH Combat with targets some distance away. Refer to the Growth Table for details.

Like the reach provided by Stretching, the reach provided by Growth has some inherently "Indirect" effects in appropriate circumstances. For example, a sufficiently tall Grown character could stand right in front of someone, then reach down and tap him on the back. (Growth reach does not, however, provide velocity damage or other Stretching effects.)

If a character has enough Growth to make him cover multiple hexes, for game purposes you generally should calculate his reach from the hex the character is deemed to be "standing" in. But as

GROWTH TABLE

Points Of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY & STUN	DCV	PER Rolls Against	Additional Reach	STR	KB
0	1-2m (1")	up to 1m (1/2")	up to 100	+0	-0	+0	+0	+0	-0
15	2-4m (2")	1-2m (1")	100-800	+3	-2	+2	+1"	+15	-3
30	5-8m (4")	3-4m (2")	801-6,400	+6	-4	+4	+2"	+30	-6
45	9-16m (8")	5-8m (4")	6,401-50,000	+9	-6	+6	+4"	+45	-9
60	17-32m (16")	9-16m (8")	50,001-400,000	+12	-8	+8	+8"	+60	-12
75	33-64m (32")	17-32m (16")	400,001-3.2 mil	+15	-10	+10	+16"	+75	-15
90	65-125m (64")	33-64m (32")	3.3-25.6 mil	+18	-12	+12	+32"	+90	-18
105	126-250m (125")	65-125m (64")	25.7-205 mil	+21	-14	+14	+64"	+105	-21
120	251-500m (250")	126-250m (125")	206-1.64 bil	+24	-16	+16	+125"	+120	-24
135	501-1,000m (500") (1 km)	251-500m (250")	1.65-13 bil	+27	-18	+18	+250"	+135	-27
150	1,001-2,000m (1,000")	501-1,000m (500") (1 km)	13.1-105 bil	+30	-20	+20	+500" (1 km)	+150	-30
165	2,001-4,000m (2,000")	1,001-2,000m (1,000")	106-840 bil	+33	-22	+22	+1,000"	+165	-33
180	4,001-8,000m (4,000")	2,001-4,000m (2,000")	841-6.7 tril	+36	-24	+24	+2,000"	+180	-36
195	8,001-16,000m (8,000")	4,001-8,000m (4,000")	6.8-53.6 tril	+39	-26	+26	+4,000"	+195	-39
210	16,001-32,000m (16,000")	8,001-16,000m (8,000")	53.7-429 tril	+42	-28	+28	+8,000"	+210	-42
225	32,001-64,000m (32,000")	16,001-32,000m (16,000")	430-3.4 quad	+45	-30	+30	+16,000"	+225	-45
240	64,001-125,000m (64,000")	32,001-64,000m (32,000")	3.5-27.2 quad	+48	-32	+32	+32,000"	+240	-48
255	125,001-250,000m (125,000")	64,001-125,000m (64,000")	27.3-217.6 quad	+51	-34	+34	+64,000"	+255	-51
270	250,001-500,000m (250,000")	125,001-250,000m (125,000")	217.7-1.74 quin	+54	-36	+36	+125,000"	+270	-54
285	500,001-1 mil (500,000")	250,001-500,000m (250,000")	1.75-14 quin	+57	-38	+38	+250,000"	+285	-57
300	1-2 mil (1,000,000")	500,001-1 mil m (500,000")	15-112 quin	+60	-40	+40	+500,000"	+300	-60

...and so on

mil: million; bil: billion; tril: trillion; quad: quadrillion; quin: quintillion

SOME COMPARISONS

Points Of Growth	Approximately Equal In Size To...
90 (125 m tall)	Height of the Washington Monument (169.1 m) or a Saturn rocket; length of a football field (91 m)
105 (250 m tall)	Height of the Eiffel Tower (300 m)
120 (500 m tall)	Height of the Empire State Building (381 m) or World Trade Center (415-17 m)
135 (1,000 m tall)	Elevation of the lowest clouds
165 (4,000 m tall)	Average depth of Earth's oceans
180 (8,000 m tall)	Height of Mt. Everest (8,848 m)
210 (32,000 m tall)	Elevation of the highest clouds (24,000 m)
225 (64 km tall)	Length of the Panama Canal; height of the stratosphere
270 (500 km tall)	North-south length of Scotland and England; length of the Grand Canyon (349 km)
315 (4,000 km tall)	Diameter of the Moon
330 (8000 km tall)	North-south length of Africa
345 (16,000 km tall)	Diameter of Earth
360 (32,000 km tall)	Geosynchronous orbit of Earth
390 (125,000 km tall)	Diameter of Saturn or Jupiter
450 (2 million km tall)	Diameter of the Sun

always, you've got to use your common sense and dramatic sense as well. If it makes more sense to calculate reach from where the character's shoulder is located, do so.

Reach provided by Growth does not reduce or otherwise affect the Range Modifier the character suffers, which is still calculated from where the character stands. However, the GM could, in his discretion, count the Range Modifier from the character's hand, if he feels that would be appropriate.

At no level does Growth automatically entitle characters to make Area Of Effect attacks with their large hands or feet. A character who wants that ability has to buy a naked *Area Of Effect* Advantage for his STR, Combat Skill Levels, or some other means of simulating larger-than-normal hands (see, for example, *Gigantic Fists* on page 148).

Thickness

The Growth rules describe how tall and wide a character becomes, but they establish no parameters for how thick his torso and frame become. For the most part, there's no need for players or GMs to know that, but if necessary you can assume the character's "thickness" increases proportionately to his height and width.

Growth Momentum

If the GM permits, characters with Growth can use growth momentum (page 52) just like Shrinking characters can... though they're going to have a lot harder time finding targets larger than themselves to use it on. The target has to be larger than or directly above the character. That includes beings taller than he is, overhangs on buildings (but not building walls themselves), ceilings, and possibly even characters using Flight who are directly above the character.

Growth-based growth momentum does +1d6 per -1 DCV the Grown character suffers. The character also gets to apply the extra STR he gains from Growing when determining the damage. If the character also has Shrinking and grows from a tiny size to human size, then uses Growth to become even taller, he can use the growth momentum from both Powers.

Growth And Damage

If a character takes damage while Grown and then returns to normal size, the damage taken first comes out of the BODY and STUN he gains from Growth. Any additional damage still applies to the character in his normal size. If the character Grows again before the damage would heal normally (see *Recovery,* page 424 of *The HERO System 5th Edition, Revised*), the wounds reappear.

Example: *Tower has 60 points of Growth (+12 BODY, which, added to his normal BODY of 10, gives him a total of 22 BODY). While Grown, Tower is hit by a missile and takes 3 BODY after defenses are applied. He then returns to normal size and normal 10 BODY. Since the BODY he gains from Growth (12) is greater than the wound he suffered, he has no wound at normal height. If he were to Grow again before that wound would have healed, he would be down 3 BODY. If the missile had done 15 BODY (ouch!), Tower would be down 3 BODY (15-12) at his normal height.*

For greater accuracy (and complexity), figure out what percentage of a character's total BODY he lost while Grown, and then subtract that percentage from his BODY at normal size. In the example given above, Tower would have lost 1 BODY at normal size.

DRAWBACKS TO GROWTH

Growth has drawbacks as well as advantages. For example, even with only 15 points of Growth, a character can't fit into normal buildings unless he crouches or destroys part of them. His size and extra mass may make it difficult for him to ride in cars. Like any other large target, a Grown character is easier to hit in combat and to see. Note that the DCV penalties imposed by Growth are not cumulative with the *Target Size* Combat Modifier, which is generally used only for objects which don't have defined CVs.

OTHER GROWTH TRAITS

In addition to the effects described above, there are other effects common to humaniform characters who are taller than normal. These are bought as other Powers which are *Linked* (-½) to Growth. They include:

Longer Stride: Running; the character's Running should roughly double for every 15 points of Growth he has. Similarly, the character may be able to leap further, climb more quickly, and so forth. See *Gigantic Legs,* page 152, for an example.

Larger Hands: Combat Skill Levels with HTH Combat (or, at 60 Character Points' worth of Growth and above, Area Of Effect (One Hex) for the character's STR). See *Gigantic Fists,* page 48, for an example.

Impressiveness: Increased PRE; the character should have about +5 PRE for every 15 points of Growth he has. See *Impressiveness,* page 149, for an example.

OPTIONAL EXPANDED GROWTH TABLE

Points Of Growth	Height (hexes)	Width (hexes)	Mass (KG)	BODY & STUN	DCV	PER Rolls Against	Additional Reach	STR	KB
0	1-2 m (1")	up to 1 m (1/2")	up to 100	+0	-0	+0	+0"	+0	-0"
5	2.1-2.6 m	1.1-1.3 m	101-200	+1	-0	+0	+0"	+5	-1"
10	2.7-3.3 m	1.4-1.7 m	201-400	+2	-1	+1	+0"	+10	-2"
15	3.4-4.0 m (2")	1.8-2.0 m (1")	401-800	+3	-2	+2	+1"	+15	-3"
20	4.1-5.4 m	2.1-2.6 m	801-1,600	+4	-2	+2	+1"	+20	-4"
25	5.5-6.7 m	2.7-3.3 m	1,601-3,200	+5	-3	+3	+1"	+25	-5"
30	6.8-8.0 m (4")	3.4-4.0 m (2")	3,201-6,400	+6	-4	+4	+2"	+30	-6"
35	8.1-10.7 m	4.1-5.4 m	6,401-12,500	+7	-4	+4	+2"	+35	-7"
40	10.8-13.4 m	5.5-6.7 m	12,501-25,000	+8	-5	+5	+3"	+40	-8"
45	13.5-16.0 m (8")	6.8-8.0 m (4")	25,001-50,000	+9	-6	+6	+4"	+45	-9"
50	16.1-21.3 m	8.1-10.7 m	50,001-100,000	+10	-6	+6	+5"	+50	-10"
55	21.4-26.6 m	10.8-13.4 m	100,001-200,000	+11	-7	+7	+6"	+55	-11"
60	26.7-32.0 m (16")	13.5-16.0 m (8")	200,001-400,000	+12	-8	+8	+8"	+60	-12"
65	32.1-42.7 m	16.1-21.3 m	400,001-800,000	+13	-8	+8	+10"	+65	-13"
70	42.8-53.4 m	21.4-26.6 m	800,001-1,600,000	+14	-9	+9	+13"	+70	-14"
75	53.5-64.0 m (32")	26.7-32.0 m (16")	1,600,001-3,200,000	+15	-10	+10	+16"	+75	-15"
80	64.1-84.3 m	32.1-42.7 m	3.21-4.26 million	+16	-10	+10	+21"	+80	-16"
85	84.4-104.7 m	42.8-53.4 m	4.27-5.32 million	+17	-11	+11	+27"	+85	-17"
90	104.8-125.0 m (64")	53.5-64.0 m (32")	5.33-6.4 million	+18	-12	+12	+32"	+90	-18"
95	125.1-166.6 m	64.1-84.3 m	6.41-8.43 million	+19	-12	+12	+42"	+95	-19"
100	166.7-208.2 m	84.4-104.7 m	8.44-10.46 million	+20	-13	+13	+53"	+100	-20"
105	208.3-250 m (125")	104.8-125 m (64")	10.47-12.5 million	+21	-14	+14	+64"	+105	-21"

...and so on

Toughness: Many Grown characters are very tough. As a general rule of thumb, this sort of character should add +5 PD and ED for every 15 points of Growth he has. See *Gigantic Defense,* page 150, for an example.

POWERS

Stretching: If a character has Stretching in addition to Growth, the inches of Stretching add to Growth's reach, but Stretching noncombat doublings don't include Growth reach. For example, if a character has 60 points of Growth (8" reach) and 10" Stretching, he could reach 18" (8" + 10"), and if using Noncombat Stretching could reach 28".

ADVANTAGES AND ADDERS

If a character who has Growth applies an Advantage to his STR, he must calculate the cost of the Advantage based on the character's total STR including Growth bonuses, unless noted otherwise below. For example, if a character has STR 30 and 30 points of Growth (+30 STR), the cost of an Advantage is calculated as if he had bought a 60 STR. This applies even if the Growth is bought as a slot in a Power Framework. If the character also has some Limited STR, he does not have to include that when calculating the cost of the Advantage unless the GM thinks it would be appropriate for him to do so. Generally Limited STR function as a sort of separate power, so its END cost should be determined separately.

Reduced Endurance: If a character buys Growth with Reduced Endurance, he must still pay normal END costs for using the extra STR granted by Growth, unless he buys Reduced END separately for his STR.

LIMITATIONS

Limited Effect (-¼, -½): Some forms of Growth may not provide the full range of beneficial abilities that the Power normally does. If the character doesn't get any STR or BODY, the Growth takes a -½ Limitation; if he doesn't gain STUN, reach, or Knockback Resistance, it's a -¼ Limitation. If he doesn't get two or more of these abilities, the GM should determine a value for the Limitation, but usually it should be capped at -¾ at the most.

Creating Permanently Large Characters

As noted above, Growth is for characters who can *alter their size.* If you want to have a character who's larger or taller than an ordinary human all of the time, here's how you buy that, using Growth as a guideline.

First, determine how tall the character is. Then find the category on the Growth Table corresponding to that size. Use the attributes of that amount of Growth to buy the relevant abilities:

■ For STR, buy the listed amount of STR with the Limitation *No Figured Characteristics* (-½)

■ For BODY, buy the listed amount of BODY with the Limitation *No Figured Characteristics* (-½)

■ For KB, buy the listed amount of Knockback Resistance

■ For STUN, buy the listed amount of STUN

■ For reach, buy inches of Stretching with Reduced Endurance (0 END; +½), Always Direct (-¼), No Noncombat Stretching (-¼), and No Velocity Damage (-¼)

The special effect of these abilities is that they derive from the character's increased size. The Size Templates on page 575 of *The HERO System 5th Edition, Revised* rulebook summarize the abilities pertaining to various categories of increased size.

Second, the character needs a Physical Limitation, *Size/Weight,* which represents the inconvenience of being so large and heavy all the time. In addition to the DCV penalty and bonus to other characters' PER Rolls described in the Growth Table, being extremely tall makes it difficult for a character to fit into buildings or vehicles. A Grown character's higher mass may pose problems similar to those created by Density Increase (page 18). The *Size/Weight* Physical Limitation on page 576 of *The HERO System 5th Edition, Revised* rulebook lists the values and effects for each category of large size.

You may want to build a permanently large or small character who *also* buys some Growth so he can sometimes become even larger. Each level of Growth purchased provides certain benefits — for example, every 5 points of Growth used adds +5 to the character's STR, every 15 points doubles the character's height, and so forth. Those effects add to any related effects the character has. For instance, if a character has 25 STR normally, using 5 points of Growth adds +5 STR and increases his overall STR to 30. If a character's defined as always being 8" tall, using 15 points' worth of Growth makes him 16" tall. Thus, in effect, if an "always tall" character is built properly, using X Character Points' worth of Growth has the same overall effect as a normal-sized character buying more Growth than that.

Expanded Growth Table

For some gaming groups, greater granularity for Growth may be desirable. Many entries in the Growth Table (such as DCV, PER Roll penalty, and reach) go up by increments of greater than 1. The accompanying Optional Expanded Growth Table provides a more detailed breakdown of Growth to help you more precisely define your character.

MULTIFORM

Type: Standard Power/Body-Affecting Power
Duration: Persistent
Target: Self Only
Range: Self
Costs END: No
Cost: 1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points

A character with this Standard Power can change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. Examples include a werewolf's ability to switch between human and lupine forms, a character whose suit of armor can "reconfigure" itself into many different types of armor; and a wizard's ability to assume the form of any animal. Multiform does not cost END to use.

BUYING AND BUILDING ALTERNATE FORMS

The player must choose one of his character's forms to be the *true form.* The true form can be any of the character's forms, depending upon character conception. The other form(s) bought with Multiform are his *alternate form(s).* The character's true form can have more points than his alternate forms, or his alternate forms can have more points than his true form (before or after accounting for the points the true form pays for Multiform). In other words, the true form does not have to be the most expensive of the character's forms, and the relationship of the costs of the forms does not affect Multiform's cost. As always, the GM should monitor the situation to prevent abuse.

The cost for Multiform, which only the true form pays for, is 1 Character Point for every 5 Character Points the most expensive alternate form is built with (including points from Disadvantages). The character may pay +5 Character Points for every up to two times the number of alternate forms of equal or lesser cost (*i.e.,* 5 Character Points for up to x2 alternate forms, 10 Character Points for up to x4 alternate forms, and so on). The cost of the true form has no affect on the cost of the alternate forms, nor does the existence of the true form affect the calculation of how many alternate forms the character buys for +5 points.

Note that the points spent on Multiform define how many points a single form has. They aren't split between the various forms. For example, if a character spends 80 points to have a 400-point Multiform, the alternate form is built on 400 points. If he spends +10 points to have four alternate forms, each form is built on up to 400 points. He doesn't have to split them 100/100/100/100 between the forms, or the like.

> **Example:** *Storvak, a strange alien built on 350 points, can assume four different animal forms — a tyrannosaur (400 points), a cheetah (275 points), an eagle (200 points), and a fish (150 points). The base cost of his Multiform is 1 Character Point for every 5 Character Points his most expensive form (the tyrannosaur) is*

Sometimes characters using Growth, or who use Multiform or other powers to change shape into a larger form, have to use their powers in areas that are too small to hold their new, larger, self. In this case, roll the character's Normal Damage from STR plus growth momentum (page 36), but keep the dice for the two separate. The walls/sides of the enclosing area take the full damage rolled on all the dice; the character takes the damage from the growth momentum dice only. If the damage does not break through the enclosure, the character's increase in size stops at the limits of the enclosure and he takes the full damage rolled on all dice (not just the growth momentum damage).

built with — 400/5, or 80 points. For 4x the number of forms, he pays +10 points, for a total of 90. His true form, the alien form, pays this cost.

A character's forms don't get to "share" anything for free. If a character's true form has some resource or object, such as a Base or a Vehicle, his alternate forms also have to pay for it if they want to use it. Otherwise, it disappears or somehow becomes inaccessible to them (typically, the most logical solution is for the GM to require the alternate forms to buy the resource as well). In general, all forms should pay for other things they have in common, such as certain Skills for some characters.

Each form a character can change into is as free-willed as the original character. The player must have a complete character sheet for each form (or some other way to keep track of the abilities and experiences of each form). Forms may have different abilities, personalities, or Disadvantages than the true form or each other, if the player so desires (the character's personality often remains the same from form to form, and in any form he retains the memories from other forms unless he has the *Multiform Amnesia* Psychological Limitation described below). If the forms happen to buy the same abilities or Skills, that's simply the nature of the different forms; characters may not take a Limitation or Disadvantage for this, nor may a character buy an ability or Skill once and somehow "share" it with all of his forms.

If a player voluntarily elects to build an alternate with fewer than the maximum allowed points, generally he cannot later decide to spend those

"unallocated" points. However, the GM might decide to allow it for a good reason — for example, if the player legitimately forgot something the form should have (*e.g.,* Nightvision for an owl form). After play begins, typically a character with Multiform can only improve his forms with Experience Points (see below).

A character cannot have an alternate form that's built as a Vehicle, Base, Computer, Automaton, or the like unless the GM specifically permits it.

Base Points And Disadvantages

A character's forms are built on the same Base Points as the true form (or fewer points, if the player so desires). Each form that's built on more points than its Base Points must take sufficient Disadvantages to balance out its cost, just like building any other character. However, it may be appropriate, or even required, to take some Disadvantages to define the alternate form properly, regardless of whether the alternate form gets any points for them.

Gamemasters should carefully evaluate the Disadvantages taken by a character's forms. Disadvantages a character can eliminate or reduce by changing shape may be worth fewer (or no) points because their effect is so easily negated. For example, ordinarily a Distinctive Feature should carry over from form to form — if the true form has Distinctive Feature, "Striking Blue Eyes," then all forms should have the same blue eyes. In situations where this is not applicable, the Distinctive Feature should normally be bought as *Easily Concealed* (or, at most, *Concealable With Effort*), since the character can hide the Feature by changing forms.

Alternately, with the GM's permission a character could buy an alternate form with fewer Disadvantage points than it would ordinarily require by paying for the points not balanced by Disadvantages as part of the cost of Multiform. The cost is 1 Character Point for every 5 Character Points not balanced by Disadvantages *in addition to* the normal cost of the Multiform.

Example: *A character buys an alternate form built as a Standard Superheroic character (200 Base Points, plus 150 points from Disadvantages, for a total of 350 points). This costs 70 Character Points. However, he wants the alternate form to be built on 400 points — but without having to take another 50 points' worth of Disadvantages. With the GM's permission, the character pays the standard cost of a 400-point alternate form — 80 Character Points — and then also pay for not having any Disadvantages to balance the last 50 points' worth of alternate form. That costs another (50/5 =) 10 Character Points, for a total of 90 points for a 400-point alternate form with 200 Base Points, 150 points from Disadvantages, and 50 additional points.*

Power Frameworks

Multiform is a Standard Power, and therefore characters can buy it in Power Frameworks unless the GM or some other rule forbids them to. In regards to Multipower, since the tradeoff of a Multipower — not getting to use all the powers at once at full power — is a lot like Multiform (which, when used, prevents the character from using any of the powers in his other form), some GMs may not consider this balanced and non-abusive, and so forbid it.

Characters can take Multiform in appropriate Variable Power Pools, but given the ease with which they can buy extra alternate forms, the GM may want to require special justification for them to do so. If a character does put Multiform in a VPP, he should use the basic cost of the alternate form each time, without any doubling the number of alternate forms. In this situation, the VPP construct essentially takes the place of the "+5 points doubles the number of forms" rule.

CHANGING FORMS

Multiform itself allows a character to change his form. He does not have to purchase Shape Shift or some other Power to do so. A character with two or more alternate forms can shift directly between any two forms without having to use the true form as an intermediary. Changing from one form to another requires a Half Phase Action.

Similarly, a character's alternate forms do not also have to buy Multiform so he can change shape back to the true form. It's assumed the true form's Multiform remains "active" even though he's in alternate form and allows him to change back to his true form (or other forms) using the standard Multiform rules (unless Accidental Change, Personality Loss, or the like affect his ability to change). Each form doesn't have to purchase Multiform.

No other power or ability remains "active" when a character switches from one form to another — the abilities of the former form cease to function, and those of the new form have yet to be activated (unless they are Persistent, in which case they'd be considered to "turn on" as soon as the changing of form is complete unless the GM rules otherwise). The character has to activate his new form's powers using the standard rules for doing so — but since changing forms is a Half Phase Action, and activating powers is a Zero Phase Action, usually this isn't any problem.

The change worked upon the character's body by Multiform is as complete as the character wants it to be. If desired, it can change his fingerprints, DNA, scent, voice, or any other aspect of his physical form, or cause his clothes and goods to merge into his body temporarily — or all those things could remain the same from form to form. Whether it can change his class of minds, his spirit/soul, or the like is up to the GM (see "Mental Powers," below).

Characters using Multiform do not get any "growth momentum" bonus to damage, even if changing into a larger form.

Changing Forms And Damage

When a character shifts forms, the STUN and BODY damage he's taken and the END he's used do not disappear — they carry over to the next form. For this reason, shifting from a form with lots of BODY to a form with few BODY is dangerous, possibly even fatal. For greater accuracy (and complexity), figure out what percentage of a character's total BODY, STUN, or END he lost while in one form, and then subtract that percentage from the appropriate Characteristic in his current form.

Example: *Storvak's tyrannosaur form has 35 BODY; his fish form only has 5 BODY. If he takes 30 BODY damage in his tyrannosaur form, and then shifts to fish form, he'll die — the fish does not have 30 BODY which it can take as damage. Using the alternate rule, 30 is 86% of 35, so the fish would suffer 4 BODY (5x.86) worth of damage.*

EXPERIENCE POINTS

Alternate forms do not earn Experience Points in the usual fashion. Normally, only the true form receives Experience Points. If he wants his forms to improve along with him, he must spend some of his Experience Points to improve his Multiform power. When he does so, he must decide what they go toward. He could use them to increase the number of forms, for example, in which case he just expands his options without increasing the "strength" of any form.

If a character spends points with the intention of increasing the "strength" of (points used to build) the forms he can change into, each 1 Character Point he spends on Multiform increases the points in the most expensive form by 5 Character Points. That effect cascades down, increasing the points in every other form by 5 as well (assuming that's appropriate and desired — some forms might, and should, stay exactly as

Sometimes a character wants to buy a Multiform that, in effect, involves transforming only part of himself. For example, a character with multiple personality disorder might have very different Skills and Disadvantages, but his Characteristics and physical abilities are identical in each form. A character with a suit of reconfigurable powered armor has very different powers and weapons in each form, but the same Skills and personal attributes (since the person inside the armor doesn't change at all).

If built as a Multiform, this sort of "partial" change in form does not involve any Character Point discount or savings. The cost of an alternate form depends on its full cost, not just the cost of things that change. Whether any particular aspect of an alternate form differs from the true form is irrelevant for purposes of determining the cost of Multiform — if a character's alternate form has useful Characteristics, Skills, or what have you, he has to pay for them as part of his Multiform whether they differ from those of his true form or not.

Of course, if a "change" is so minor that many of the character's abilities remain the same from "form" to "form," Multiform may not be the best way to represent that. For example, with the GM's permission a multiple personality's changes in Psychological Limitations and Skills could be represented with a Variable Disadvantage and a small Variable Power Pool (Skill Pool) with two set configurations for the Skills.

MULTIFORM, SHAPE SHIFT, AND DUPLICATION

Multiform is related to, but different from, Duplication and Shape Shift. Duplication allows the character to create extra bodies or selves, some of which may be different from the original character (but none of which have inherent shapechanging powers unless they buy them). Shape Shift allows a character to change his form, but not his powers or abilities. Multiform does not create new bodies, but does allow a character to assume different forms, which may or may not have different personalities and abilities than the true form. When building body alteration powers, players should carefully evaluate these three Powers to determine which one is best suited to create the ability desired.

they are, without ever improving, over the course of a character's career). The alternate forms do not have to take additional Disadvantages to balance out the new points received.

Spending Experience Points to improve an alternate form requires a certain amount of common sense and consideration for game balance. In effect this rule quintuples the effectiveness of some Experience Points spent on Multiform, which could lead to unbalancingly powerful forms. A player should have a good reason for wanting to increase the strength of his Multiforms this way, and the GM should review the power before approving the expenditure. As a good rule of thumb, the GM may want to permit a character to spend no more than 1 Experience Point of every 6 he earns on his Multiform. That way, the true form improves by 5 points for every 5 points his Multiform(s) improve by.

PERKS

Follower, Vehicle, and Base: If a character buys an alternate form that has one of these Perks, the cost of the Multiform includes the full cost of the Perk that the alternate form pays (*i.e.,* the item's total cost divided by 5). For example, a character who wants to Multiform into a 300-point character with a 200-point Computer (costing him 40 points) pays 68 points (340/5) for the alternate form.

Vehicle: A Vehicle can have Multiform unless the GM forbids it, but since Vehicles don't have Base Points the way characters do, determine their "Base Points" as follows.

First, choose a "true form" for the Vehicle. Since this is a Vehicle being purchased by a character and not a character itself, the true form should be the most expensive of all the forms the character wants the Vehicle to have (the GM can grant an exception to this if he sees fit). The true form is the Vehicle the character pays Character Points to buy as a Perk. This prevents the potential game balance problems of having a character buy a cheap Vehicle (*e.g.,* a bicycle) that can Multiform into a much more powerful Vehicle (*e.g.,* a jetfighter or a mecha).

Second, the true form's "Base Points" are its total cost minus any Disadvantages it takes. For example, the F/A-18C Hornet (*The Ultimate Vehicle,* page 77) would have 335 "Base Points." As usual, all alternate forms have to be built on the same "Base Points" (or fewer) as the true form, and must take any Disadvantages necessary to (a) cover any additional cost, or (b) properly define them in game terms.

POWERS

Adjustment Powers: If an attacker Drains, Suppresses, or Transfers a character's Multiform power, apply the effects of the Adjustment Power as evenly as possible to reduce the Multiform power in a logical and reasonable manner (keeping special effects, common sense, and dramatic sense in mind, of course). In some cases, simply removing the ability to change into one or more particular forms may make sense (if so, the GM randomly determines which forms the character loses). In others, it may make more sense to apply the Adjustment Power to the total cost of

each form — for example, if the Adjustment Power removes 20 points of effect, reduce each form by 20 points, figuring out in a reasonable manner which powers or abilities each form loses.

If a character is already in an alternate form and the ability to change into that one form is removed, the character spontaneously reverts to his true form. If the entire Multiform power is removed, it locks the character into that alternate form until the Adjustment Power's effects fade. Since the alternate form doesn't pay for Multiform himself, the GM must look at the true form's character sheet to determine the cost of the power.

If a character has an Adjustment Power that boosts or improves his Multiform power (such as Absorption, Aid, or Transfer), it works like any other positive Adjustment Power — it adds points directly to the Multiform. Since Multiform works by having every point spent on it count as 5 points for purposes of building the alternate form, that means every point added likewise increases the points available to build the alternate form with by 5. Obviously, this could quickly become abusive; most GMs probably would not allow it.

Unlike damage or similar negative effects, which carry over from form to form as the character changes shape, the effects of a positive Adjustment Power do not carry over from form to form when a character uses Multiform. However, if the character changes back to the "boosted" form before the Adjustment Powers effects have faded, the "boost" remains in effect.

Mental Powers: If a character has a Multiform that lets him switch to something other than human, that may or may not change his class of mind. If the alternate form retains human intellect and the like, then he's still got a Human mind. If not (for example, if the character became completely animal-like when in animal form, to the point where his INT and EGO drop to the animal's levels, or he loses his personality to the effects of the *Personality Loss* Limitation), then his mind may belong to a different class when he's in alternate form. Alternately, a character's mind could fall into both classes; he can take that as a 5-point Physical Limitation (page 121 of *The HERO System 5th Edition, Revised*).

Duplication: See page 31 regarding the interaction of Multiform and Duplication.

If a character has an alternate form built with Duplication, Cannot Be Recombined (such as the hydra from *The HERO System Bestiary*), typically he's automatically Duplicated when he changes to that form. As always, the GM can change that outcome if it doesn't make sense or causes game balance problems.

Endurance Reserve: If a character has Multiform, and one of his forms has an Endurance Reserve, and he's in a form that doesn't have the Endurance Reserve, the Endurance Reserve cannot Recover its END. Typically if a character uses some END from an Endurance Reserve and then shifts forms to an alternate form, the Endurance Reserve remains at whatever level it was when last used when he returns to the first form. However, the GM may rule that if enough time passes, when the character

shifts form to the form with the Reserve, it is fully "charged up." How long this takes is up to the GM, but obviously if days and days have passed, allowing it to be fully charged probably wouldn't pose game balance problems.

Transform: If a character with Multiform is in one of his alternate forms and another character Transforms him into something else, he remains in that "something else" form until the Transform wears off — essentially locking him into that shape — if the Transform actually has some significant effect on his physical form. Most Major Transforms do, of course, and many Minor Transforms do so as well. A Cosmetic Transform, on the other hand, may just carry over from form to form. For example, if an evil witch Transformed Menagerie (who can assume several animal shapes) to make her pink, then perhaps the GM would allow Menagerie to change back into human form... but she remains bright pink. The GM should determine the exact effects, based on considerations of game balance, common sense, and dramatic sense.

ADVANTAGES AND ADDERS

Instant Change: A character with this +5 Character Point Adder can shift forms as a Zero Phase Action.

Usable On Others: Characters should not purchase this Advantage for Multiform to force another character to change shape. To change another person's shape as an attack, buy Transform.

LIMITATIONS

Generally speaking, Limitations on Multiform such as *Costs Endurance, Gestures,* or *Incantations,* apply to all changing of forms. If a character takes Costs Endurance for his Multiform power, then any change of form (true form to alternate, alternate to true, alternate to alternate) costs END. If he takes Gestures, any change requires the appropriate waving of the hands (though that might change to paws if he shifts to an animal form or the like). As always, common sense, dramatic sense, and considerations of game balance should apply. If it doesn't make sense for a character to Gesture to change back (from, say, a serpent form that has no hands), it may be easiest and most sensible for the GM not to require Gestures for a change back. In that case the GM might reduce the value of the Limitation slightly.

Some Limitations on Multiform (like *Personality Loss*) have to remain "in effect" when the character's in his alternate form, and you can extend that logic to many other Power Modifiers. In some cases, the GM may want, or allow, the character's alternate forms to take a Disadvantage (such as Accidental Change or Physical Limitation) to reflect this.

Charges: If a character takes Charges for Multiform, they indicate the number of times the character may change shape and change back again. For example, Multiform with two Charges would allow the character to change shape, then return to his true form, then change shape again and return to his true form again.

Since Multiform is Persistent, technically Charges bought for it should be Continuing Charges (or else the change only lasts for 1 Phase per Charge).

However, in the interest of common sense and dramatic sense, ordinary Charges bought for Multiform don't cause the character to revert to his true form in this way.

Costs Endurance (-½, -1): When worth -½, this Limitation means the character must pay END when he changes forms, but not thereafter (the form he changes into pays the END). When worth -1, it means he must pay END not only to change forms, but to stay in the form he's changed into. The form changed into pays the END cost for the change and for remaining in that form. When the character runs out of END or is Knocked Out, he automatically changes back to his true form.

Focus: If a character buys Multiform with the Limitation *Focus,* he must have the Focus in all his forms. If it's taken away from him while he's in an alternate form, he reverts to his true form. He cannot apply the *Focus* Limitation to all the abilities of the alternate forms. However, the GM may allow him to apply Focus to some of those abilities based on special effect or the like.

If one of the character's forms has a power bought through a Focus that some or all of his other forms don't have, technically the Focus "vanishes" when the character changes forms. But if the character loses his Focus, he can't get it back simply by changing forms and then reverting to the form that has the Focus — he's got to recover it just as characters normally do with lost Foci. Whoever took the Focus keeps it, but when the character's not in the form that has the Focus power, the Focus remains inert and unusable (unless the GM rules otherwise). When the character shifts back to the form with the Focus, it becomes usable again by the person who has possession of it.

At the GM's option, some types of Multiform (such as a skinchanger) may need a Focus to change from true form to alternate form, but the Focus "merges" with the changed form, becoming impossible to remove from the character by any normal means. Characters can buy this as a Focus, but must halve the Limitation's value.

Personality Loss (varies): This Limitation represents a type of Multiform in which the character has a difficult time retaining his personality and changing back to his true form (or any other form). The character can stay in his alternate form for up to a set time period (see table) with no difficulty. After that time period passes, he must make an "Activation Roll" of 14- to retain his normal personality and the ability to change back to his true form. For every step down the Time Chart thereafter, the roll decreases by 1 (to 13-, 12-, and so on). If the character ever fails the roll, he's trapped in his current form and assumes its personality in place of his own; thereafter he can only recover his true personality and form with outside help.

Once the character changes back to his true form and personality, the "Activation Roll" "resets" to 14- again, provided the character spends at least a day in his true form. If the character assumes the alternate form during that day, the roll picks up at whatever level it left off.

PERSONALITY LOSS TABLE

Value	Time Period Before First Roll
-2	1 Turn
-1¾	1 Minute
-1½	5 Minutes
-1¼	20 Minutes
-1	1 Hour
...and so on	

See *Expanded Personality Loss,* below, for advanced rules for this Limitation.

Reversion (varies): Because Multiform is Persistent, a character who's Stunned or Knocked Out does not normally revert to his true form. With this Power Modifier, he does. If the character's true form is weaker than his alternate form, this is a -½ to -1 Limitation (depending on just how much weaker the true form is). If the true form is more powerful, it's a +½ to +1 Advantage. If the two forms are of roughly equal power, it's a -0 Limitation. (Of course, if the character recovers from being Stunned before the Segment ends, he does not revert.)

The question of what constitutes "more powerful" or "less powerful" depends on the campaign and GM interpretation. It does *not* specifically mean "better in combat"; the concepts of "power" and "weakness" are broader than that. The character's total points is often a good indicator of abstract "power," but not necessarily the only ones. The question becomes even more complicated when a character has more than two forms, with some being more powerful than his true form, and some less. In that situation, the GM should either consider all forms "more powerful" because some are, or answer the weaker/more powerful question based on what percentage of the forms are weaker, and what percentage stronger.

Side Effect: If a character buys Multiform with a Side Effect (or similar Limitation), the alternate form changed into suffers the Side Effect if it occurs — otherwise the Limitation wouldn't be restrictive. In the event the character changes to another form (either his original, or another alternate form) quickly, the GM might carry the effects of the Side Effect over to that form as well — it's his decision, based on game balance, common sense, dramatic sense, and similar considerations.

Visible: Characters cannot usually take this Limitation for Multiform — even though it's a Standard Power which costs no END, Multiform is normally visible when activated. But once a character has changed form, there's no specific way to tell that he's a being with shapechanging powers. With the GM's permission, a character could take Visible to represent a type of Multiform in which it was always obvious that a character has shapechanging powers (for example, he remains the same color, no matter how inappropriate that would otherwise be, in all forms).

DISADVANTAGES

Accidental Change: Characters with Multiform can take this Disadvantage, but if so, all forms should normally purchase it (though the conditions triggering each form's change may differ).

Psychological Limitation: A character with Multiform who does not retain the memories of one form when in another form can take the 15-point Psychological Limitation, *Multiform Amnesia* (Common, Strong) for each form.

Options For Multiform

Here are some notes on particular ways to use Multiform other than the classic "man into animal" and "person into superhuman" alternate forms.

MIMICKING

Mimics — characters who can copy or steal the powers, abilities, and knowledge of others — are sometimes built using Multiforms, since buying a Variable Power Pool or other Power Framework large enough to accommodate all the abilities of one (or many) characters can be prohibitively expensive (and possibly inefficient). The *Transference Touch* and *Mimicking (Variant)* powers in the "Miscellaneous Powers" section of Chapter Two are examples of this sort of ability.

MULTIPLE PERSONALITY DISORDER

Multiple Personality Disorder (MPD) (or dissociative identity disorder, to give the more proper name) is a psychological condition characterized by the dissociation of identity to protect the self from stress. In other words, a person subjected to psychological stress may shield himself from that stress by creating multiple "personalities" or identities. In the real world, the diagnosis and even existence of MPD remains controversial, but for dramatic purposes it can be assumed to be real.

In game terms, MPD is a mental transformation — the character's mind/personality/identity change, but not his physical form. You can build this as a Multiform in which all forms (usually no more than five separate personalities, though psychologists have documented cases of many more) have the Disadvantage *Accidental Change* (and sometimes, but not always, Psychological Limitation: Multiform Amnesia). The trigger for the Accidental Change doesn't have to be the same from personality to personality; some identities might retreat in the face of danger, others only when they feel that they have failed at something or when confronted by authority.

Each of the character's alternate personae should be created as someone totally unrelated to the true form. They should have their own Skills, Perks, memories, Disadvantages, and perhaps even powers or special abilities. Cinematically, at least one of the personalities tends to have some negative traits — deviousness, maliciousness, cruelty, evil — that make it a danger to the other personalities; it wants to destroy them or subjugate them so it remains in control all the time. When the "evil identity" takes control, the GM may need to run the character as an NPC until another personality surfaces.

The mind of someone with MPD can be very convoluted. Their alternate personae are so real that detecting them as false can be very dif-

ficult. Detecting or reading the memories of the other personalities requires an EGO +30 result on Telepathy, but a character who can achieve this effect can cause a personality of his choice to take over — in effect, he triggers the Accidental Change and controls it. However, many characters with MPD have Mental Defense to represent how hard it is to read or manipulate their chaotic minds, so using Telepathy or other Mental Powers on them may prove difficult.

The Science Skill *Psychology* helps characters cope with, or even treat, someone with MPD. A successful Psychology roll at a -3 or greater penalty may detect that a character has MPD, although usually this requires extended therapy and/or witnessing the character switch personalities. An SS: Psychology roll at -3 (or worse) might also force an MPD character to have to roll his Accidental Change; if the psychologist makes his roll by 4 or more, he may have some say in which personality surfaces next. Over time, SS: Psychology may help a character treat someone with MPD and merge all their personalities into one (in game terms, convert the Character Points spent on Multiform into a suite of Skills and abilities from all the forms). This assumes treatment is desired, necessary, or beneficial. If one of the personalities is a prominent superhero, "curing" the character might be a bad thing.

Many character concepts similar to MPD can be simulated using Multiform. Examples include a medium who can channel various ghosts through his own body, or an undead creature who still retains his soul (which sometimes takes over and makes him a good guy instead of a villain).

EXPANDED PERSONALITY LOSS

The *Personality Loss* Limitation presented above describes one of the classic metamorph (particularly zoomorph) dilemmas in adventure fiction: the possibility of losing one's personality, one's *self,* to whatever one changes into. This is particularly common for some types of wizards and lycanthropes, but it could occur in any Multiform where the alternate form has a radically different personality than the true form. For games where the GM wants to make greater use of Personality Loss, here's an optional expanded version. The accompanying table lists the values of the various aspects of the Limitation. Standard rules for Personality Loss apply unless indicated otherwise below.

The base value of Personality Loss depends on the *Time Before Change* — the amount of time the character can spend in his alternate form before he runs the risk of assuming its mentality. At the end of that time, the *Change Happens* aspect of the Limitation takes effect. Either he automatically loses his personality (and ability to change back) to that of the alternate form, or he has to make a roll. If it's an Activation Roll, it starts at 14-. He must succeed with the roll to retain his normal personality and the ability to change back to his true form. For every step down the Time Chart thereafter, the roll decreases by 1 (to 13-, 12-, and so on). If the character ever fails the roll, he's trapped in his current form and assumes its personality in place of

EXPANDED PERSONALITY LOSS TABLE

Time Before Change		Value
Instant		-2
1 Turn		-1½
1 Minute		-1¼
5 Minutes		-1
20 Minutes		-¾
1 Hour		-½
6 Hours		-¼
1 Day		-0
1 Week		+¼
1 Month		+½

Change Happens	Modifier
EGO Roll	0 more Limitation
Activation Roll (14-)	¼ more Limitation
Activation Roll (11-)	½ more Limitation
Automatic	1 more Limitation

Speed Of Change	Modifier
Instant	0 more Limitation
Gradual	½ less Limitation

Extent Of Change	Modifier
Total	0 more Limitation
Strong	¼ less Limitation
Slight	½ less Limitation

The minimum value of Personality Loss is -0; it cannot become an Advantage even if the modifiers don't reduce the value of the Time Before Change to -0 or make it a Limitation.

his own; thereafter he can only recover his true personality and form with outside help. (Alternately, the character's Activation Roll may start at 11- and decrease from there for a greater Limitation value.) If the roll is an EGO Roll, it doesn't decrease over time, but the character still has to make the roll at each step down the Time Chart; like any EGO Roll, Psychological Limitations and similar circumstances may modify it.

Two other factors modify the value of Personality Loss. The first is the *Speed Of Change* — how quickly the character loses his personality. The default is that it happens instantly: as soon as he fails that roll or passes that time limit, he's trapped in his alternate form. However, for forms of Personality Loss with Strong or Total change, the change might be *Gradual.* When the character first passes the time limit or fails a roll, he suffers a Slight change (see below). The next passage of time or failed roll increases that to a Strong change; the one after that, to a Total change (unless restricted to Strong).

The second is the *Extent Of Change.* The default for the Limitation is that a total change takes place: the character's personality shifts entirely over to that of the alternate form all at once. But the character can restrict the extent of his Personality Loss to either *Strong* or *Slight* loss for a lesser Limitation value. A *Slight* change affects the character's day to day life, but not life or death matters. For example, he might crave foods associated with their form, have a change in temperament to resemble the alternate

form (*e.g.,* become more animalistic or bestial if the alternate form is a wolf), adopt the alternate form's likes, dislikes, and mental Disadvantages, and so forth. A *Strong* change affects all aspects of a character's life. All the Slight changes occur, and in addition the character may suffer -2 or greater penalties to Skill Rolls as his learned and trained abilities become "fuzzy" and his memories fade. The character also probably prefers the company of others of his "own" kind to that of other people.

Once a character suffers a Personality Loss, whether it's Total, Strong, or Slight, he loses the ability to change from his current alternate form to his true form or another alternate form. Until someone finds a way to counteract or correct the loss of "self," the character's trapped in his alternate form — he doesn't *want* to change back, he thinks of his current state as his proper "self."

As noted in the standard Personality Loss rules, remaining in true form for 1 Day "resets" the Activation Roll to 14- (or 11- if the character has chosen that version) or otherwise cancels the effects of losing one's personality. The GM may alter this slightly if preferred. For example, after a character loses his personality, maybe eight hours in his true form reduces the loss from Total to Strong, then another eight hours from Strong to Slight, and a final eight hours from Slight to no loss at all. Or perhaps the lost personality comes back over days or weeks instead of hours.

SHAPE SHIFT

Type:	Standard Power/Body-Affecting Power
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	See Shape Shift Summary Table

A character with Shape Shift can change his form as perceived by one or more Sense Groups without altering his powers or other abilities. Examples of Shape Shift include a character who can change his shape to copy other peoples' features, a powerful illusion-spell that can change a person's appearance, or a character who can transform himself into many different inanimate objects.

The cost for Shape Shift depends on whether the change affects a Targeting or Nontargeting Sense Group. For 10 Character Points the character may change into a single other shape as perceived by a Targeting Sense, chosen when the Power is purchased. This form of Shape Shift is the most common, and is usually chosen to affect the Sight Group (the character's shape looks different). Additional Targeting Sense Groups cost +5 Character Points each. For 5 Character Points, the character may change into a single other shape as perceived by a Nontargeting Sense — for example, he can alter the way his shape feels (Touch Sense Group) or smells (Smell/Taste Sense Group). Additional Nontargeting Sense Groups cost +3 Character Points each.

To change into a group of no more than four predefined shapes affecting the purchased Sense Groups costs +5 points; to change into a limited group of shapes (humanoids, animals, cars) costs +10 points. To change into any shape or form costs +20 points.

When a character buys Shape Shift to affect multiple Sense Groups, he must buy the most expensive Sense Group first, then buy the less expensive ones with the "additional Sense Groups" cost.

SHAPE SHIFT BY SENSE GROUPS

A character defines Shape Shift by the Sense Groups that can perceive the alteration in his shape.

SHAPE SHIFT SUMMARY TABLE

Cost	Sense Group
10	Targeting
5	Nontargeting

Cost	Additional Sense Groups
+5	Additional Targeting
+3	Additional Nontargeting

Cost	Additional Shapes
+0	Character can change into a single shape
+5	Character can change into up to four predefined shapes
+10	Character can change into a Limited Group of shapes
+20	Character can change into Any Shape

The Sight Group

Shape Shift (Sight Group) allows a character to change his form as perceived by the Sight Group. This would let him

■ change his coloration (which may, in the GM's option, provide a slight bonus to some Stealth and Concealment rolls)

■ look exactly like someone else without the need for the *Disguise* Skill (if the Shape Shift has the *Imitation* Adder)

■ look like a snake, but not feel, sound, or smell like one

In the latter example, the character looks like a snake, but doesn't feel, sound, or smell like one. Anyone who touches him realizes he's not a snake. Depending upon the nature of the power and the special effects, they may touch the snake and its scales feel like human skin or cloth. Or, they might reach down and somehow "feel" the human form behind the Sight Group Shape Shift. A Sight-only Shape Shift works best for characters who only want to change some visible aspect of themselves, generate a change defined as a potent illusion, or the like.

The Touch Group

Shape Shift (Touch Group) allows a character to change his form as perceived by the Touch Group. This would let him

■ make his skin feel like some other substance — scales, cloth, rock, or the like

■ alter his actual physical shape or mass distribution (though his total mass would not change), thus allowing him to, for example, slip out of bonds, radically alter his form, or within reason to fit through openings a human-shaped being cannot fit through (the classic meaning of "shifting shape")

Shape Shift (Touch Group) only allows a character to alter his size or mass by about +/-10%. To make greater changes in size or mass, the character should buy Growth, Shrinking, or Density Increase Linked to Shape Shift.

The Hearing Group

Shape Shift (Hearing Group) allows a character to change his form as perceived by the Hearing Group. This would let him

■ not sound like himself (for example, to trick a voice-tracking program)

■ appear different to Senses such as Active Sonar (Hearing Group) (see below)

■ sound exactly like someone else without the need for the *Mimicry* Skill (if the Shape Shift has the *Imitation* Adder)

The Smell/Taste Group

Shape Shift (Smell/Taste Group) allows a character to change his form as perceived by the Smell/Taste Group. This would let him

■ change his scent (for example, to throw tracking dogs off his trail)

■ duplicate someone else's scent to fool a biochemical security system (if the Shape Shift has the *Imitation* Adder)

The Radio Group

Shape Shift (Radio Group) allows a character to change his form as perceived by the Radio Group (including Radar). This would let him

■ alter the "energy signature" given off by his superpowers

■ duplicate someone else's "energy signature" (if the Shape Shift has the *Imitation* Adder)

If a character has Shape Shift (Touch Group), but not (Radio Group), and another character perceives him with Radar, the Radar typically only tells the character using it where the Shape Shifted character is, and his general shape/configuration (in Shifted form). Radar can't pick up fine details, so Shape Shift (Touch Group) usually suffices to "fool" it. The *Discriminatory* modifier allows the Radar user to tell the general nature of the Shape Shifted character (organic versus inorganic, solid versus liquid, humanoid in shape, and the like). The *Analyze* modifier provides a more definite answer, but still only general information (*e.g.,* the Shape Shifted being is a mammal, the Shape Shifted being is made of gold, or the like). (Generally, this all applies to Sonar as well, though in that case it's usually the Hearing Group, not the Radio Group, that's involved.)

The Mental Group

Shape Shift (Mental Group) allows a character to change his form as perceived by the Mental Group. This means his mind "looks" different to anyone who uses a Mental Sense to perceive his mind. Trying to perceive him with Mind Scan would generally be pointless; he "looks" like some other mind. Telepathy at the "surface thoughts" level would "see" a different mind, but at levels beyond that could still perceive the character's deeper thoughts, memories, and so forth — Shape Shift doesn't change those, and doesn't allow a character to change his Psychological Limitations or other mental Disadvantages. (But see *Deep Mental Shift,* below.) With the *Imitation* Adder, a character with Shape Shift (Mental Group) can make his mind "look" like another person's mind, at least on the surface level described above.

At the GM's option, a character could use Shape Shift (Mental Group) to alter the class of minds to which his mind belongs. However, this could be unbalancing, since it could have the effect of making the character immune to most Mental Powers. A better way to simulate this is Mental Defense with Limitations like *Costs Endurance* (see *Shifting Mind,* page 178, for an example).

As these rules indicate, most Shape Shift-based powers should affect both the Sight Group and the Touch Group at a minimum. However, characters can use Shape Shift for other Sense Groups to create all sorts of interesting powers and abilities.

SHAPE SHIFT EXAMPLES

The Sense Group-based nature of Shape Shift allows characters to build a wide range of intriguing abilities, but its implications are sometimes a little difficult to grasp. Here are a few examples of how it works:

Example 1: A character uses Shape Shift (Sight Group) to shift shape into a dog. If someone tries to pet the dog, his hand doesn't "pass through" the dog form to feel the character's real shape (unless that suits the special effects of the power). Instead, when that person touches the dog's fur, he realizes that it *looks like* dog fur, but actually feels like human skin (or a pair of jeans, a suit of armor, or whatever). Similarly, someone feeling the dog's leg or head realizes that while it looks like a canine leg or head, it feels like the character's real leg or head.

Example 2: A fat character has Shape Shift (Sight Group). After an enemy ties him up, he shifts shape to look thinner. The ropes *do not* fall away from him, and he has no bonuses or extra ability to escape from the ropes. Because the character has not shifted his shape to the Touch Group, he can't get out of the ropes, which are touching him. When he only shifts shape as to the Sight Group, he's just affecting how others perceive him with Sight, and the ropes don't see him. What appears to happen to the ropes depends on the special effects of the power. If, for example, the power were defined as a potent illusion, the ropes would probably still look like they're tightly confining him, since it would make the illusion useless if they just remained where they were, suspended in mid-air.

If this character had Shape Shift (Touch Group), he could change his physical form or distribution of mass and slip out of the ropes easily.

Example 3: A 100 kg character has Shape Shift (Touch Group). He shifts shape into a snake. The snake weighs 90-110 kg — Shape Shift (Touch Group) allows a character to redistribute his mass, but not to alter it more than +/-10%. As such, he'd have to be a bigger than normal snake, or a longer than normal snake, or pick a species of snake that's already big and heavy (like a reticulated python). As a snake, he can fit through anything a snake of that size and shape could normally fit through, even if his human shape is too big for that opening. (Common sense, dramatic sense, and game balance impose some restrictions on this. To fit through very small openings, characters should typically buy a Limited form of Desolidification — Shape Shift can't spread a character's mass out to the thinness of vapor, for example.) However, since he hasn't Shape Shifted as to the Sight Group, he doesn't really look like a snake — his scales are flesh-colored, his eyes look like human eyes, and so forth.

USING SHAPE SHIFT

A character may freely shift his shape as often as desired; switching shapes takes a Half Phase Action. Shape Shift costs END to use, both to shift shapes and to stay in a shifted shape. If the character is Knocked Out or Stunned while in shifted shape, his Shape Shift immediately "turns off" unless it's Persistent.

Shape Shift does not automatically allow a character to change shape so that he resembles a specific person. To do this, the character must either buy the Skill *Disguise* and make a Disguise roll, or must pay for the *Imitation* Adder (see below). However, Shape Shift does allow a character to imitate gross features (hair color, eye color, and the like) without any roll. The character may even Shape Shift his body so that his skin resembles clothing, though he could not imitate precise styles of clothing without a Disguise roll or Imitation, and anyone who touched the clothing would realize it was not cloth (unless his Shape Shift affects the Touch Group).

Unless the GM rules otherwise, a character with Shape Shift can use it to change parts of himself in different ways. For example, a character with Shape Shift (Sight Group) that allows him to change the color of his skin could make himself half one color, half another — he's not restricted to a single color at a time.

Other characters cannot make PER Rolls to "perceive through" Shape Shift, or determine that a person is Shape Shifted. They have to detect that Shape Shift is being used in other ways, such as a PER Roll using a Sense the Shape Shift doesn't affect ("He *looks* like Bob... but he sure doesn't *sound* like him"). A character could Limit his Shape Shift so that observers get a PER Roll to "see through" his change in form, if desired (for example, see *Visible,* below). The PER Roll modifier discussed for Imitation (see below) is an option, but if the GM allows it, all it does is tell the onlooker (who by definition has to know what the person being imitated "looks" like) that something's not quite right. It doesn't reveal the character's true appearance or the like.

Shape Shift is related to, but different from, Multiform. Shape Shift allows a character to change his form, but not his powers or abilities. Multiform allows a character to change his powers and abilities, and his form as well if he so desires. When building powers related to changing shape, players should carefully evaluate these two Powers to determine which one is best suited to create the ability desired.

CHARACTERISTICS

Comeliness: Depending upon special effects and the nature of the power he's constructed, Shape Shift (Sight Group and/or Touch Group) allows a character to alter his COM if he has the *Imitation* Adder — he can change his COM to match that of whoever he's imitating.

Additionally, using either of those forms of Shape Shift, a character can alter his COM by +/-5 points (that's 5 points of COM, not 5 Character Points' worth of the Characteristic). The *Makeover* Adder (see below) expands this capability.

ADVANTAGES AND ADDERS

Cellular: Shape Shift ordinarily only affects the character's outward appearance (broadly speaking). His basic identifying characteristics — DNA, fingerprints, retina prints, and the like — remain unchanged. With this +10 Character Points Adder, Shape Shift works down to the most minute levels of a character's body. His DNA, fingerprints, retina

prints, and so forth all change (though the character needs Imitation to make them mimic those of someone else). Typically a Shape Shift with Cellular should have the Touch Group as one of the Sense Groups it can affect; Cellular applied to other Sense Groups doesn't necessarily have a useful effect (though this may depend on the types of Senses/technology being used to examine the Shape Shifted character).

At the GM's option, characters can buy Cellular for only +5 Character Points to change only *external* indicators of identity — fingerprints and retina prints, basically. Their DNA and other "internal" attributes remain unchanged.

Cellular does not require a character to touch the subject to be imitated, or the like. A character could impose such a requirement by taking a Limitation, if desired, and of course the GM can impose any requirements he sees fit.

Deep Mental Shift: This +5 Character Points Adder allows a Mental Group Shape Shift to affect all levels of the character's mind, not just his surface thoughts. Someone using Telepathy to scan his hidden thoughts, memories, or subconscious still "sees" the change. The character's Psychological Limitations and other mental Disadvantages do not actually change, but to a character using Telepathy they seem to have changed.

Imitation: This +10 Character Points Adder allows a character to shift shape to resemble specific persons. The change only affects the purchased Sense Groups. For example, Shape Shift affecting the Touch and Smell/Taste Groups with Imitation would allow the character to feel and smell exactly like someone else, but not to look exactly like him; Imitation for Hearing Group Shape Shift allows the character to sound just like another person without the need for Mimicry. The resemblance is extremely accurate; even those who know the imitated character well are unlikely to detect the deception (minimum of -3 to PER Rolls to determine that the character is not who he appears to be).

Imitation does not require a character to touch the subject to be imitated, or the like. A character could impose such a requirement by taking a Limitation, if desired, and of course the GM can impose any requirements he sees fit. Common sense, logic, and game balance dictate there has to be some reasonable grounds for copying someone — for example, just saying "I want to copy George Washington's DNA" isn't enough, there'd have to be some reasonable basis on which someone could form a copy (*e.g.,* maybe the subject to be copied has to be within Line Of Sight, or previously copied).

Characters cannot automatically use Imitation to look like a specific class or type of person (*e.g.,* a typical Nazi SS officer; a typical Bedouin; a typical businessman), to have an accent instead of a specific voice, or the like. The ability to imitate specific faces, voices, or the like does *not* confer vast, accurate knowledge of costuming, cultures, and other subjects throughout recorded time. If a character with Shape Shift and Imitation wants to precisely imitate some type of clothing (or the like), he either needs an accurate example he can refer to and "copy," or he needs an appropriate KS indicating his familiarity with the subject.

Instant Change: A character with this +5 Character Points Adder can shift shape as a Zero Phase Action.

Makeover: For this +5 Character Points Adder, a character with Shape Shift (Sight Group and/or Touch Group) can alter his COM within the range of standards the GM defines for the campaign (for example, if the GM says the maximum COM is 50, the character can't Shape Shift to have 60 COM). Given the benefits of negative COM for Presence Attacks, the GM may wish to restrict negative COM to -10 or -20, maximum.

Usable On Others: Characters should not purchase this Advantage for Shape Shift to force another character to assume a different shape. To change another person's shape as an attack, buy Transform.

LIMITATIONS

Affects Body Only (-½): Shape Shift normally affects not just the character's form, but his clothes, Foci, small items he regularly carries, and so forth. (The GM determines what Shape Shift will and won't affect, if necessary.) Shape Shift with this Limitation only affects the character's actual body; his clothes and equipment remain unchanged. Characters may only take this Limitation if they regularly wear clothes, carry equipment, and the like. (At the GM's option, characters can apply this Limitation to Multiform and other shape-altering powers, if appropriate.)

Limited Effect (-¼): Shape Shift with this Limitation only affects one or two Senses in a Sense Group, rather than the entire Sense Group. Other Senses in the Sense Group can still perceive his normal form (assuming they could ordinarily perceive his normal form). For example, Shape Shift (Sight Group) might take this Limitation to affect only Normal Sight — the character's heat signature (as viewed with Infrared Perception [Sight Group]) wouldn't change.

Requires A Skill Roll: If a character buys Shape Shift with a Required Skill Roll, and the GM allows Skill Versus Skill Rolls with RSR powers, then other characters can make a PER Roll in a Contest against the character's Required Skill to realize that he's Shape Shifted.

Visible: Characters cannot usually take this Limitation for Shape Shift — as a Standard Power that costs END, Shape Shift is normally visible when activated. But once a character has changed form, there's no specific way to tell that he's a being with shapechanging powers. With the GM's permission, a character could take Visible to represent a type of Shape Shift in which it was always obvious that a character has shapechanging powers (for example, he remains the same color, no matter how inappropriate that would otherwise be, in all forms). Alternately, taking this Limitation may simply give any observer the chance to make a PER Roll to perceive that the character is in Shape Shifted form.

DISADVANTAGES

Generally speaking, characters cannot use Shape Shift to eliminate Disadvantages — Shape Shift (Touch Group) doesn't let a character grow an extra leg or eye to cancel out Physical Limitations like *One-Legged* or *Has One Eye;* Shape Shift (Mental Group) doesn't let a character change his Psychological Limitations. Changes that radical typically require Multiform. However, the GM can allow some leeway, such as the temporary elimination of Easily Concealable Distinctive Features, if that seems dramatically appropriate and not unbalancing. Similarly, a change in appearance may temporarily alleviate (or shield the character from) some Hunteds, Rivalries, and Social Limitations.

Simplified Shape Shift

For some games, a more simplified form of Shape Shift may be appropriate. This type of Shape Shift allows a character to change his form — the way he looks, feels, sounds, smells, and so forth — but not change his powers, Characteristics, or the like. It affects all Sense Groups, as appropriate, unless the GM rules otherwise (for example, in many campaigns it can't affect a character's mind, so Mental Group Senses would still perceive the character's real mind).

Shape Shift costs 20 Character Points for the ability to shift shape into a single alternate form, defined when the character purchases the power. For +10 Character Points, the character can shift shape into up to four forms, defined when the character purchases the power. For +20 Character Points (a total cost of 40 points), the character can shift shape into any form. In all cases, forms must be no more than +/-10% of the character's height and mass. Characters can buy the Adders and Advantages for regular Shape Shift, such as Cellular and Imitation, for simplified Shape Shift unless the GM rules otherwise.

SHRINKING

Type:	Size Power/Body-Affecting Power
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	10 Character Points for every x½ Height, x⅛ mass, -2 DCV, +3" Knockback, and -2 to all PER Rolls made against character, and +2d6 damage for growth momentum

A character with Shrinking can decrease in size, making it more difficult for other characters to attack or perceive him. For every 10 Character Points, the character gets the following benefits:

■ x½ height

■ x⅛ mass

■ +2 DCV

■ other characters suffer a -2 to all PER Rolls made to perceive him (see below)

Additionally, the character takes +3" of Knockback for every level of Shrinking he has. This Knockback modifier only increases the total distance traveled when the character suffers Knockback; it doesn't increase the damage he takes from Knockback. The Knockback modifier applies *after* the dice are rolled to reduce the KB the character takes, so the roll can't counteract them — even if the dice reduce KB to 0", a Shrunk character still takes the amount of KB equal to his Knockback modifier (though he suffers no damage from this extra KB). Even if the campaign doesn't use Knockback normally, the GM may occasionally have attacks Knock Back smaller characters since they weigh less than the average PC.

The Shrinking Table provides details on the benefits and drawbacks of Shrinking. However, the figures in the table are *guidelines,* not absolutes; the GM should feel free to alter them slightly based on special effects or to aid game balance.

Example: *Shrinker buys 40 Character Points' worth of Shrinking. When Shrunk, she has a +8 DCV, and she adds +12 to Knockback (thus, when rolling Knockback, add 12 to the amount of BODY done by the attack, only for the purpose of determining how far Shrinker is Knocked Back). If Shrinker is hiding or being stealthy, anyone attempting to perceive her must make a PER Roll at -8.*

While Shrunk, Shrinker is hit with an Energy Blast that does 38 STUN, 10 BODY. The GM rolls 2d6 for Knockback and gets a 5, meaning she would normally take 5" Knockback (10 BODY - the 5 rolled). Because she is Shrunk, she must add +12", meaning she will be Knocked Back 17"! However, she only takes 5d6 damage from the Knockback if she hits something.

Suppose the GM rolled 11 on the dice. Normally that would mean 0" KB (since 10 BODY - 11 = -1). However, since Shrinker is so tiny, she still takes (0" + 12) = 12" of KB (though this is only for distance, not damage).

EXPANDED SHRINKING TABLE

Points of Shrinking	Height (meters)	Height (other)	Mass	PER Rolls Against	DCV	KB	Example
0	2 m	200 cm (6 feet)	100 kg	0	+0	+0	Normal human size
10	1.9-1 m	100 cm (3 feet)	99-12.5 kg	-2	+2	+3	Human child, halfling
20	.9-.5 m	50 cm (20 inches)	12.4-1.6 kg	-4	+4	+6	Housecat, small dog
30	.4-.25 m	25 cm (1 foot)	1.5-.2 kg	-6	+6	+9	Average rat or frog
40	.24-.125 m	12.5 cm (.5 foot)	.19-.025 kg	-8	+8	+12	Dragonfly
50	.124-.064 m	6.4 cm	.024-.0032 kg	-10	+10	+15	Average mouse or shrew
60	.063-.032 m	3.2 cm (1 inch)	.0031-.0004 kg	-12	+12	+18	American cockroach, small shrew
70	.031-.016 m	1.6 cm (.5 inch)	.00005 kg	-14	+14	+21	Wasp, diameter of a penny
80	.015-.008 m	8 millimeters	.0000064 kg	-16	+16	+24	Ant, housefly
90	.007-.004 m	4 millimeters (.5 cm)	.0000008 kg	-18	+18	+27	
100	.003-.002 m	2 millimeters	100 nanograms	-20	+20	+30	Head of a pin
110	.00199-.001 m	1 millimeter (mm)	12.5 nanograms	-22	+22	+33	
120	.00099-.0005 m	.5 millimeters	1.6 nanograms	-24	+24	+36	
130	.0004-.00025 m	250 micrometers	.2 nanograms	-26	+26	+39	
140	.00024-.000125 m	125 micrometers	25 picograms	-28	+28	+42	Plant cell, human unaided viewing limit, width of an artery
150	.000124-.000064 m	64 micrometers	3 picograms	-30	+30	+45	Width of an average human hair
160	.000063-.000032 m	32 micrometers	400 femtograms	-32	+32	+48	
170	.000031-.000016 m	16 micrometers	50 femtograms	-34	+34	+51	Width of an animal cell, length of a salt grain
180	.000015-.000008 m	8 micrometers	6 femtograms	-36	+36	+54	
190	.000007-.000004 m	4 micrometers	800 attograms	-38	+38	+57	Width of shag-carpet fiber
200	.000003-.000002 m	2 micrometers	100 attograms	-40	+40	+60	
210	.000001 m	1 micrometer (μm)	12.5 attograms	-42	+42	+63	Width of a bacterium, 1 micron
220	.0000005 m	500 nanometers	1.6 attograms	-44	+44	+66	Viewing limit of a light microscope
230	.00000025 m	250 nanometers	.2 attograms	-46	+46	+69	Width of an average virus
240	.000000125 m	125 nanometers	25 zeptograms	-48	+48	+72	Width of a nanomachine
250	.000000064 m	64 nanometers	3 zeptograms	-50	+50	+75	Width of a small molecule
260	.000000032 m	32 nanometers	400 yoctograms	-52	+52	+78	
270	.000000016 m	16 nanometers	50 yoctograms	-54	+54	+81	Viewing limit of an electron microscope, the smallest viri
280	.000000008 m	8 nanometers	6 yoctograms	-56	+56	+84	
290	.000000004 m	4 nanometers	Negligible	-58	+58	+87	
300	.000000002 m	2 nanometers	Negligible	-60	+60	+90	
310	.000000001 m	1 nanometer (nm)	Negligible	-62	+62	+93	

USING SHRINKING

Shrinking costs END as long as it's in use. If the character is Knocked Out or Stunned while Shrunk, his Shrinking immediately "turns off" unless it's Persistent. Shrinking is intended for characters who can *alter their size;* a character who's exceptionally small all the time can simulate that by buying various Powers and Disadvantages with that special effect (see *Creating Permanently Small Characters,* below).

One of the main advantages of Shrinking is the ability to get into places or hide behind things where normal people can't fit. The GM should allow Shrinkers to use their small size in inventive ways during an adventure. On the other hand, Shrinkers also suffer from some significant restrictions; their reach, for example, is often much less than that of a normal person.

Shrinking does not affect a character's STR, movement, or other abilities — they're just as powerful when he's Shrunk as when he's normal height. Characters whose STR and powers decrease proportionately to their size should take a -¼ Limitation, *Reduced By Shrinking,* on any such Characteristic or Power. As a general rule of thumb, Characteristics and Powers should lose about 5 Active Points' worth of effect per 10 Character Points in Shrinking. (Alternately, a character could define the loss of STR or other Powers as a mandatory Side Effect for Shrinking; see page 307 of *The HERO System 5th Edition, Revised* rulebook.)

Perceiving Shrunk Characters

The PER Roll penalty for perceiving a Shrunk character applies to all standard Sense Groups other than the Mental Sense Group. It does not apply to Senses not assigned to a Sense Group, such as Combat Sense and Danger Sense.

The PER Roll penalty for perceiving a Shrunk character doesn't make a character difficult to perceive all the time — it's not a limited form of Invisibility. Unless the character deliberately tries to be difficult to perceive, others can perceive him normally regardless of his size. For example, if he's in combat and/or using a perceivable Power of some sort, others can perceive him normally (*i.e.,* without a penalty based on his size). Only when the character hides, uses Stealth (or Concealment to hide himself), or otherwise tries to remain unperceived does the PER Roll bonus have any effect. (To simulate the PER Roll bonus for characters who are very small all the time, buy bonuses to Stealth and/or Concealment.)

Growth Momentum

A character with Shrinking may add his *growth momentum* to his punch damage — the Shrunk character literally grows up underneath the jaw of his opponent, "uppercutting" his foe as he grows. This adds +1d6 of damage to the character's punch per point of DCV gained from being Shrunk. Of course, after using growth momentum, the character remains normal size at least until his next Phase, when he can Shrink down again. A character can't use growth momentum on someone the same size as, or smaller than, he is.

A character cannot use growth momentum to add to the damage caused by a Move By/Through, or the like. Once the character begins his Move Through/By, he's in the middle of an Attack Action and cannot perform a Zero Phase Action to turn off his Shrinking and become larger. A "growth momentum attack" is a special sort of Strike characters with Shrinking can perform, it's not a modifier that applies to any attack.

Held Items

When a character Shrinks, any small personal objects he's carrying (including any weapons or Foci) shrink with him. Larger objects he's carrying do not — he immediately "drops" them, and they remain their normal size. The GM determines what constitutes a "small personal object"; a briefcase or bag of loot from a robbery might qualify, whereas a big television set or another person would not.

A Shrunk character cannot drop objects onto, into, or near other characters in the expectation that they'll become normal size and damage other characters. Such an "attack" has no effect unless the character buys it as a power.

ADVANTAGES

Double Knockback: When a Shrunk character is hit by an attack that does Double Knockback, first you double the BODY rolled for Knockback purposes. Then you roll the dice and subtract the number rolled from the BODY. (The result indicates the maximum KB damage the target can take.) Then you add the extra inches of KB suffered due to Shrinking.

For example, suppose a character with 60 Active Points' worth of Shrinking (+18" KB) is hit with a Double Knockback attack that does 2 BODY. That doubles to 4 BODY for KB purposes. The dice roll is 7, meaning 0" of KB and 0d6 of damage. To that you add +18" (distance only, no damage), so the character takes 18" Knockback.

Now suppose the attack does 6 BODY. That doubles to 12 BODY for KB purposes. The dice roll of 7 reduces that to 5" (and a maximum of 5d6 damage). To that you add the +18", for a total of 23" KB.

Normal Mass (+½, +1): A character who has Shrinking with this +½ Advantage retains his normal mass (100 kg for most characters, possibly much more for characters using Density Increase) even though he becomes smaller. He does not suffer the Knockback modifier for Shrinking. This may cause practical problems for the character; many surfaces can't tolerate having 100 kg impacting on

them in the small area of a Shrunken character's feet. The character may have the same difficulty characters with Density Increase experience on normal surfaces.

At the GM's option, a character may buy a +1 version of this Advantage to choose, from use to use, whether to have his normal mass or the mass indicated by Shrinking. He cannot choose an interim value. For example, if he uses 60 points' worth of Shrinking, he either has normal mass, or a mass of 0.0004 kg; he can't choose to weigh 25 kg or 1 kg. If he chooses the Shrinking mass, he suffers the Knockback modifier listed in the Shrinking Table.

LIMITATIONS

Easily Perceived (-¼): Shrinking with this Limitation imposes no negative modifiers on other characters' PER Rolls to perceive the Shrunk character.

No Growth Momentum (-¼): Shrinking with this Limitation does not allow a character to do damage with growth momentum.

Reduced By Shrinking (-¼): If a character wants to lose some abilities — such as STR, or the full power of his Energy Blast, or the like — he can use this Limitation, which is described above.

Creating Permanently Small Characters

As noted above, Shrinking is for characters who can *alter their size.* If you want to have a character who's shorter or smaller than an ordinary human all of the time, here's how you buy that, using Shrinking as a guideline.

First, determine how small the character is. Then find the category on the Shrinking Table corresponding to that size. Use the attributes of that amount of Shrinking to buy the relevant abilities:

■ For the PER Roll penalty to see the character, buy the corresponding bonuses to Concealment with the Limitation *Self Only* (-½), and to Stealth with no Limitation.

■ For the DCV bonus, buy the equivalent number of 5-point Combat Skill Levels for DCV.

The special effect of these abilities is that they derive from the character's decreased size. The Size Templates on pages 574-75 of *The HERO System 5ᵗʰ Edition, Revised* rulebook summarize the abilities pertaining to various categories of decreased size.

Second, smaller and/or lighter characters suffer some problems — they sometimes have trouble reaching things, making themselves noticed, and the like. They suffer greater Knockback, as defined by the Shrinking Table. To represent these difficulties, a character needs a Physical Limitation, *Size/Weight,* which represents the inconvenience of being so small and light all the time. The *Size/Weight* Physical Limitation on page 576 of *The HERO System 5ᵗʰ Edition, Revised* rulebook lists the values and effects for each category of small size.

You may want to build a permanently large or small character who *also* buys some Shrinking so he can sometimes become shorter. In this case, the effects of each level of Shrinking — the halving of height, the reduction of weight to one-eighth of normal, and so on — apply to the character regularly. Thus, in effect, if a character who's always large or small is built properly, using X Character Points' worth of Shrinking has the same overall effect as a normal-sized character buying more Shrinking than that.

Example: *A character is defined as always being 8" tall. To represent that, he buys +45 STR, Stretching 4" for reach, Knockback Resistance -9", weigh 50,000 kg, and so forth. He also takes a Physical Limitation that gives him -6 DCV and a +6 PER Roll modifier to perceive him. If he has 20 points' worth of Shrinking, when he uses it he becomes 4 meters (2") tall, weighs 781 kg, gains +4 DCV, has a -4 PER Roll penalty to see him when he hides, and takes +6" Knockback from attacks. In effect, the Shrinking cancels part of the effects of his being so tall — he's only at -2 DCV, +2 PER Rolls, and -3" KB due to his size.*

Expanded Shrinking Table

For some gaming groups, greater granularity for Shrinking may be desirable. Many entries in the Shrinking Table (such as DCV, PER Roll penalty, and reach) go up by increments of greater than 1. The accompanying Optional Expanded Shrinking Table provides a more detailed breakdown of Shrinking to help you more precisely define your character.

Unifying Growth And Shrinking: Alter Size

As they stand, Growth and Shrinking are similar to each other, but not enough so to suit some campaigns. For example, the fact that it takes 15 Character Points' worth of Growth to double a character's height and increase his mass eight times, but only 10 Character Points' worth of Shrinking to halve his height and reduce his mass to one-eighth normal, strikes some gamers as illogical.

For campaigns desiring greater "uniformity" and "logic" for the Size Powers, here's a replacement Power called *Alter Size.* To unify Growth and Shrinking this way, it's necessary to strip away some of the granularity of, and abilities provided by, Growth. As it stands, Growth provides a lot of benefits, such as extra BODY and STUN, that have no analogue with Shrinking. A Shrunk character doesn't lose BODY, for example, even though a Grown character gains BODY. This has the additional benefit of streamlining the Growth rules by eliminating the need to discuss what happens when a Grown character gets injured and then returns to normal size. As always, a character using Alter Size to become larger can buy extra BODY or STUN

OPTIONAL EXPANDED SHRINKING TABLE

Points of Shrinking	Height	Mass	PER Rolls Against	DCV	KB
0	2m	100 kg	0	+0	+0"
5	1.9-1.5 m	99-56.25 kg	-1	+1	+2"
10	1.4-1 m	56.24-12.5 kg	-2	+2	+3"
15	.9-.75 m	12.4-7.05 kg	-3	+3	+5"
20	.74-.5 m	7.04-1.6 kg	-4	+4	+6"
25	.4-.375 m	1.5-0.9 kg	-5	+5	+8"
30	.374-.25 m	.8-.2 kg	-6	+6	+9"
35	.24-.187 m	.19-.11 kg	-7	+7	+11"
40	.186-.125 m	.10-.025 kg	-8	+8	+12"
45	.124-.09 m	.024-.014 kg	-9	+9	+14"
50	.08-.064 m	.013-.0032 kg	-10	+10	+15"
55	.063-.048 m	.0031-.0018 kg	-11	+11	+17"
60	.047-.032 m	.0017-.0004 kg	-12	+12	+18"
65	.031-.024 m	.00022 kg	-13	+13	+20"
70	.023-.016 m	.00005 kg	-14	+14	+21"
75	.015-.012 m	.00003 kg	-15	+15	+23"
80	.011-.008 m	.0000064 kg	-16	+16	+24"
85	.007-.006 m	.000004 kg	-17	+17	+26"
90	.005-.004 m	.0000008 kg	-18	+18	+27"
95	.0039-.003 m	.0000004 kg	-19	+19	+29"
100	.0029-.002 m	100 nanograms	-20	+20	+30"

ALTER SIZE TABLE

Points	Height	PER Rolls Mass	Against	DCV	KB	Reach	STR
60	64.1-125m	3.21mil-25.6mil kg	+12	-12	-18"	+32"	+60
50	32.1-64m	400,001-3.2mil kg	+10	-10	-15"	+16"	+50
40	16.1-32m	50,001-400,000 kg	+8	-8	-12"	+8"	+40
30	8.1-16m	6,401-50,000 kg	+6	-6	-9"	+4"	+30
20	4.1-8m	801-6,400 kg	+4	-4	-6"	+2"	+20
10	2.1-4m	101-800 kg	+2	-2	-3"	+1"	+10
0	2m	100 kg	0	+0	+0"	+0"	+0
10	1.9-1m	99-12.5 kg	-2	+2	+3"	+0"	+0*
20	.9-.5m	12.4-1.6 kg	-4	+4	+6"	+0"	+0
30	.4-.25m	1.5-.2 kg	-6	+6	+9"	+0"	+0
40	.24-.125m	.19-.025 kg	-8	+8	+12"	+0"	+0
50	.124-.064m	.024-.0032 kg	-10	+10	+15"	+0"	+0
60	.063-.032m	.0031-.0004 kg	-12	+12	+18"	+0"	+0

...and so forth, in either direction

*: See main text regarding possible STR reduction.

that's Linked to the Power so that he becomes harder to kill or Knock Out (see Chapter Two for many such abilities).

Alter Size is a Body-Affecting Power (you can eliminate the "Size Powers" category if you use it, since there will only be one Power for changing size). It's Constant, Self Only, and costs END. It costs 10 Character Points per "level" of size alteration. The standard rules for Growth and Shrinking apply unless otherwise noted. The accompanying table describes the benefits of altered size.

A character who buys Alter Size must decide whether he can become larger (Grow) or smaller (Shrink) when he buys the Power, and can't change this thereafter. For a +¼ Advantage, *True Size Alteration,* he can become larger or smaller as he chooses (though he can't become both smaller and larger at the same time, of course).

Further Implications

With Alter Size, the only remaining points of disconnection between "Growth" and "Shrinking" are that Growing gives a character greater strength and reach. If you want to emphasize consistency, consider reducing a "Shrunk" character's abilities this way: -5 STR and x½ reach for every 10 points of Shrinking. Thus, a character using 30 points of Shrinking has one-eighth the reach of a human-sized character (which may make it difficult or impossible for him to reach some targets in HTH Combat; the GM should make that determination Phase by Phase) and -15 STR.

This makes "Shrinking" a much less attractive ability for many characters. To counterbalance it, the GM might want to provide some additional benefit for "Shrinking" (even though that re-introduces the problem of keeping the two types of Alter Size consistent). For example, maybe "Shrinking" provides +1 to PER Rolls with all Sense Groups per level, because small objects, details, and sensory effects are now much "larger" and more noticeable to the character. (To maintain consistency, perhaps "Grown" characters suffer -1 to PER Rolls per level because such things are now "smaller" and thus harder to notice.)

STRETCHING

Type:	Standard Power/Body-Affecting Power
Duration:	Constant
Target:	Self Only
Range:	Self
Costs END:	Yes
Cost:	5 Character Points for every 1" of Stretching (2" Noncombat)

A character with Stretching can stretch his body, make HTH attacks at a distance, and reach for things that are a long distance away from him. Some examples of Stretching include a character with an elastic body, a weapon with a long reach, or a robot with mechanical servos that allow it to elongate its arms. Each 1" of Stretching costs 5 Character Points.

USING STRETCHING

The number of inches of Stretching a character purchases represents the total amount of Stretching his body can use at any one time. If he uses all of his Stretching to Stretch one body part, he can't Stretch any others; if he uses half of it on one body part, half of it remains for another body part; and so on.

A character's base inches of Stretching assume he maintains full OCV and DCV. If he's willing to be 0 OCV and ½ DCV, he can Stretch twice as far ("Noncombat Stretching," so to speak).

A character with Stretching may make HTH Combat attacks against targets within the reach of his Stretching. For example, a character with Stretching 8" could make HTH Combat attacks against targets within 8" of the hex he's standing in. These attacks are not made "at Range" and do not suffer the Range Modifier — the character is considered to be in HTH Combat, and can use any attack or maneuver he could ordinarily use in HTH Combat. A character with Stretching can use a Sweep maneuver to hit multiple targets if all the targets are in adjacent hexes or a reasonably straight "line" within the reach of his Stretching.

The reach provided by Stretching does not reduce or otherwise affect the Range Modifier the character suffers for Ranged attacks. The GM should still calculate that from where the character stands. However, the GM could, in his discretion, count the Range Modifier from the character's hand, if he felt that would be appropriate.

Stretching allows a character to reach around walls or obstacles, reach over or around a target to hit it from behind even though the character is standing in front of it, and so forth. Thus, Stretching is inherently *Indirect* (see page 260 of *The HERO System 5th Edition, Revised*) in some respects.

Stretching does not improve the character's movement capabilities — he cannot, for example, run faster or squeeze under doors. To simulate these special effects, the character should buy Running and/or Desolidification with appropriate Limitations.

Stretching costs END to use. Additionally, the character must also pay the END cost for any STR

used while Stretching (for instance, if he punches someone at distance).

Grabbing And Moving Objects

Typically, a character with Stretching can both Stretch to his full distance and then retract back to his normal "shape" in a single Phase. However, there may be instances where the GM wants the character to remain Stretched, at least until the end of the Segment — for example, because it's possible someone would attack a Stretched limb.

A character with Stretching can reach out, Grab a character or object that's within the range of his Stretching (even if it's outside normal HTH Combat range), and pull it to him (assuming he has the STR to move it). Assuming the target is an object, this typically takes a Full Phase Action. It only requires a Half Phase Action if the total of (inches Stretched + inches the character has to pull the object) is less than or equal to half his Stretching. If the target is a person or the like, the GM may rule that making the Grab ends the Stretching character's Phase. However, since characters can Grab and Squeeze, or Grab and Throw, most GMs allow characters with Stretching to Grab and Drag To Myself as part of one Attack Action. The GM may allow a Grabbed character to have an Action that takes no time to brace himself or use STR to resist being dragged.

A character with Stretching can reach out, Grab a large, solid object (such as a tree, the edge of a roof or cliff, or the like), and pull himself up to it (assuming he has the STR to lift himself). This typically requires a Full Phase Action. It only requires a Half Phase Action if the total of (inches Stretched + inches the character pulls himself) is less than or equal to half his inches of Stretching.

Stretching "Velocity" Damage

A character with Stretching can use all of his inches of Stretching in a Phase. There's no "velocity" or "acceleration" to Stretching that limits the number of inches of Stretching a character can use to "move" part of his body in a given Phase.

To reflect the momentum of Stretching, when a character uses Stretching to make a direct attack on a target, he may add a number of Damage Classes equal to 1 Damage Class for every full 3" of Stretching. For these purposes Stretching *does* have an "acceleration" — a Stretching character can add 5" of "velocity" per hex for these purposes. (For example, if a character has Stretching 10", he can gain a maximum of +3d6 damage, but he has to "accelerate" at 5" per hex for 2" to reach his full bonus damage.) The character cannot gain Stretching "velocity" bonus damage if he uses Stretching to attack indirectly (for example, if he Stretches his fist in an arc over a target's head to hit the target in the back). See pages 406-07 of *The HERO System 5th Edition, Revised* for more information.

The velocity damage bonus provided by Stretching is not actual velocity; it doesn't allow a character to perform a "Stretching Move By" or similar maneuver.

POWERS

Missile Deflection: A character with Stretching and Missile Deflection cannot automatically use his Missile Deflection up to the "reach" of his Stretching, unless the GM specifically permits this. He's restricted to the normal use of Missile Deflection.

Shrinking: A character can combine the "velocity" bonus damage from Stretching with growth momentum damage from Shrinking (or Growth) in appropriate circumstances.

Swinging: At the GM's option, a character who Stretches out his arms in conjunction with his Swinging can add his Stretching inches to the distance he Swings.

ADVANTAGES AND ADDERS

Area Of Effect, Explosion: Characters cannot buy these Advantages for Stretching.

Improved Noncombat Stretching: A character may double the range of his "Noncombat Stretching" for +5 Character Points. Characters can buy this Adder multiple times.

Does Not Cross Intervening Space (+¼): One drawback to Stretching is that it leaves parts of the character's body (usually the arms) open to attack. While an arm is Stretched across a battlefield, another character may try to cut it off or hurt it in some way. Stretching with this Advantage doesn't have that problem, because it doesn't involve literally elongating one's body. Instead, the character's Stretching doesn't physically cross the intervening space between him and the target he wants to attack or touch. For example, a character who buys Stretching to simulate a mystic martial arts punch he can use at a distance takes this Advantage. So does a character who "Stretches" by creating two dimensional portals, reaching into Portal A, and having his hand come out of Portal B. A character cannot use Stretching with this Limitation to reach out, Grab someone, and drag him to the character, nor to reach out and drag himself to a place, except with the GM's permission.

The *Does Not Cross Intervening Space* Advantage does not impart any Indirect properties to Stretching that Stretching doesn't already possess. For example, it doesn't allow Stretching to automatically bypass Force Walls or similar obstacles. If a character wants this type of Stretching to be that Indirect, he has to pay for that Advantage. Nor does this Advantage prevent a target from Blocking a Stretching attack, or provide any other benefit or expanded attack capacity other than what's discussed on page 221 of *The HERO System 5th Edition, Revised* rulebook.

A character using Stretching with this Advantage is still affected by a Damage Shield he touches while Stretched, and characters he Grabs can still apply a Reversal maneuver to him.

Indirect: Since Stretching has some inherently Indirect properties, a character with Stretching can effectively treat many Ranged attacks as Indirect,

by Stretching the emitting body part (or the hand holding the weapon) before attacking (unless the GM forbids this for some reason). However, if a character wants to make his Stretching even more Indirect (for example, to allow it to automatically bypass Force Walls), he must pay the full cost of the Advantage; the existing Indirect aspects of Stretching don't make the Advantage any cheaper.

Transdimensional: Since Stretching has some inherently Indirect properties, a character can buy Transdimensional for it (assuming the GM permits him to).

LIMITATIONS

Always Direct (-¼): Stretching with this Limitation loses its Indirect aspects; it only works in a straight line.

Cannot Do Damage (-½): A character cannot use Stretching with this Limitation to punch or otherwise cause damage to another character at a distance. He could Grab a character, but not Squeeze or Throw him afterward.

Focus (varies): A character often buys Stretching through a Focus (such as a long pole or a linegun) to have an object that lets him reach far away from themselves. In this case, the character's body does not actually stretch or elongate, and any attacks made against the "Stretched" part of his "body" damage the Focus, not the character.

RESTRICTIONS ON COMBINING

In anime and other fictional representations of Combining, forming the lead character is not a casual act, or something the characters do every time they go into combat. Instead, it's sort of a last-ditch strategy, something that typically takes place at the climax of the story, or during the final encounter with the bad guys. The lead character is so powerful that the writers of these shows don't want to use him too soon, lest they spoil the story.

Unfortunately, gamers rarely show the same amount of restraint. Given access to a powerful "weapon" like a lead character, they're likely to want to use it in every single battle... and realistically, it's hard to tell them not to if there's no restriction on Combining. Therefore, a GM who wants to keep Combining a rare event, and who can't simply appeal to his players' better nature, has to restrict it using the rules. For example, he could:

■ require Combining powers to take a *1 Continuing Charge* Limitation, with the Charge lasting for no more than a Minute.

■ make Combining take so much Extra Time and/or Concentration that characters will be reluctant to use it frequently.

■ require the lead character to take a Physical Limitation, *Unstable,* that forces the component characters' operators to spend a Half Phase to make *Power: Direct Lead Character* rolls every Phase to keep it from coming apart.

Depending on the nature of Combining, other possibilities for restricting Combining may exist.

Limited Body Parts (-¼ or more): This Limitation represents a form of Stretching that only works on a certain part of the character's body (typically the arms or hands). It's typically worth -¼, but the GM may increase this if appropriate.

No Noncombat Stretching (-¼): A character cannot use Stretching with this Limitation to Stretch for Noncombat distances.

No Velocity Damage (-¼): Stretching with this Limitation gets no extra damage for its "velocity." Characters often use this Limitation to represent long-hafted weapons or other objects that extend their reach.

Only To Cause Damage (-½): A character can only use Stretching with this Limitation to punch or cause damage. He cannot use it to Grab targets, pick up objects, or perform other tasks at a distance.

Range Modifier Applies (-¼): Stretching with this Limitation is subject to the Range Modifier when used in combat.

COMBINING ⚠

Some groups of characters have the ability to merge, combining themselves into one much larger form with proportionately greater abilities. This is referred to as *Combining* for ease of reference. While Combining helps the good guys beat the bad guys, it can also unbalance the campaign unless the GM handles it carefully.

In *HERO System* terms, you can define Combining in several different ways, each with its own benefits and drawbacks. The GM should select the one best suited to his campaign and require all Combining characters to use that method (though some games may feature multiple methods). For purposes of this discussion, the smaller characters that join together are the "component" characters, and the larger character they create when they Combine is the "lead" character.

Duplication

You can use the *Duplication* Power to represent Combining if you think of the component characters as Duplicates and the lead character as the "original character." You build the lead character the same as the component characters, but with some additional abilities. Either it has extra points in powers as described under *Pooled Resources,* below, or it buys a Multiform with the Limitation that it can only "change shape" when no Duplicates exist. (Of course, with the latter method, no actual shape alteration takes place, though the Combined character is larger than any single component; the Multiform is simply a way of representing the fact that the joined character is "greater than the sum of its parts" and thus has different [more powerful] abilities.)

In many cases, the component characters (the Duplicates) are just junior versions of the lead character — they have the same abilities (or most of them), but at a lesser level of power — so they don't need the *Altered Duplicates* Advantage. In

other campaigns, each component character has markedly different powers from the lead character, so you have to apply that Advantage to the Duplication. At the GM's option, characters can apply other Duplication-specific Adders and Power Modifiers (such as Easy Recombination), if appropriate.

The benefit to this method is that it's relatively easy to define and note on the character sheet. The drawback is that since the number of points on which a Duplicate is built is defined by the points the original form spends on the power, you can't improve the component characters until more points are spent on the lead character to increase the points devoted to Duplication.

Multiform

In some campaigns, the GM may want to define Combining with Multiform. Each of the component characters is a true form which defines the lead character as its alternate form. Each of them take the Limitation *Only When All Component Characters Are Present* (-1) on the Multiform power.

Instead of each component character paying for the entire cost of the Multiform itself, the GM may allow them to pay for only their proportional share of the lead character. For example, if five 200-point characters Combine to form one gigantic 600-point character with Multiform, then each of the five would be responsible for (600/5 =) 120 points' worth of the ability (before dividing by 5 or applying Limitations). But even if the GM allows proportional costing, all component characters must be present and combat-worthy (*i.e.,* not Stunned or Knocked Out) to form the lead character.

For this type of Combining, if one of the component characters already has a Multiform for some reason, he cannot buy the Combining Multiform with the usual "+5 Character Points doubles the number of forms" method. Instead, he must buy the Combining Multiform separately, as a distinct power.

The benefit to this method is that each component character can be changed or improved on its own. The only restriction is that none of the components can change the points spent on Multiform separately; if the components want to make the lead character better, they must all "upgrade" their Multiform power at the same time.

Pooled Resources

With a "pooled resources" option, "Combining into one bigger character" is defined as the special effect for the enhancement of various powers and abilities possessed by the component characters. The component characters define what they want the lead character to be able to do, then they parcel those abilities out among themselves in some way, applying the *Usable On Others* Advantage so that they can add them together. When they "join together," the components operate is if they're a single unit; they don't fly off in different directions, for example.

For example, suppose the component characters want the lead character to have a Mega-Laser Blast that does RKA 8d6. Four of them buy an RKA 3d6; one — the component responsible for controlling the Mega-Laser Blast — buys an RKA 4d6. The other four also buy RKA +1d6, Usable By Other (+¼), Must Remain Joined To Primary Component (-2). (A GM

who wanted to encourage this might even allow the components to dispense with Usable By Other.) That way, when all the components join together, the component responsible for controlling the Mega-Laser Blast can project the desired 8d6 attack.

The possibilities for building pooled resource abilities are practically limitless. The lead character could have better characteristics (sort of like an Aid Array from page 119 of *The Ultimate Martial Artist*), stronger attacks, faster modes of movement, or improved defenses. It might even have some abilities that none of the component characters could use individually. Some powers might work one way when used by a component character, but differently when he's part of the lead character. For example, the components' energy bolts might be defined as Energy Blasts, but when they Combine they become powerful enough to be RKAs. You can simulate this by constructing these systems as Multipowers.

The benefits to this method are twofold. First, it doesn't require all the components to be present, it just means fewer components have less power when joined — if only three are available in the above example, they can project just an RKA 6d6. However, the component responsible for controlling any given system (the one with the RKA 4d6 in the above example) does have to be present for that system to function. At the GM's option, you can change the *Must Remain Joined To Primary Component* Limitation to *Must Remain Joined To Another Component* (-1), meaning that any component could add his extra effect to any other component. Second, as with Multiform, each component character can be changed or improved on its own.

Characters Bought By The Lead Character

With the GM's permission, you can simulate Combining by building the lead character normally, then having it buy the components as Followers (or perhaps Summoned beings). He takes a Physical Limitation representing the fact that his powers diminish, and eventually become completely unusable, as he "releases" component characters or separates into all of his parts (and that, if he's destroyed, so are all the components). When all components are separated, the lead character effectively ceases to exist — he can't be attacked, moved, or the like. This is similar to the *Pooled Resources* option, above.

General Guidelines

Regardless of how you define Combining, a few general guidelines apply.

First, when component characters Combine to create a lead character, the GM must decide whether (and to what extent) each component can act on its own. With methods such as Duplication and Multiform, technically the lead character should only get one Action per Phase, and so forth. However, it may be more fun to let each component attack or perform other appropriate Actions in combat by itself — it can't split off and act on its own, separately from the greater whole, but it could fire an attack (much like a gunner on a large vehicle can attack the enemy independent of what the vehicle itself does).

Second, except in particularly fantastic campaigns, the mass of the lead character should be as close as possible to the Combined mass of the component characters, and the Characteristics, powers, and abilities of the lead character should relate to, and often be proportional to, the powers and abilities of the component characters. Typically, either the lead character splits its overall power up more or less equally among all its components, or each major power is "given" to a particular component. Sometimes it's a bit of both, with one component getting the lion's share of a particular ability, and the other components getting lesser versions of that same ability.

Third, the GM may want the act of Combining (or splitting apart) to take some time and effort. If the ability is built with a single Power, you can represent this by applying Limitations such as *Extra Time* or *Concentration;* if it involves multiple powers, a Physical Limitation may work better for this purpose.

Fourth, special rules or guidelines may apply when component characters, or the lead character, suffer damage in combat. See page 215.

OTHER POWERS

The Body-Affecting Powers aren't the only ones metamorphs can use to build their abilities. Here are a few more suggestions and ideas for metamorphic powers. See Chapter Two for hundreds of example powers built using Powers, including many Powers not discussed in this section.

ADJUSTMENT POWERS; DISPEL

Mimics, doppelgangers, and other metamorphs who "copy" or "steal" abilities from other characters often build that ability with various Adjustment Powers, such as Suppress (see Eclipse in Chapter Three for an example), Transfer, and other Adjustment Powers (or, similarly, Dispel). You can also use Drain to simulate various poisons and other "natural weapons" that metamorphs might have (or be able to create with their powers).

AUTOMATON POWERS

The Automaton Powers listed on page 458 of *The HERO System 5th Edition, Revised* are normally restricted to Automatons only; PCs cannot buy them. However, GMs may want to consider allowing metamorph characters to buy some of them, particularly *Does Not Bleed* and *No Hit Locations.* They might represent a lack of internal organs, a uniform physical structure, rapid healing powers, and the like. The GM may require the character to take (perhaps for no points) a corresponding Disadvantage, such as a Physical Limitation reflecting the fact that medical procedures don't work as well on the character. With No Hit Locations, the GM may rule that the character has to define at least one Location (typically Head or Vitals) that remains subject to the Hit Location rules.

AID; CHARACTERISTICS

Internal metamorphs often use Aid (or, for more permanent effects, Healing) to define all sorts of abilities related to control of their bodies, the ability to grow new organs, and so forth. For example, a metamorph might have the power to hyperstimulate his adrenal gland to Aid his STR, SPD, and other Characteristics, to reroute blood flow to staunch bleeding and speed healing (Aid REC to heal BODY), to diminish fatigue poison production (Aid or Healing END), to enhance muscular performance (Aid STR), and the like. For some of these abilities, the optional Succor form of Aid may work better than standard Aid, since the character has to concentrate on maintaining the "boost." Similarly, sometimes characters may want to define these abilities so they work more predictably; in that case, the *Characteristics* Power may be more suitable than Aid.

See the *Body Control Powers* section of Chapter Two for numerous examples of these types of powers.

CHANGE ENVIRONMENT; DARKNESS

Characters who can change their bodies into gaseous substances, shadow, or the like may be able to blind their enemies by surrounding them. You can simulate this with Change Environment or Darkness; see *Body Of Mist* (page 111) for an example.

CLAIRSENTIENCE

Metamorphs with the ability to detach their sensory organs, or who can stretch their bodies to project their sensory organs far from their center of mass, usually define those abilities with Clairsentience. See *Detached Eyes* and *Peeking Around Corners* in Chapter Two for examples.

DAMAGE REDUCTION; DAMAGE RESISTANCE

These powers are favorites for many metamorph characters, who use them to simulate bodies that can absorb damage with ease, shapeshifters like lycanthropes who ignore most ordinary forms of attack, ultra-rapid healing powers, total control over the coherence of one's form, and the like.

ENHANCED SENSES

Metamorphs often use Enhanced Senses to represent animal-like abilities (either when they change into animal form, or alter part of their bodies to function more efficiently). Other metamorphs can grow new sensory organs at will to improve their perceptive abilities or negate Flash attacks (see the "Sensory Powers" subsection of the *Shape Alteration Powers* section of Chapter Two for several examples).

As noted under *Size Dimensions* in Chapter Four, characters in the Macroverse usually have a very difficult time seeing non-macroscopic objects — sometimes even specific planets and stars, much less a single person on a planet! At the GM's option, a character can overcome some or all of that PER Roll penalty by buying Microscopic for a Sense. Each level of Microscopic (x10, x100, and so on) provides a +10 PER Roll bonus only to negate some or all of that PER Roll penalty. This form of "Macroversal Microscopic" only applies to characters in the Macroverse, and doesn't get a Limitation for that. (See *Macroversal Vision* in Chapter Two as an example.) The GM can use the same rule for characters using ordinary Microscopic Senses who try to perceive characters in the Microverse.

FRAIM
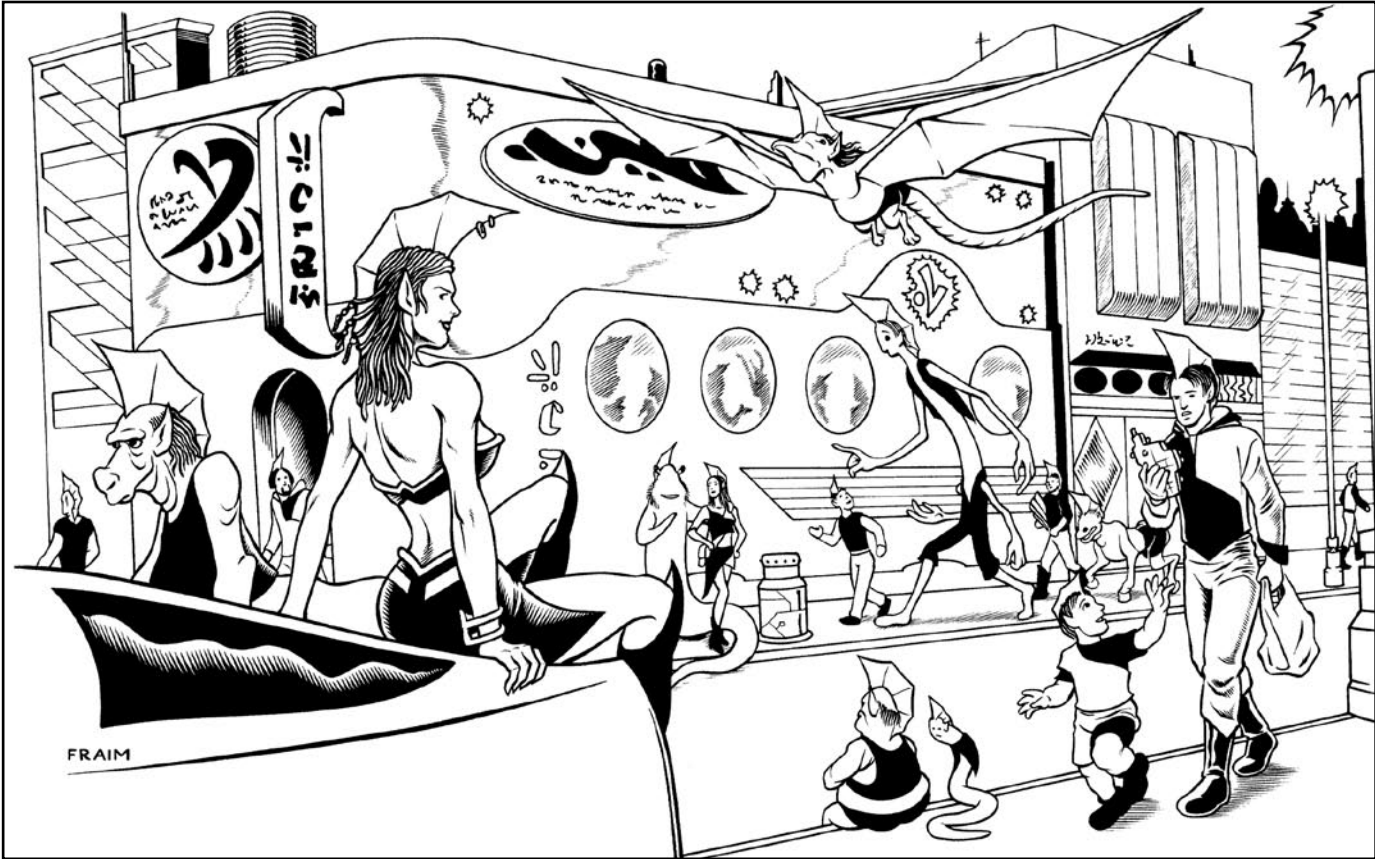
ENTANGLE

The "stretching character wraps his arms and body around a foe to capture him" ability is a classic metamorphic use of Entangle (see *Wraparound,* page 162, for an example). It includes the *Feedback* Limitation from Duplication, since attacks on the Entangle are actually attacks on the character himself, and possibly also the *Lockout* Limitation if the character can't do other things while Entangling someone. Some malleables add the *Backlash* Advantage to represent the way their rubbery bodies bounce attacks back at the victim, the *Stops A Given Sense* Adder so they can cover the victim's eyes and ears, or a Linked suffocation attack.

EXTRA-DIMENSIONAL MOVEMENT

Although Growth and Shrinking provide rules for characters who can become immensely large or small, the truth is that in game terms the ability to become significantly smaller or taller than a normal human can often best be modeled with Extra-Dimensional Movement. Extremely tiny and large characters really aren't on the same "plane" as characters of ordinary size; they simply can't interact with them in a regular manner — and that's just the sort of situation Extra-Dimensional Movement simulates. See *Size Dimensions,* page 217, for further rules about this sort of campaigning, and pages 152 and 157 for sample Extra-Dimensional Movement powers to enter those "dimensions."

Restricted Size

The rules for using Extra-Dimensional Movement to enter the Macroverse and Microverse assume a character can become from mountain-sized up to one light-year tall, or as small as from an animal cell to a subatomic particle, respectively. Furthermore, a character who can enter one of the "size dimensions" defines his size each time he uses it; he's not restricted to a specific size (or range of sizes) unless the GM say so.

Alternately, with the GM's permission the character can take a Limitation on his Extra-Dimensional Movement, *Restricted Size,* to define his maximum/minimum size. The accompanying table provides suggested values. Before allowing this Limitation, the GM should assure himself that it is, in fact, truly Limiting. In most campaigns, just because a character can "only" grow to planet size or "only" shrink to nanometer size really isn't much of a restriction, so the Limitation should have a value of -0. Higher values are appropriate only for games where characters interact with other macroscopic/microscopic characters on a frequent basis.

RESTRICTED SIZE

Value	Macroverse Size Limited To...
-1	Planetary (Earth) or smaller
-¾	Planetary (gas giant) or smaller
-½	Solar System (Earth's) or smaller
-¼	1 light-day or smaller
-0	Anything larger

Value	Microverse Size Limited To...
-1	1 micron or larger
-¾	Average virus or larger
-½	Molecule or larger
-¼	Atomic nucleus or larger
-0	Anything smaller

HEALING

Because many metamorphs actually rearrange their cells while changing shape, it isn't uncommon for them to be able to heal themselves as part of the change. Usually this Healing is Linked to the metamorph Power, particularly if it's Multiform or Shape Shift. In some cases, metamorphs who only change personalities might still have Healing as part of the change, representing such absolute belief in the different personalities that the body transforms itself to match that belief.

INVISIBILITY

While Invisibility isn't a Body-Affecting Power *per se,* it can definitely simulate changes in form: making one's body transparent to light instead of opaque (Invisibility to Sight Group); stopping the body from producing any scent molecules (Invisibility to Smell/Taste Group); and so forth. The *Chameleon* Limitation lets metamorphs create the ability to blend in with their surroundings so well they can't be perceived (see *Chameleon Camouflage,* page 93, for an example).

LACK OF WEAKNESS

Metamorphs who have malleable and/or variable bodies may not have permanent or easily-observed weaknesses in their physical form — and some may not even have internal organs. A little Lack Of Weakness simulates this ability. See the "Defensive Powers" subsection of the *Stretching Powers* section of Chapter Two for several examples.

LEAPING

Malleable metamorphs often travel by Leaping. By stretching their legs into springs, or their entire body into a rubber ball form, they can bounce along at tremendous speeds. See *Spring-Leaping,* page 166, for an example. Alternately, a metamorph might transform his legs into those of a gazelle, horse, lion, or other animal that can make tremendous jumps and Leap in a more traditional fashion.

LIFE SUPPORT

You can simulate many metamorphs' lack of internal organs, ability to alter their bodies to compensate for environmental conditions, or the like via Life Support. See *Environmental Resilience,* page 105, and *Environmental Adaptation,* page 141, for examples.

SUMMON

While the classic uses of Summon — to conjure demons and other otherworldly creatures, or to build robots and the like — don't relate to metamorphosis, other uses do. A metamorph with the ability to "bud" other creatures off from his body might define that as Summon (perhaps with a Side Effect of loss of BODY). A similar ability would be the power to detach body parts (primarily arms and hands) and send them skittering off to do the character's bidding (see *Let Me Lend You A Hand,* page 106, for an example).

TRANSFORM

Since characters can't use Transform on themselves, this Power isn't necessarily common among metamorphs, but it does have some uses. First, some metamorphs can transmit or "grant" their powers to others — perhaps by infecting them with a harmless, short-lived virus, or by biting them so they contract lycanthropy.

Second, Transform is a good way to create a "Body-Affecting Power Usable As Attack" that has primarily negative effects on the target. For example, buying Shrinking Usable As Attack may not accomplish much, since making the target tiny gives him lots of beneficial abilities (such as a DCV bonus) without imposing a lot of the "negatives" a character wants when forcing someone into tiny size (like reducing the target's STR or Running). A Major Transform bypasses that problem, allowing a character to make the target tiny with all the accompanying negative implications of minuscule size.

Third, metamorphs like free spirits and soul switchers may use Transform to represent their powers. See *Mind Transfer,* page 174, for an example.

POWER MODIFIERS

While not all Power Modifiers are commonly used when building metamorph characters, most that are work in the usual fashion. This section discusses a few unusual or special applications for some of them. See Chapter Two for hundreds of examples of metamorphic abilities built with Power Modifiers.

POWER ADVANTAGES

AREA OF EFFECT

Characters with Growth or Stretching often use Area Of Effect to represent the effects of being able to become really large. Area Of Effect for STR represents having enormous hands (see *Gigantic Fists,* page 148), while an Area Of Effect Entangle simulates wrapping one's malleable body around a group of people. (See also page 214 regarding Spreading STR.)

DAMAGE SHIELD

Metamorphs who can grow spikes or quills on their body, or who transform into energy, often buy a Damage Shield to represent those powers. See, for example, *Quills Of The Porcupine* (page 92) or *Body Of Fire* (page 111). A mental metamorph might have a Mental Damage Shield to represent the chaotic or hostile state of his mind.

DURATION ADVANTAGES

Many metamorph powers represent actual physical changes in a character's body. As such, they may need to be Persistent, or perhaps even Inherent (with the *Always On* Limitation, if appropriate). For example, if a character can grow spikes or quills on his body (a Damage Shield, described above), the Damage Shield may remain in effect until he retracts the spikes into his body — they stay in place even if he gets Knocked Out. Therefore they should be made Persistent.

MEGASCALE

If characters have the power to enter the Macroverse, they may need MegaScale (together with Area Of Effect) to represent their ability to effect huge amounts of normal-sized reality simultaneously. See the "Growth Powers" subsection of the *Size Alteration Powers* section of Chapter Two, and *Size Dimensions* in Chapter Four, for more information.

STICKY

Sticky works well when applied to the Entangles created by some types of malleable characters. For example, suppose a character's body is basically just protoplasmic ooze (or tar, or a semi-liquid substance, or the like) that can expand and contract at will. It stands to reason that the character might react to attacks made against anyone he's wrapped his body around by instinctively flowing over and similarly engulfing the attacker.

TRANSDIMENSIONAL

If characters have the ability to enter the Microverse or the Macroverse, they may need Transdimensional to affect the normal-sized world. See *Macroversal Attack* (page 150) and *Micro-Combat* (page 156) for examples, and *Size Dimensions* in Chapter Four for more information.

USABLE ON OTHERS

Some metamorphs may have the ability to grant their powers to other people temporarily (for example, by making short-term changes to another person's DNA), and you can represent this with Usable On Others. As noted above under *Transform,* Usable As Attack may not make for satisfactory "body-altering attacks," so consider using Major Transform for them instead.

POWER LIMITATIONS

ACTIVATION ROLL; REQUIRES A SKILL ROLL

Many metamorphosis powers are difficult to control, particularly during the early stages of a character's "career." Someone born into a race of metamorphs learns to use his abilities at his mother's knee, but a person who gains shape alteration powers later in life — through a comic book style super-origin or from being bitten by a werewolf, to take just two examples — may have problems with his newfound abilities. One of the ways to represent this is by building the power(s) with an Activation Roll or Required Skill Roll. Burnout would be appropriate for powers that become harder to use over a period of time, with "repair" of the ability involving eight hours of relaxation and sleep (or the like).

Many metamorphs use an appropriate form of the *Power* Skill, such as *Stretching Tricks, Shapeshifting Tricks,* or *Shrinking Tricks* as the Required Skill Roll for their metamorphic powers. Typically this roll is based on INT, but for an unusual twist

the GM might allow a character to base it on EGO (representing the need to exercise one's willpower to "force" a change) or even CON (representing the character's ability to withstand the strain the change puts on his body). Artificial metamorphs might use a Science Skill, like SS: Biology or SS: Robotics, instead of Power.

CHARGES

Metamorph powers involve the character's body, so they rarely have Charges — they just cost END. However, items that cause metamorphosis, such as a potion that transforms a person into his "evil twin" or a changing-skin, could come with Charges (often Continuing Charges, since metamorphic powers are often Constant or Persistent). Similarly, an internal metamorphosis that's too stressful to perform more than a few times a day might have Charges. In some cases the Limitation *Costs Endurance* is also appropriate, since changing shape or form may put a strain on the body of someone not used to transformation.

CONCENTRATION

Metamorphic powers that are difficult to control could take Concentration to represent how the character has to focus on maintaining the change — if his Concentration slips, he reverts to his normal form, or the process of change stops working and he has to start over again from scratch. Shapeshifting powers that take a long time to activate and incapacitate the character during the transformation might feature Concentration along with Extra Time. For example, a PC who's just contracted lycanthropy may not be able to change from human to wolf quickly and easily. Instead, when the change begins to come over him, he falls to the ground, writhing and virtually helpless for a minute until the transformation is complete (Multiform to wolf, Extra Time [1 Minute], Concentration [0 DCV throughout activation]).

ENDURANCE LIMITATIONS

Changing forms may take a horrible toll on a living creature, leaving him exhausted and perhaps even in pain. You can represent the former condition with Costs Endurance and/or Increased Endurance Cost (and the latter with Side Effects; see below).

EXTRA TIME

In *Champions,* other Superheroic campaigns, and some High Fantasy games, metamorphoses can take place with great speed. But in Heroic genres the transformation of a person into something else tends may occur relatively slowly — in game terms, it takes Extra Time, usually at least an Extra Phase, and often 1 Turn or 1 Minute. Even a few seconds can represent an eternity in combat....

FOCUS

Many metamorphs' powers are internal, requiring no outside agency to activate or maintain. But other characters need a potion, transformative ray, or other "device" to initiate their change or make it possible for them to use their powers. See the *Metamorphic Gadgets* section of Chapter Four for some examples of metamorphosis-related Foci.

LIMITED POWER: CONTACT REQUIRED

Some metamorphs have to make "contact" with a person whose abilities they want to copy or steal. The most common version is *Skin Contact Required* (-1), which means the character's bare skin has to make contact with the subject's bare skin. Anything which gets in the way, even a superhero's skintight costume, prevents the character from using the power. If a target's clothing reveals only a portion of his skin, the character must make his Attack Roll with the appropriate Hit Location modifiers to touch the unclothed area. If the power is Ranged, Skin Contact Required automatically makes it a No Range power; characters may not also take that Limitation for it.

Alternately, a character may have the Limitation *Contact Required* (-0), meaning he has to touch the subject somehow. This is no different than making an Attack Roll, so it provides no Limitation bonus. However, if the power involved is Ranged, the character must take the *No Range* Limitation for it.

The least restrictive form of Contact Required is *Visual Contact Required* (-0), meaning the character can only copy or steal powers from someone he can see. This provides no Limitation bonus, since it's barely Limiting at all.

These rules assume the character only requires a momentary contact to use his powers — no more than a fleeting touch, the sort of thing that could occur during a Phase without slowing the character down. At the GM's option, the character can increase the amount of time he has to maintain contact before he can activate his powers by also taking the *Extra Time* Limitation for the power. The Extra Time applies to activation only (thus halving the Limitation's value for Constant Powers and the like), but the power itself probably qualifies as an "attack," so the character can't do anything else while maintaining contact. If anything breaks the contact during the activation period, the power fails to activate.

NO CONSCIOUS CONTROL

Metamorphs who have yet to master their powers, or whose powers aren't entirely controllable (such as a Mimic Pool), use this Limitation to represent that. For example, a character cursed to periodically change into various animals would buy Multiform with No Conscious Control — he never knows exactly when a transformation will occur, or how long it will last. A free spirit who uncontrollably jumps from one body/mind to another would also take this Limitation on his Multiform (see *Disembodied Mind,* page 171, for an example).

For a truly bizarre metamorph, create a character with a large Variable Power Pool of metamorphic powers and No Conscious Control (-2). The GM determines when a change occurs... *and* what the character changes into! He can either make up the character's new abilities (and perhaps Disadvantages) on the spot, or roll them randomly on a table or tables he prepares specifically for that character.

ONLY IN HEROIC IDENTITY

Rather than buying a Multiform to represent a distinct "alternate identity," some gamers prefer to construct their characters with this Limitation — only when he assumes his alternate form, whether he does so voluntarily or involuntarily, can he use the Limited abilities. As noted in the OIHID rules, this means his transformation either has to take a Full Phase or have some other restriction that makes it difficult (even potentially impossible) to change forms. Some possibilities for this include: character must take a Full Phase to activate his powers; character must speak a magic word to activate his powers; character must make a specific gesture to activate his powers; character must use an object to activate his powers (but the object can't usually be taken from him by ordinary means, so it's not really a Focus).

In some cases the way a character activates his OIHID abilities may imply a "deactivation condition" that can turn them off against his will. For example, if he has to speak a magic word to activate his powers, maybe tricking him into speaking the word backwards, or saying some related word, deactivates the powers. Unless the GM rules otherwise, this does not increase the value of OIHID or provide the character with any further Limitation.

See page 74 for a discussion of the relative merits of OIHID versus Multiform and other options for metamorph character creation.

SIDE EFFECTS

For metamorphic powers with Activation Rolls or Required Skill Rolls, Side Effects are a definite option — and the Side Effects from failed metamorphosis powers can be quite horrible. They might include a partial transformation, a transformation to something completely unrelated, or a disgustingly ugly (but fortunately, temporary!) breakdown of the character's normal physical framework ("Ewww... liquified skeleton.").

Even if the character's metamorphic powers always work, a mandatory Side Effect could occur when he uses them. For example, perhaps his transformation into a werewolf (*i.e.,* his activation of his Multiform) causes him intense pain as his body reshapes itself into man-beast form. You could represent this as a Side Effect (Drain BODY 1d6, always occurs) or (character is automatically Berserk with a recovery roll of 8-).

VISIBLE

As noted under *Multiform* and *Shape Shift,* above, with the GM's permission a character could take this Limitation for either of those Powers to represent the fact that other people can *always* tell that the character has shapechanging powers. Whenever the character's in alternate form (and perhaps even when he's in his true or base form), anyone who perceives him realizes that he's a shapechanged being.

POWER FRAMEWORKS

Given the breadth and flexibility of their powers, many metamorphs have Power Frameworks. A Multipower of metamorphic attacks (such as all of a malleable character's stretching-based offensive abilities), an Elemental Control of several related size-changing powers (such as Shrinking, a "form cohesion" defensive power, and Extra-Dimensional Movement to enter the Microverse for a shrinker), or a Variable Power Pool representing any of the shapes or powers a true metamorph can manifest (see Morph in Chapter Three for an example) are just three of the many possibilities.

Shape Shift Plus Power Framework

As discussed on page 74, some metamorphs who can assume many forms build their power as Shape Shift plus a Power Framework of abilities they can only use when Shape Shifted. That raises the question of which Framework works best for this purpose.

An Elemental Control has the advantage of allowing the character to use all slots simultaneously. If the character wants to have a broad spectrum of abilities (*i.e.,* not just attacks, but some defenses, Movement Powers, and the like) that he needs to have active at the same time, then an EC may be the best choice to represent the abilities of his "alternate forms." On the other hand, ECs tend to be expensive; if the character needs to have a lot of slots, he may find himself running out of Character Points unless he can keep the EC's cost under control somehow.

A Multipower works well if most of the abilities the character needs to simulate are attacks, or don't need to be used in the same Phase. However, you can get around that problem by making the Multipower reserve larger than the slots and buying Flexible slots. That way a character could, for example, use a Flight slot (for wings) and an HKA slot (for talons) at the same time when he's in "eagle form." But of course, large Multipowers with Flexible slots can become expensive.

A Variable Power Pool offers the most flexibility for metamorph characters; see below for some examples. While they're expensive — particularly if the character has to buy an Advantage to eliminate the control roll or decrease the time required to change the Pool, as many metamorphs "realistically" should — they offer adaptability and power to compensate. For a player who knows how to build powers quickly and easily, or who's willing to pick powers from a predefined list (such as Chapter Two of this book), a VPP is often the best choice.

Depending on how many points he has to spend, a character may be able to buy two or more Power Frameworks to represent his shapechanging powers. For example, the villain Joseph Otanga has two Multipowers (one for Growth and Shrinking, one for various Movement Powers), as well an attack and various Sensory Powers, all Linked to his Shape Shift to represent his power to assume various animal and hybrid-animal forms (see *Champions Worldwide,* page 167).

Regardless of which Framework a character chooses, don't forget that certain abilities — such as Special Powers — can't be put in Power Frameworks without the GM's permission. This includes Enhanced Senses, a common ability for many alternate forms. Characters may need to buy those powers outside the Power Framework. Similarly, characters need the GM's permission if they want to Link the Framework to their Shape Shift (see *Shape Powers,* page 139, for an example).

Variable Power Pool

The flexibility (or unpredictability!) of many metamorphs' powers makes Variable Power Pool an excellent choice to represent how they work. Here are some examples of common metamorph VPPs.

MIMIC POOLS

A *Mimic Pool* is bought by mimics, doppelgangers, and other characters who have the ability to copy (or steal) some or all of the powers of other powers. The typical Mimic Pool is built something like this:

Mimic Pool: Variable Power *Pool, 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Innate Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 21 = 221 points.*

This Mimic Pool is defined as a large VPP so the character can copy a lot of powers — but even then, it's not large enough to copy literally every power and ability a starting (350 Character Point)

superhuman might have. (That would cost 350 + 37 = 387 points, more than a starting Standard Superheroic character has.) But it's heavily Limited, so it's not as powerful as its raw point total suggests. First and foremost, it's not Ranged — not only does the character have to touch the target (*i.e.,* succeed with a HTH Attack Roll), he has to touch him skin-to-skin, which makes it impossible to affect some characters (and difficult to affect many others).

Second, the VPP can only mimic the target's powers — the character has no control over what he gets, it depends on what the target can do — and can only copy innate abilities (not powers from Foci or the like). The powers can only be as powerful as the target's; the mimic can't have an Energy Blast 12d6 if the target only has an Energy Blast 8d6, even if the mimic has enough Pool points to pay for the extra dice. And the Pool copies the powers from largest (in terms of Active Points) to smallest, so the mimic may not have enough Pool points to get to a target's most important powers (for example, a really useful Enhanced Sense that doesn't cost much). Even worse, since a VPP is a Power Framework, the mimic can't use it to buy another Power Framework (at least, not without the GM's permission). If the target has, say, a Multipower of attacks, the mimic has to buy each attack individually.

Third, the character can keep the copied powers as long as he wants, or until he uses the VPP to copy another character's powers. When he copies more powers, he immediately loses all the powers currently built with the Pool, even if copying the new powers doesn't use up all of the Pool's points. If he wants to get the previous powers back, he has to touch the person who has them again. In short, he has no "memory" or "archive" of powers he's assumed in the past.

But of course, not every mimic's powers are so restricted. Here are some other Mimic Pools that offer the mimic more options:

Limited Mimic Pool: Some types of Mimic Pools can only copy certain powers. For example, a character with Fire powers might have the ability to copy any other fire-powered character's abilities, but not other powers. This means changing the *VPP Mimics Targets's Innate Powers* (-½) Limitation to restrict the type of powers copyable (this also means increasing the Limitation's value, usually to -1). For example: Variable Power Pool (Fire Mimicry Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Fire Powers Only (-1), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 19 = 219 points. For an example of a similar power built differently, see *Reflex Memory* (page 177).

Ranged Mimic Pool: The mimic only has to have Line Of Sight to a target within 10" to copy his

powers; touching him isn't necessary. Variable Power Pool, 200 base + 100 control cost; Can Only Copy Powers From Characters Within 10" And LOS (-½), VPP Mimics Targets's Innate Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 27 = 227 points.

Retainable Mimic Pool: If the character has already mimicked some powers, and then decides to copy another person's powers, but the second person's powers don't take up the entire Pool, he can keep the "excess" powers from the first person. Variable Power Pool, 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Innate Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1). Total cost: 200 + 22 = 222 points.

Archivable Mimic Pool: The character can manifest the powers of anyone he's ever touched, regardless of how long ago it was. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll And Skin Contact To First Acquire A Target's Powers (-¼), Only To Create Powers Copied From Persons Touched (-¼), Powers May Only Be As Powerful As Targets' Powers (-½). Total cost: 200 + 50 = 250 points.

Uncontrollable Mimic Pool: Some mimics have even less control over their powers than the basic Mimic Pool suggests. Any time they touch someone skin-to-skin they copy that person's powers and Skills, whether they want to or not. Change to: Variable Power Pool, 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Innate Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, and activates whenever character touches someone skin-to-skin; -2), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 17 = 217 points.

Universal Mimic Pool: The character can even copy Foci and other non-innate powers. Change to: Variable Power Pool, 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Powers (-¼), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 22 = 222 points.

Variant Mimic Pool: As noted above, the basic Mimic Pool often doesn't have enough points to copy *all* of a target's powers and abilities, even for relatively low-powered Superheroic characters. To get around this problem, you can define mimicking with Multipower — the character "changes form" into a character with all of his own abilities (including the Mimic Pool) *and* all the abilities copied from the target. This makes it easy to copy all of a target's powers, including Power Frameworks, but it limits the character to an "alternate form" with no more than 1,000 Character Points — if his points, plus the target's points, exceed 1,000, the power fails to work. Furthermore, the mimic also copies the target's power-related Disadvantages. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Only For Multiform (Multiform is "alternate" form with all of character's powers and exact copies of target's powers and power-related Disadvantages; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," he immediately loses all previously-copied powers; -¼). Total cost: 200 + 29 = 229 points.

Power Stealing Pool

Some mimics don't just copy a target's powers, they *steal* them. Here are three ways you can represent this in *HERO System* terms:

Suppress: The character Suppresses all of the target's powers, Skills, and other abilities that he steals. The Suppression costs 0 END and remains in effect until the character steals someone else's powers, gets Knocked Out, voluntarily ends the theft, or the like. For example: Suppress Powers 30d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Reduced Endurance (0 END, turns off when character changes victims; +½) (825 Active Points); No Range (-½), Linked (to power used to "copy" target's abilities; -¼). Total cost: 471 points.

Transfer: The character Transfers all of the target's powers, Skills, and other abilities to himself with a long fade rate. For example: Transfer Powers 20d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Delayed Return Rate (points fade at the rate of 5 per Day; +1½), Reduced Endurance (0 END; +½). Total cost: 2,100 points.

Transform: The character Transforms the target into "person with no exceptional abilities." For example: Major Transform 15d6 (person into person with no exceptional abilities) (225 Active Points); Skin Contact Required (-1), Linked (to *Transference Touch* Multiform; -½), Limited Target (living beings; -¼), All Or Nothing (-½). Total cost: 69 points.

OTHER METAMORPHIC POWER POOLS

Mimics aren't the only metamorphs who buy Power Pools. Here are a few examples of other metamorphic VPPs:

Material Mimicry Pool: By touching any solid, liquid, or gaseous substance, the character can change his body to mimic its properties. Variable Power Pool (Material Mimicry Pool), 80 base + 40 control cost; Only For Powers Representing The Properties Of Substances Character Touches (-½). Total cost: 80 + 27 = 107 points.

Shape Alteration Pool I: The character can alter his shape in nearly any way imaginable, though he can't create chemical reactions (like bombs), devices with working parts (like guns or cars), or energy forms/powers. Variable Power Pool, 150 base + 75 control cost, Cosmic (+2); Shapechanging Abilities Only (see text; -¼). Total cost: 150 + 180 = 330 points.

Shape Alteration Pool II: Like Shape Alteration Pool I, but it allows the character to assume *any* form or ability — he could, for example, transform himself into a car and drive people around, or into a bomb that could explode (after which his body instantly "re-forms"). Variable Power Pool, 250 base + 125 control cost, Cosmic (+2). Total cost: 250 + 375 = 625 points.

Stretching Pool: The character's malleable, elastic body lets him do so many things that it's easier to define his powers with a VPP than buying them individually or via other Frameworks (though he does buy at least some Stretching outside the Pool). Basically, he can use the Pool to buy pretty much any ability from the *Stretching Powers* section of Chapter Two, plus any other powers the GM permits. Variable Power Pool, 90 base + 45 control cost; Stretching Powers Only (-½). Total cost: 90 + 30 = 120 points.

DISADVANTAGES

Here are some notes on Disadvantages that are particularly appropriate for metamorphs, or which they often take.

If a character can avoid (or more easily avoid) the effects of a Disadvantage by changing shape, the GM may want to reduce the value of that Disadvantage, or forbid the character to take it. For example, if a character is Hunted by someone, it's assumed the Hunter can locate the character through reasonably common means. If the character's shapeshifting powers allow him to elude his Hunters without much trouble, that Disadvantage may not hinder him enough to be worth any points.

ACCIDENTAL CHANGE

Metamorphosis is a complicated process, so it's often difficult for a character to control his ability to change shape. Some metamorphs always change into the same form, but have little or no control over when; some have control neither over when the change occurs nor what they change into. Accidental Change (possibly in conjunction with the *No Conscious Control* Limitation) models this sort of difficulty

ACCIDENTAL CHANGE TRIGGERS

Circumstance	Frequency
Anger: when character gets angry	Common
Blood	
When character sees or smells blood	Uncommon (possibly Common if campaign involves lots of Killing Attacks)
When character sees/smells his own blood	Uncommon
Combat: when character is in combat	Common
Danger: when character is in danger	Common
Emotion: when character experiences strong emotion	Common
Enraged: when character's Enraged activates	Varies depending on the commonality of the Enraged
Moon	
When the moon's in the sky	Very Common
When the character sees the moon	Common
During the full moon	Uncommon
When character experiences stress under a full Moon	Uncommon
Psychological Limitation: when character fails an EGO Roll associated with a Psychological Limitation	Varies depending on the commonality of the Psychological Limitation
Stress: when character experiences stress	Common
Substance: when exposed to a certain substance	Varies depending on the commonality of the substance

EXPANDED ACCIDENTAL CHANGE

Value	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances

Value	Chance To Change
+0	Infrequently (8-)
+5	Frequently (11-)
+10	Very Frequently (14-)
+15	Always

Value	Length Of Exposure Required
-0	Segment
-5	Extra Phase
-10	1 Turn
-15	1 Minute

...and so on down the Time Chart

Value	Time Required To Change
-0	Immediately (as soon as roll is failed)
-5	Character's next Phase after roll is failed
-10	1 Turn after roll is failed
-15	1 Minute after roll is failed

...and so on down the Time Chart

As always, the minimum value of Accidental Change is 0; it cannot cost a character points.

perfectly... and buying the Disadvantage down or off with Experience Points reflects the gradual process by which the character masters his powers.

In campaigns with lots of metamorph characters, the GM may want to expand some aspects of Accidental Change (see the Expanded Accidental Change table). First, some forms of Accidental Change may require more than a Phase's worth of exposure to the phenomenon or event that triggers the change. Under the standard rules, a character rolls his Accidental Change every Phase, but for a lesser Disadvantage value a character can define a longer initial exposure and time between rolls.

Second, some Accidental Changes may not occur right away; instead, the character changes slowly but surely (which may give him time to get to a place where no one can see him change, or potential victims the chance to escape). As a default, the change takes place immediately. For a lesser Disadvantage value, the character lengthens the time it takes to change. The change begins as soon as he fails his Accident Change roll. If the character is removed from the phenomenon or event that triggers the change during the change period, he may make another Accidental Change roll. If he *fails* that roll, the change stops — he's brought himself under control. (If the character Always changes, he has no chance to fail to change:
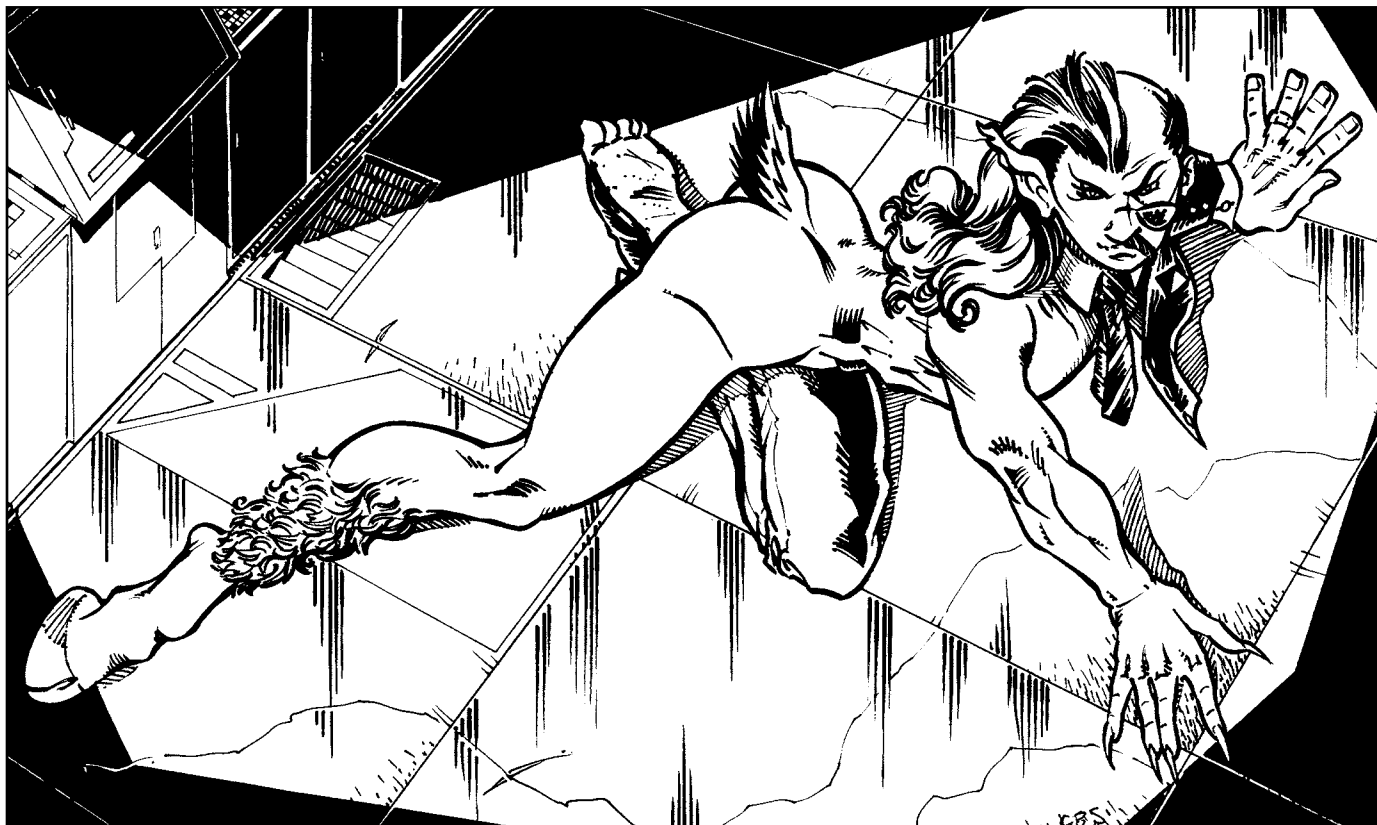
once something triggers the change, it inevitably occurs after the defined time period passes.)

The accompanying text box lists some common triggers for Accidental Change, with suggested commonality for typical campaigns.

DISTINCTIVE FEATURES

If a shapechanging metamorph wants to take this Disadvantage, the GM may require that the Features either be Easily Concealed (because the character can hide them by changing shape) or that the Disadvantage apply to *all* of his forms so he can't easily "negate" it via Multiform or Shape Shift. For example, if a character takes Distinctive Features: Prominent Facial Scar, maybe *all* of his forms have the same scar on their faces.

ENRAGED/BERSERK

Enraged (including Berserk) is a common Disadvantage for many lycanthropes and other zoomorphs whose "animal side" sometimes takes over. In some cases, a metamorph might even have *Berserk when changes shape* (or the like) to reflect the strain that altering his form places on his mind. This works particularly well if combined with an Accidental Change.

HUNTED

Normal humans have feared metamorphs for millennia — the mysterious is always scary, and what's more mysterious than someone (or something) who isn't what he appears to be? Shape-shifters have been associated with witchcraft, diseases, demonology, and insanity. In addition, there may be groups of people who want to be metamorphs, and so Hunt them not to harm or kill them but to steal or copy their abilities. Thus, concocting a Hunted for a metamorph character shouldn't be too difficult, though it may have to be a Floating Hunted (for example, "villagers who suspect the character is a shapechanger").

PHYSICAL LIMITATION

Physical Limitations aren't common for many types of metamorphs — their powers allow them to change shape to avoid physical handicaps, or even regenerate lost limbs, eyes, and the like. However, it might make for an interesting take on a stereotypical metamorph to give him a Physical Limitation he *couldn't* avoid — that carried over from form to form. More "mental" Physical Limitations like *No Knowledge Of Earth Culture* might apply to some types of metamorphs.

PSYCHOLOGICAL LIMITATION

In many cases, the Psychological Limitations a metamorph has in his base/primary/true form should also be taken by his other forms — a character probably doesn't become any less fearful of heights or overconfident just because he changes into an animal shape, becomes denser, or shrinks in size. However, this doesn't necessarily apply in reverse: an alternate form could have a Psychological Limitation the base character doesn't. For example, while in wolf form a metamorph might fear fire or loud noises, even though those things don't bother him when he's in human shape. Similarly, if a character loses a lot of his intelligence and personality when he changes form — for instance, as a wolf he has a wolf's intelligence and instincts, rather than human sentience — then

he might lose his standard Psychological Limitations. Mental metamorphs, including people with severe multiple personality disorder, could easily have wildly varying Psychological Limitations from form to form.

REPUTATION

As mentioned under Hunteds, metamorphs have been thought of negatively for as long as humans have told stories around the campfire. Anyone known to have shapechanging powers, particularly ones that let him imitate other people, might be treated with suspicion by anyone who knows what he is.

SUSCEPTIBILITY AND VULNERABILITY

Many legends of metamorphs tell of them having a substance which destroys them (perhaps because people want to feel that they can defeat their greatest fears). Vampires are destroyed by sunlight or running water (and driven off by many other substances); werewolves can be harmed by silver; and so forth. Similarly, there may be a mystical or scientific reason that explains why the character's body can change that involves losing something people with "normal" cells have. Both Susceptibility and Vulnerability are good ways to simulate these mysterious weaknesses. By thinking about the rationale or explanation for a character's metamorphic powers, you can come up with ways to interfere with or exploit those abilities that you can represent with these Disadvantages.

VARIABLE DISADVANTAGE

At the GM's option, some metamorph characters might be allowed to take *Variable Disadvantage,* a "floating Disadvantage" the character can change from form to form.

To buy Variable Disadvantage, the character chooses a point total. In each form, he must take one or more Disadvantages worth *twice* that amount. For example, if a character has a 20-point Variable Disadvantage, in each form he takes 40 points' worth of Disadvantages.

The Disadvantages chosen for Variable Disadvantages must be ones that actually hinder, restrict, or complicate the life of the character while he's in that form. In other words, they should be Disadvantages that could have an immediate and significant impact on the character, not ones that probably won't come into play during the short time period he may be in his other form. Physical Limitations, Susceptibilities, and Vulnerabilities are all good candidates, whereas Dependent NPC, Hunted, Reputation, and Rivalry are not (though a Hunted might work if the character has a defined "stable" of different shapes, each with its own pre-defined Hunter, and he remains in each shape for days or weeks at a time). The GM determines which Disadvantages are valid selections for Variable Disadvantage based on the nature of the character's powers, how long he remains in each form, and so forth.

METAMORPH CREATION

Between the material earlier in this chapter, the plethora of metamorphic powers and abilities in Chapter Two, and the example characters in Chapters Three and Four, you should have everything you need to create just the metamorph you have in mind. Here are a few more notes on the design and creation of various types of metamorph characters to help you out.

From an overall conceptual standpoint, one thing to consider about creating a metamorph is that some part of your character's life will always involve (or revolve around) change. Maybe he can change his form, his powers alter from day to day, his personality shifts in response to outside influences, he relies on regular plastic surgery to alter his appearance, or he doesn't even have his own body. Whatever the source/nature of his powers, there's an inherent instability in his life — it's one of the things that defines him, so you should take that into account when creating his personality, background, supporting cast, and abilities.

INTERNAL METAMORPHS

Because these metamorphs only alter their inner workings, most of their powers involve things that aren't obvious to the casual observer — changes to internal organs, augmentation of existing bodily abilities, mental alterations, and the like. The *results* of the change may be apparent right away, but the actual metamorphosis itself usually passes unnoticed. Rarely should another character be able to outwardly examine an internal metamorph and see any form of change unless he has an appropriate Enhanced Sense (such as N-Ray Perception). See the *Body-Affecting Powers* section of Chapter Two for numerous examples of powers appropriate to typical internal metamorphs.

BERSERKERS

Page 11 has a general discussion of what a Berserker is in historic/legendary terms. In a broader gaming sense, a "Berserker" is a metamorph who gains extra, enhanced, or special abilities when he's Enraged (or, more appropriately, Berserk). The abilities may either only work when he's Enraged (or even be Triggered by failing an Enraged roll), or as a mandatory Side Effect they cause him to become Enraged when he uses them. The *Berserker Fury* ability on page 169 is an example of a classic Berserker power, but you can expand on the basic concept easily. For instance, a supervillain who transforms from an ordinary human into a rampaging, super-strong, green-skinned monster whenever he becomes angry is in some ways a *Champions* version of the Norse *berserkr* warrior.

INTERNAL PHYSICAL METAMORPHS

Internal physical metamorphs actually alter their body chemistry or the workings of their internal organs. In a Superheroic context, this might occur immediately, with no negative effects. In lower-powered and Heroic games, they often buy their powers with Limitations like *Activation Roll, Concentration, Costs Endurance, Extra Time, Increased Endurance Cost, Requires A Skill Roll,* and/or *Side Effects.* Some common abilities include:

Surviving Harsh Environments: An internal metamorph may be able to control or override his breathing, pain receptors, need for food, or other functions to survive in unusual environments. This could range from the relatively simple (staving off sleep for a week or more) to the complex (surviving in Arctic or outer space conditions by rerouting blood flow, more efficiently utilizing oxygen in the body, toughening the skin, and so forth). In game terms most such abilities are bought as Life Support, possibly with Limitations like Extra Time to activate, Concentration, or Continuing Charges.

Augmenting Natural Abilities: Many internal metamorphs have powers that involve enhancing or improving existing natural abilities. Augmenting muscle performance increases STR; a better-functioning nervous system increases DEX; knowledge of the body's weak spots and vital points makes it possible for the metamorph to hit his foes "harder" or more efficiently without any extra effort on his

part. Aid (or Succor) and the *Characteristics* Power are often used to build these abilities; other possibilities include Hand-To-Hand Attack, minor increases in innate modes of movement like Running, low-level Healing Regeneration, and the like.

Changing/Redirecting Internal Functions: Sometimes a character doesn't augment his body's abilities so much as he changes, controls, or redirects natural functions over which most people have no control. For example, he might redirect blood flow to staunch bleeding or speed the healing of minor injuries. Maybe he can stop the progress of a poison by controlling his body's immune system response or generating an antidote. A female internal physical metamorph might be able to control whether she becomes pregnant or choose the gender of her child.

See the *Body Control Powers* section of Chapter Two for write-ups of these and many similar abilities.

MENTAL METAMORPHS

While many types of mental metamorphs are possible, the most common (besides multiple personalities; see page 44) are those who change their personalities — either at will, or involuntarily. In either case, the character probably has Shape Shift (Mental Group), since when he "changes," recognizing his true mental patterns is virtually impossible. A Psychological Limitation like *Adopts Mindset Appropriate To Personality* (Common, Strong) would also be appropriate, particularly in the case of involuntary mental metamorphs. Thus, if the character's near a group of greedy criminals, he becomes avaricious and criminal-minded himself unless he succeeds with an EGO Roll.

A character who can "personality shift" at will typically does so to better blend in or impress people. To represent this, he buys lots of Interaction Skills (either with high rolls or some Skill Levels), possibly with the Limitation *Costs Endurance.* He could also buy related Skills (or Skill Levels) that a shift in personality might improve, such as Disguise. The special effect of these abilities is that the character "reads" the people he's interacting with (whether through subconscious telepathy, and acute sense for body language, or the like) and adjusts his own personality to match what the other person expects or wants.

Involuntary personality shifting may have similar effects, but it usually has some drawbacks as well. It tends to make the character vulnerable to whoever's expressing the strongest desires or opinions, which may force him into a personality he doesn't like or want ("Bank job? Hmmm... yeah, I'm willing to get in on that"). Depending on how the power works, the GM may let the character take *No Conscious Control* or other Limitations on the Skill(s) he buys.

SPIRITUAL METAMORPHS

Perhaps the rarest form of metamorph (of any category) is the *spiritual metamorph,* who can alter his soul/spirit/anima/self (or what have you) in some way. Exactly what he can do, and what effects this has, depend on the campaign. Some campaigns

don't touch on spiritual matters at all, so spirit-altering powers wouldn't be appropriate. In others, such as some Fantasy games, matters of the spirit are key, so a spiritual metamorph would make for an intriguing PC or villain.

Some examples of spiritual metamorphs include:

◼ a character who can periodically rid himself of sin and corruption in some way, returning himself to a state of grace (see Nazeron Johnson in Chapter Three)

◼ an angel and demon trapped in the same human body. They shift back and forth, with the angel sometimes holding sway and giving the character the power to be a hero, and the demon sometimes taking over and turning the character into a villain

◼ a character who can alter his spirit from Good to Evil at will, thus allowing him to better blend in with some groups of people (much like the mental metamorphs described above)

◼ a hero who has imprisoned an evil spirit within himself to safeguard humanity from it; sometimes it "breaks free" and makes him do horrible deeds

See the *Spirit Projection* section of *The UNTIL Superpowers Database II* for numerous spirit-related powers that might be appropriate for spiritual metamorphs in some campaigns.

COSMETIC METAMORPHS

Appearance can be very important, and these relatively low-powered metamorphs can use the ability to change their appearance to achieve amazing effects. Even if he lacks other powers or Skills, being able to copy the form of another person gives a metamorph the ability to create chaos in even the most stable environment.

Shape Shift (often with the *Imitation* Adder) is the Power most often used to create cosmetic metamorph characters. At a minimum, most need both the Sight and Touch Groups; that way they both look and feel like whomever they're imitating. A "chameleon" metamorph may only have Sight Group, since he's basically just changing the color of his skin. Adding the Hearing Group makes the character's voice change. In campaigns where characters use more exotic forms of perception on a regular basis, including the Smell/Taste Group makes the character's body odor different (or a match for the subject's); this helps to throw bloodhounds and other animals off the character's scent. Adding the Radio Group makes the character "look" right when scanned with Radar and/or alters his "energy signature" to fool advanced sensors. Finally, if the character has Shape Shift (Mental Group), even his brainwaves look different (or identical to someone else's). Depending on the GM's definitions and how far the character takes things, this may actually begin to merge into "minor metamorph" territory, since altering things like DNA or mental patterns arguably is more than a "cosmetic" change.

In the comic books and Science Fiction, imitating someone else's appearance is often quick and easy; in other genres, it may prove difficult. Limitations like *Activation Roll, Concentration, Costs Endurance, Extra Time, Increased Endurance Cost, Requires A Skill Roll,* and/or *Side Effects* may apply to make the process of changing more time-consuming or harder on the character. In some cases, the character *Must Touch Subject To Be Imitated* (typically -½) or *Must Analyze DNA Sample From Subject To Be Imitated* (-1).

PLASTIC SURGERY

For a character without innate metamorphic powers who needs a new identity, or who wants to infiltrate an organization for so long that using Disguise becomes impractical, there's always plastic surgery.

Modern plastic surgery can make minor changes in a person's appearance through an operation (or, frequently, series of operations) that involves a substantial healing period. (In a *Champions* or *Star Hero* campaign, better, quicker, more reliable, less painful methods may exist — and in many games, magic can also play a part.) However, in an emergency a character may need quicker and/or more radical changes. A character being Hunted may not be able to show his face in a regular hospital, forcing him to visit a "back alley" surgeon of questionable reputation who may perform the procedure in less than sterile conditions.

If you want to define the ability to perform plastic surgery in game terms, the simple approach is PS: Plastic Surgery (which typically also entails buying "precursor" SSs like Medicine and Surgery). For a more complex write-up, try this: Cosmetic Transform 8d6 (person to person with [slightly] altered features; heals back through another application of this or a similar power), Improved Results Group (any human appearance, within reason; +¼) (50 Active Points); OAF Immobile (an appropriate operating theater or lab, plus surgeon's tools and equipment; -2), Concentration (0 DCV throughout procedure; -1), Extra Time (1 Hour or more, depending on the nature and extent of the procedure; -3), Limited Target (humans; -½), No Range (-½), Requires A PS: Plastic Surgery Roll (-¼), Requires Substantial Healing Time (see text; -1), Side Effects (victim doesn't look right, is badly scarred, or the like — the more the roll fails by, the worse the outcome; -0) (total cost: 5 points). To surgically alter a character to look like someone else, the doctor must have the Skill *Disguise.*

The "Substantial Healing Time" referred to is a minimum of one week, and usually 2-4 weeks (if not more), unless the character has access to unusual or advanced healing methods. During most of this time the character has to wear bandages, which may make him stand out from the crowd. A failed Skill Roll on the part of the surgeon could result in anything from significantly longer healing time, the character not looking like who he was supposed to, the character looking hideous (and thus suffering a reduction in COM for no Character Points),

or the character becoming scarred (and thus gaining a Distinctive Feature for no Character Points). Additional surgery may correct the Side Effects... assuming the character can bring himself to go under the knife again.

If the character wants to significantly change his appearance, the doctor usually suffers a -3 or greater penalty to his PS: Plastic Surgery roll. Operations performed in "back alley" operating rooms usually suffer a -1 to -5 penalty due to the poor quality of the location and equipment. And don't forget that back alley doctors are there for a reason. They may have seriously fouled up their careers, have a pressing need for money, be addicted to drugs or alcohol, or possess a sadistic or "experimental" streak. Even worse, maybe the doc simply has more Persuasion than medical ability....

MINOR METAMORPHS

At this level, the character's body can be rearranged or altered in many ways. As long as the basic material doesn't change, the character can change size, density, or opacity, split into multiple "selves," or thoroughly change shape to look like other people (as noted above, the line between cosmetic and minor metamorph tends to blur with doppelganger characters). If the character has non-flesh parts, such as a robotic body or cybernetic replacements, he can swap modules or pieces for various effects, altering himself into anything made of roughly the same type and amount of material. A truly odd character might be able to switch flesh parts.

ADJUSTABLE CHARACTERS

One of the advantages of having prosthetic limbs and easily-accessible inner workings is the ability to use changeable parts (sometimes referred to as "modules"). Primarily this applies to robots, androids, and the like, but some cyborgs and people who have to wear prosthetics could also fit into this category.

In game terms, the main issues to consider when creating an adjustable character are:

▪ What can he change his parts into (or, to put it another way, how big an arsenal of "modules" does he have to work with)?

▪ How easily can he make the change?

The answers to these questions dictate the best options for building adjustable characters.

What He Can Change Into

While it's possible that an adjustable character might only have three or four parts he can interchange, most such characters have a reasonably wide variety of modules available to them.

The most effective way to build such a character is a Power Framework. If the character needs to access a wide variety of modules at once, then an Elemental Control or Variable Power Pool might work. If he only has a few powers, or powers that are primarily offensive, a Multipower may be a better choice.

If the character opts to go with a Variable Power Pool, he may want to take a Slightly Limited, Limited, or Very Limited *Class Of Powers* Limitation (see page 324 of *The HERO System 5th Edition, Revised* rulebook) to restrict the types of parts he can have. Usually this means he can only choose from a pre-built "library" of modules specifically designed to plug right into him. If the character can't change modules easily (see below), then allowing a large "library" may not affect the game much; if he can change them easily, a wide selection may cause game balance problems.

How Easily He Can Change

Just because a character has lots of parts or modules to work with doesn't mean he can use them easily. At the extreme end of the scale are adjustable robots and cyborgs who can swap out parts practically in the blink of an eye. This is common for *Champions* adjustable characters, and for some advanced Science Fiction robots. In that case, the Framework doesn't take Extra Time or any other Limitation that represents the difficulty in switching modules, because there are no significant difficulties.

On the other hand, sometimes changing a character's parts isn't quite as easy as changing his shirt. Swapping one part for another may require several seconds (or minutes, or hours), and possibly surgery or other complicated procedures. You can represent this with Extra Time and other appropriate Limitations (such as *Requires Surgery To Change,* with a value depending on how readily available surgeons are). Other appropriate Limitations may include Activation Roll (the character may not perform the swap correctly, or the parts may not function properly at some times), Concentration, Requires A Skill Roll (character has to make a Skill Roll to swap modules out), and Side Effects (if the character does something wrong, he hurts or hinders himself). The GM might let the character apply the Limitation *Can Only Be Changed In A Laboratory* (-½ or more) from Variable Power Pools to other Power Frameworks.

FORMING BODY PARTS INTO OBJECTS

Some metamorphs can change their form enough to simulate various inanimate objects with their bodies. For minor metamorphs, this might include changing a hand into a hammer, feet into suction cups, or an arm into a spear. (See the *Shape Alteration* section of Chapter Two for plenty of examples). It should not, however, involve any type of chemical changes (he can make his hand look like a gun, but he can't create the gunpowder to make the gun work), complicated machinery (such as a chainsaw or a jackhammer), electronics (a flashlight), or the like. Changes that extreme fall under the major metamorph category.

MAJOR METAMORPHS

Major metamorphs leave any hope of scientific rationalization behind — their changes are so extensive as to require mystical or "rubber science" explanations (which are, of course, perfectly appropriate for many campaign settings). Virtually any type of change falls within this category, and in some cases the character's alternate forms have little, if any, real connection with his ordinary shape. Multiform is a common way to simulate these sorts of powers, but as discussed below it's not necessarily the only option.

WHICH POWER TO USE?

The *HERO System* offers many possible options for creating major metamorphs:

■ buy their alternate form abilities individually, usually with some sort of Limitation such as *Only In Heroic Identity* (OIHID) that represents the potential difficulties of having to "change form" to use the powers. (Remember that the special effect of "activating powers" can involve the character changing form without any restriction at all; taking OIHID indicates that the activation of the powers can be blocked in some way.)

■ Multiform

■ Shape Shift *plus* a Power Framework of some sort with which the character builds the abilities of the alternate form. A Variable Power Pool is the most common Framework chosen because of its flexibility, but in some cases a Multipower or Elemental Control suffices.

Multiform

Of these three options, in most situations the preferred method is to use Multiform. It does the best job of keeping the two forms distinct so the player and GM can easily determine what their respective abilities are and how they react to and are affected by in-game events. It does require you to prepare a separate character sheet (or some equivalent way of noting the differences between forms), but books like *The HERO System Bestiary* help minimize that burden.

One potential drawback to Multiform is that the character has to buy the number of forms he can change into — in other words, he has a finite number of alternate forms, based on the points he pays. For character concepts such as "I can change into *any* animal" (much less "any shape"), this restriction may chafe... even if the character buys so many alternate forms that, practically speaking, there's no way he'll ever use them all in the game. To avoid this problem, with the GM's permission a character could buy a Variable Power Pool for just Multiform, such as the *True Form Alteration* power on page 137.

Individual Abilities With OIHID

The "individual powers with OIHID (or some similar Limitation) is a good choice for two types of characters. The first is metamorphs whose "transformation" isn't all that profound (such as berserkers). Preparing a separate character sheet for
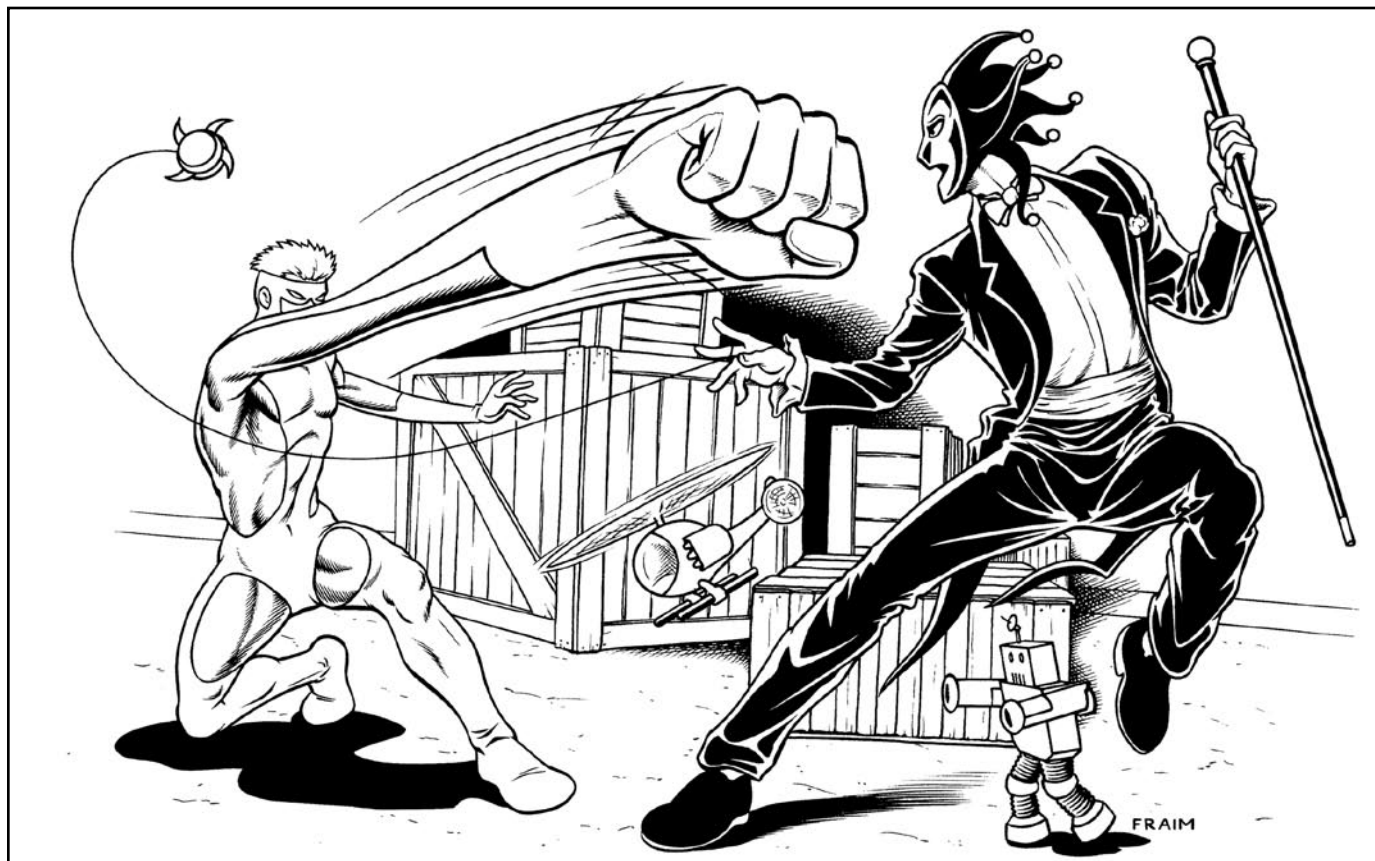
as simple or one-dimensional a change as that usually isn't necessary.

The second is characters who have few or no unusual abilities in their "normal" form. For example, in a *Champions* game, a character who's an ordinary college student might have the power to change into a huge, hulking, blue-skinned strongman. He can buy his STR, defenses, and other "brick" abilities using OIHID, since his ordinary form doesn't really offer him many useful abilities or require a distinct character sheet.

Shape Shift Plus Power Framework

A third option is to buy Shape Shift and combine it with a Power Framework. Since Shape Shift doesn't alter a character's abilities at all — it can't make him really small or large, give him claws or wings, or let him run faster or see further — by itself it can't fully simulate most forms of major metamorphosis (that's what Multiform does). However, the character can buy a Power Framework to simulate the abilities of his alternate forms. Typically this is a Variable Power Pool with the Limitation *Only For Abilities Of Shape Shifted Forms* (-¼ or -½ for most characters, depending on the number and variety of forms they can assume). But if the character only needs a few abilities, an Elemental Control or a Multipower (often with Flexible slots), and/or a few powers bought outside any Framework, may work just fine.

Example: *The Champions supervillain Joseph Otanga (*Champions Worldwide, *page 167) has the power to change his shape into that of African animals. He can even alter different parts of his body differently, perhaps taking on*

the form of a creature with a lion's body, a crocodile's head, and the claws of an eagle. He buys this as Shape Shift, then buys the abilities of his alternate forms with two small Multipowers (one for Growth and Shrinking, one for various forms of movement) and several individual powers; all of the Framework slots and individual powers are Linked to his Shape Shift.

This approach has the advantage of flexibility — with a properly-defined Shape Shift a character can take on any alternate form he can think of, and most of the abilities that most alternate forms would need are easily bought using a Framework or Linked. However, it also has several significant drawbacks.

First, regardless of which Framework the character chooses, certain abilities — such as Special Powers — can't be put in Power Frameworks without the GM's permission. This includes Enhanced Senses, a common ability for many alternate forms. Characters have to buy those powers outside the Power Framework, increasing the cost of the overall ability and cluttering the character sheet.

Second, Shape Shift + Framework works best if the character can assume a limited number of forms and knows all of their important abilities. If he can take on many forms, or an unlimited number, it becomes much harder to predict the powers his alternate forms may need, which may leave him without a power he reasonably should have at some point during the game.

Third, many seemingly simple alternate forms, such as some animals, often require a lot of points to buy their abilities, and even with a large VPP

(which gets expensive) a character may not be able to afford them all. This might leave him in the uncomfortable situation of having supposedly "changed shape"… but without getting some of the significant abilities his alternate form should have.

Fourth, some powers bought as Linked may need Indirect (at the +¼ level, to represent coming from different parts of the body), Variable Advantage, Variable Special Effects, and/or Variable Limitations to properly represent all the forms and aspects they can take, and this could get expensive.

ANIMAL FORMS AND LYCANTHROPES

The most common type of major metamorph is the character who can assume one or more animal shapes. The classic representation of this is the *lycanthrope* — a person with the power to assume a single animal form, and possibly also a "man-animal" form that walks on two legs and blends the features of human and beast. When most people think "metamorph," what they're really thinking is "lycanthrope" — or even just "werewolf," the best-known form of lycanthrope in Western society. However, many other types of lycanthropes are possible; see Chapter Four for various examples. In *HERO System* terms, lycanthropy is usually bought as a Multiform with two alternate forms (animal and man-animal) (note that the lycanthropes in Chapter Four are built with the man-animal form as the true form for ease of presentation).

Common lycanthropic powers include: greater than normal physical Characteristics; fangs and claws; and the ability to heal with incredible speed. Lycanthropes also usually get along well with animals of their type. The character sheets on pages 228-31 have the *Animal Handler* Skill to represent this; some lycanthropes may also or alternately have Mind Link or other Mental Powers that only work with that type of animal. However, lycanthropes suffer extra damage from weapons made of silver (a Vulnerability and/or a way to overcome their Damage Reduction), and a few even suffer injury from just touching pure silver (Susceptibility). They have a tendency to lose control of themselves in battle or when hurt (Enraged/Berserk). See the character sheets on pages 228-31 for examples of the way these abilities and hindrances are bought.

Lycanthropy As A Disease

In folklore and legend, a person contracts lycanthropy from the bite of an existing lycanthrope. (He might also get it from a wizard's curse, or any other appropriate means chosen by the GM… and gaming settings offer possibilities myth never considers.) In game terms, if a character takes half or more of his positive BODY from the bite of a single lycanthrope (or multiple lycanthropes of the same species during the same battle), he becomes a lycanthrope, though he won't know that until the next full moon. Every lycanthrope has a *Lycanthrope's Bite* power to represent this ability to infect others (see the character sheets on pages 228-31 for examples).

When a character first contracts lycanthropy, he has little control over his abilities. He cannot initiate the change to animal or half-human form voluntarily — it takes place only on the nights of the full moon each month. During that time the character loses complete control of himself, becoming a ravening beast. The character has the Psychological Limitation *Bestial Nature* (Uncommon, Total), and also Enraged (when opposed or injured, go 11-, recover 8-), during this time, though he receives no extra Character Points for them. His Multiform has the *No Conscious Control* Limitation.

Every month after the first time he changes during the full moon, the character may make an EGO Roll to gain partial control of his lycanthropy. The first roll is at -6; if the character fails it, each month afterwards reduce the penalty by 1 until he makes it. At that point, he can usually prevent himself from changing during the full moon, though he may be subject to an Accidental Change during it (and possibly under other circumstances, such as when he perceives blood or experiences stress). The GM should let the character change or re-arrange his Disadvantages to take the Accidental Change, and perhaps an appropriate Psychological or Social Limitation, to reflect his condition — or he may simply allow the character to add them to his existing Disadvantages to balance the cost of the character's Multiform. The Multiform still has the *No Conscious Control* Limitation.

Once the character makes his EGO Roll, he can start buying off the *No Conscious Control* Limitation with Experience Points (or, if the GM allows, extra points gained from new Disadvantages). He can spend no more than 2 Character Points per week on this. When he's completely bought off the Limitation, he has full control over the Multiform and can change shape whenever he likes. He may or may not also buy off any Accidental Change he suffers from; that depends on the GM, the player, and the campaign. Some lycanthropes never completely overcome the tug of the full moon. (The character sheets on pages 228-31 assume the lycanthrope has full control over his abilities.)

Skinchangers

In *HERO System* terms, a changing-skin is a Multiform with the Limitation *OAF* (or possibly IAF if the changing-skin looks like an ordinary piece of clothing) at half value (see page 43). Putting it on or taking it off to start/end the transformation may take Extra Time. The possibility of Personality Loss may exist. See the *Metamorphic Gadgets* section of Chapter Four, or Hrolf Kellingson in Chapter Three, for examples.

VAMPIRES

While vampires are usually thought of as undead creatures rather than metamorphs, classical- and Hollywood-style vampires do have some shapechanging powers (as well as the lycanthrope-like ability to "infect" living humans with their "condition"). Specifically, they usually have the ability to transform themselves into bat, rat, wolf, and mist forms. The first three can be bought as
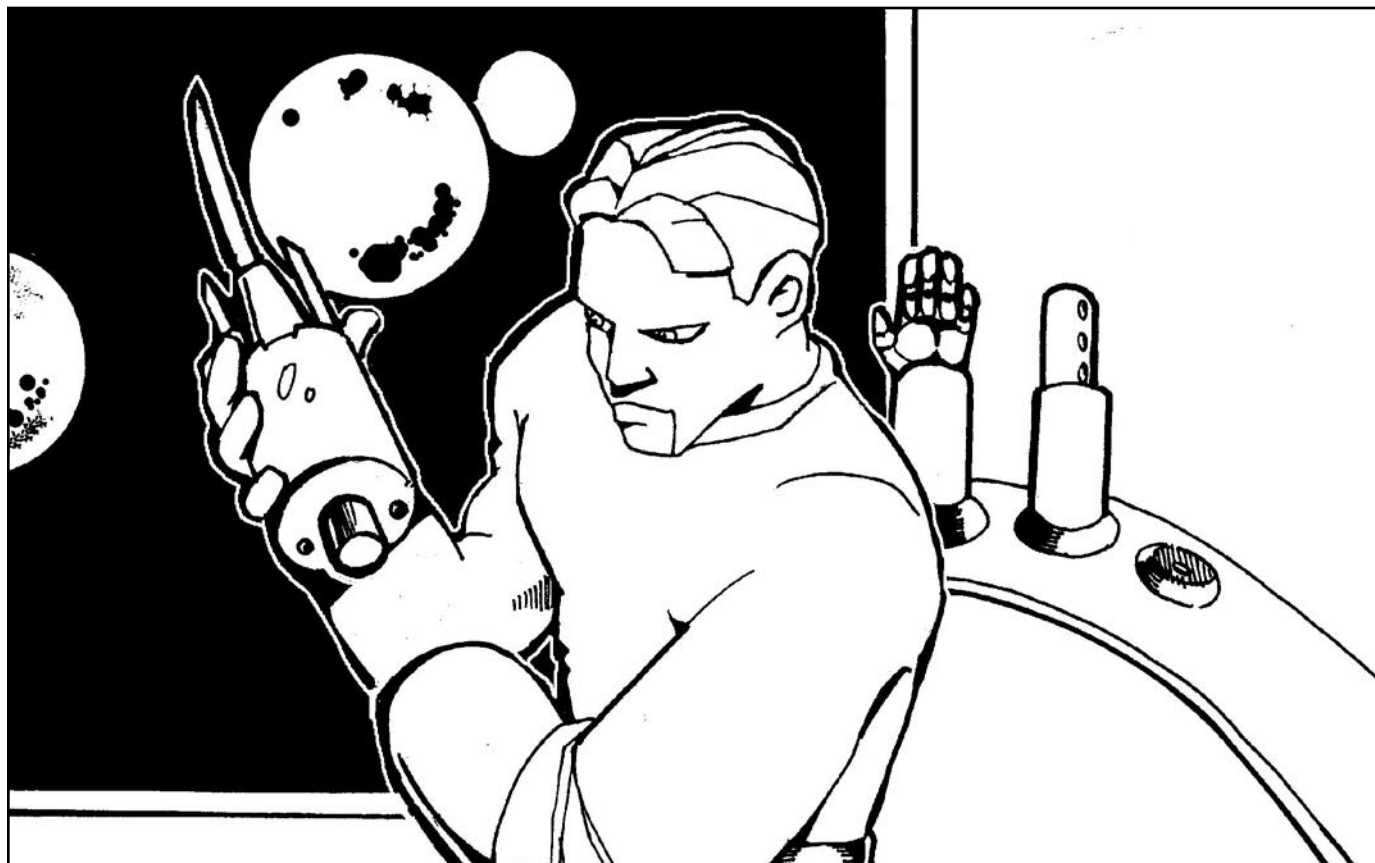
Multiforms; the second as a Limited form of Desolidification. See pages 124-28 of *The HERO System Bestiary* for character sheets for example vampires.

Depending on how vampires exist or are defined in the campaign setting, other metamorphic powers are possible. For example, some vampires might have the ability to assume the form of serpents (and/or other reptiles), monstrously large bats, living humans, a swarm of insects, or shadow.

MALLEABLES

Building a malleable- or elastic-bodied character is usually a fairly simple matter. First and foremost, he needs lots of Stretching. For most malleables, 8" is probably a minimum, and 10-20" (or more) isn't unheard of... and then there's the possibility of extra Noncombat Multiples (or maybe even a touch of MegaScale for silly characters or the truly bizarre).

Second, for a truly versatile malleable character, you should buy some abilities that represent all the things one can do with an elastic form — such as wrapping up enemies or forming one's self into a parachute to save a falling comrade. The *Stretching Powers* section of Chapter Two has dozens of abilities that simulate having a malleable or elastic body. Stretch your mind a bit, and you can probably think of plenty more.

For the ultimate in malleability, a character might even buy Multiform to represent his ability to "stretch" himself into, say, a rocket shape that actually functions like a rocket. This strains the "realism" of stretching powers... but sometimes that's half the fun.

FORMLESS METAMORPHS

Similar in many ways to malleables, *formless metamorphs* can change any part of their body into any shape. They rarely have a single "true form" to speak of (though they may have specific "favorite forms" they often adopt), and often lack internal organs — they're composed entirely of shapeable matter. The Nanometal Robot in the *Metamorphic Bestiary* in Chapter Four is a good example; so are amorphous, protoplasmic, demonic *things* found in some Horror and Fantasy campaigns.

Typically, formless metamorphs have lots of Shape Shift, often with an accompanying Power Framework or Linked powers to represent the abilities they can create with their bodies — defining the odd shapes they can assume with Multiform is difficult at best. Abilities like *Instant Turnaround, Let Me Lend You A Hand, Human Lockpick,* and *Arms Into Blades* from Chapter Two are good examples of the sorts of powers formless metamorphs might have. If the GM permits characters to buy Automaton Powers (see page 59), formless metamorphs probably have No Hit Locations (and possibly others). If the character has difficulty changing form, his Shape Shift might cost Increased Endurance.

MIMICS AND DOPPELGANGERS

As noted on pages 7, a "doppelganger" is a character who can copy the appearance of others, sometimes down to the cellular level, but can't copy their abilities or powers. A mimic takes that one step further, copying (or stealing) abilities as well as appearance. Doppelgangers are typically Cosmetic or Minor Metamorphs, but for character creation

purposes it's easiest to consider them all in this one section with true mimics.

For copying others, the easiest method is to use Shape Shift with the *Imitation* Adder (or, for less certainty, a Disguise roll). Other Adders like Cellular, Makeover, and Instant Change may be appropriate, and become required as the doppelganger character's powers grow and expand.

Mimicking powers and abilities becomes much more expensive. In addition to doppelganger-like Shape Shift (if appropriate — not all mimics fully change appearance), the mimic typically needs a power like *Transference Touch* (page 179), *Mimicking* (page 173), or one of their variants (see pages 65-67). Due to the need to copy large amounts/points' worth of powers, these abilities become costly quickly, which may put them beyond the range of player characters in campaigns with power or effectiveness ceilings.

ELEMENTAL METAMORPHS

Legends, novels, comic books, and movies abound with gods, superhumans, and other characters who can change into bolts of lightning, beams of light, fiery forms, or "pure such-and-such energy." Depending on the exact game effect you want to achieve, there are many ways to build this sort of ability in the *HERO System.*

The simplest form of elemental metamorph is one who can transform his body into energy for a single purpose (or perhaps a group of related purposes). For example, maybe a god can change into a lightning bolt so he can instantly travel to Earth (perhaps zapping some blasphemer in the process). You buy this ability using whatever Powers or other game elements let the character do what he wants to. The lightning bolt example is for movement, so it's just the special effect of lots of Teleportation or Flight (possibly with some sort of Triggered, Linked Energy Blast or RKA at the end of the journey).

For a more long-lasting or flexible elemental transformation, a character may be able to convert his body to energy so that he possesses various related abilities while in that form. Several of the *Body-Transforming Powers* in Chapter Two are "suites" of abilities related to having a form made of fire, electricity, pure energy, or the like. Characters often buy these abilities in a straightforward manner (possibly with OIHID or the like) or as part of an Elemental Control. Another option is Multiform, which may raise some intriguing questions that can arise during game play. For example, what happens if a character's "elemental Multiform" comes with Personality Loss... and the Limitation takes effect? Characters in a light or radiation form might suddenly feel the urge to head out toward the stars as fast as they can, electricity characters might spend the rest of their lives traveling between different electric charges (*i.e.,* positively charged areas when they feel "negative," and negatively charged areas when they feel "positive") or maybe just take up residence in an old car battery somewhere.

COMPLETE METAMORPHS

Complete metamorphs can change themselves in the most profound ways. They range from "traditional" metamorphs who can alter their bodies into anything (or virtually anything) to characters with multiple bodies or who travel from body to body.

FREE SPIRITS AND SWITCHERS

As described on page 8, free spirits are "metamorphs" in that they "transform" their "bodies" by moving from one body to the next. They don't actually have an underlying physical form; they exist in a disembodied state (usually as psionic force or some other form of energy). The "transformation" occurs when the free spirit moves from one body to another. Examples include the mind of a wizard cursed to travel from one body to another and a "time traveler" who "journeys back" in time by temporarily inhabiting the bodies of other people who've been alive during his lifespan. But regardless of the special effects behind the shift, every time they change they have the potential to change almost everything about "themselves" — appearances, social history, jobs, genders, ethnic backgrounds, friends, family, and homes, just to name a few.

Typically a power (or form of existence) like this is a little too unusual, unbalanced, or difficult to deal with to make a good player character. It works better for adversaries, NPCs, and the like, not characters who occupy center stage throughout the campaign. In any event, the Active Points and expense of the powers and abilities involved may preclude PCs from buying them.

When you create a free spirit character, there are several factors you need to consider:

■ is the "change" controlled or uncontrolled? In other words, can the character initiate the shift from one body to the next at will, or does it happen when certain events occur regardless of whether the character wants it to? If it's an uncontrolled change, what outside phenomena trigger the shift (the passage of time, going to sleep, being exposed to a particular substance or energy…)? Can other characters somehow force the character to shift bodies without his consent?

■ when the character shifts to a body, does he completely take it over? Does he co-exist with (and thus have to fight) the body's normal mind/personality, automatically suppress it and shove it to the back of the brain, or "switch minds" and force the body's normal mind/personality into the body he just exited? (The latter is a "switcher" rather than a free spirit, but otherwise the two characters are similar.)

■ can anything prevent the character from taking over a target? Would psionic protection (Mental Defense) hinder or stop him? Are there some types of bodies he cannot take over at all?

■ what happens if the character can't find a body to inhabit? Does he die, pass into a coma, drift aimlessly, go insane?

■ to what extent does the character have access to the body's memories and abilities? Does he know everything there is to know about the subject, or nothing? Can he use the subject's superpowers, spells, Skills, or what have you freely, or is he limited to only using abilities he himself possesses?

Typically a free spirit has an ability or abilities similar to *Bodyjacking* (page 167) or *Mind Transfer* (page 174), appropriately adjusted based on the answers you give to the questions above. However, those powers assume the character ordinarily has his own corporeal form, and that's not necessarily true for a free spirit. Assuming the free spirit isn't basically a plot device, you may have to create its "true self" by building a character who's permanently intangible and invisible (Desolidification and Invisibility, both Persistent and Always On), then buy the power(s) he uses to take over his targets with the *Affects Physical World* (+2) Advantage.

SYMBIONTS, PARASITES, AND LIVING BRAINS

For gaming purposes, a *symbiont* is a physical being, typically a small and relatively defenseless one, who lives inside another physical being (usually a human), creating a sort of "dual being." The Trill from *Star Trek: Deep Space Nine* are a good example; so (in a more parasitical fashion) are the Goa'uld from *Stargate SG-1.*

Ordinarily the symbiont itself is long-lived, potentially even immortal if it has enough host bodies to transplant itself into over the years. It maintains the memories and skills it learns as a dual being, carrying them from host to host and learning new things from its experiences with each host during their joint lifetime. Thus, a symbiont character could be incredibly learned and skilled, even at a young age, because it has centuries' worth of memories. When a host body becomes too injured, sick, or aged to live, the symbiont is transplanted into another host; it may be able to do this on its own, but in fiction it typically requires outside help.

In game terms, you can represent a symbiont character with a Limited form of Multiform. As the character moves from host body to host body, most or all of its Intellect Skills, KSs, and intellectual abilities remain the same, but its physical abilities can vary wildly depending on the nature of the host. For example, one host might be a highly-trained acrobat, one a skilled pilot, one a powerful warrior. As the symbiont moves from the acrobat to the pilot, it loses the acrobat's physical abilities (such as Acrobatics, Breakfall, and Climbing) but keeps his intellectual and learned abilities (such as KS: The Gymnastics World). However, he gains the physical abilities of the pilot (such as Combat Piloting) and any new intellectual abilities it doesn't already have (like Navigation (Air)).

Usually a symbiont cannot (or does not) change forms at will. He only moves from one host body to another when his current host body dies or becomes untenable for some reason (serious illness, crippling injury, or the like). You can represent this as No Conscious Control, since the Multiform is

only "activated" by conditions largely outside the character's control.

In some cases, a symbiont has a limited lifespan — it can only survive through a certain number of host bodies, and then it dies. You can represent this by buying only so many alternate forms and applying a Limitation such as *Character Dies After Last Form Is No Longer Viable* (typically a -0, since it doesn't really affect the character during game play). In other cases, the symbiont's lifespan is basically unlimited, provided it has host bodies to transplant into; you can represent this by buying a *lot* of alternate forms, or buying a Variable Power Pool just for Multiforms.

In either situation, typically transplanting a symbiont from one host body to another is a complex procedure that entails some risks for the symbiont:

■ Changing host bodies takes time — usually at least an hour, if not longer. You can represent this with an *Extra Time* Limitation.

■ The symbiont usually can't accomplish the change on its own. It needs outside help — often highly-skilled help in the form of surgeons, priests, or specially-trained "transplanters." You can represent this by taking the Limitation *Requires A Skill Roll,* but with a twist: it's not the character's Skill Roll that's used, but the Skill Roll of the outside specialist. If these specialists are rare or difficult to use for some reason, the GM may increase the value of the Limitation to reflect that.

■ During the transplantation, the symbiont is vulnerable. It has no physical Characteristics or abilities to speak of, and if it doesn't get into a host body in time it dies or suffers other difficulties. You can define this with two Limitations: *Vulnerable During Transplantation* (typically worth -0, but it depends on how often the character is transplanted, the length of the transplantation process, and how likely the GM is to use this against the character) and *Side Effects* (either "character dies or is crippled if transplantation process fails; -1" or "character remains vulnerable for a longer than normal time if transplantation process fails; -¼")

Of course, there's no requirement that the symbiont suffer from these problems. Maybe there are so many host bodies available, and moving the symbiont from one to another is such an easy process, that the character's Multiform suffers no real restrictions.

> **Example:** *The Sha'thír are a "dual species" of symbionts (Sha'tala) and hosts (Thirastri). The two have lived as one for so long that a Sha'tala (a sort of squid-like being about the size of a human forearm) can't live for more than about 8-10 hours outside a Thirastri, and a Thirastri (a human-like being) can't live for more than two or three days without a Sha'tala inside it. The Sha'tala are immortal unless slain by injury or lack of host body; the Thirastri have lifespans of 80-100 years on the average. A typical Sha'thír is built on about 200 Character Points, with 150 representing the accumulated knowl-*

edge and Intellect Skills of the Sha'tala and 50 representing the physical skills learned or possessed by that particular Sha'thír. Over time the Sha'tala learns more and more, becoming increasingly expensive in terms of points. Here's how to build this in HERO System *terms:*

Multiform (assume up to 1,000 "alternate forms" based on Sha'tala + new Thirastri host, total cannot be built on more than 500 points) (150 Active Points); Extra Time (transplantation process takes 6 Hours; -3½), No Conscious Control (character only changes form when host body becomes untenable; -2), Requires A Skill Roll (specially-trained doctor's Transplantation Skill; -½), Side Effects (character dies or is crippled if transplantation process fails; -1), Vulnerable During Transplantation (-0), Character Dies After Last Form Is No Longer Viable (-0). Total cost: 19 points.

Parasites

Parasites are similar to symbionts, except that the parasite-host relationship isn't voluntary: the parasite forces itself on the host, or tricks the host into accepting it. Thus, a parasite's Multiform usually lacks the *No Conscious Control* Limitation, since the parasite has control over when it "changes form," and into who. If this isn't the case, it may take the No Conscious Control at a lesser value, or use some other Limitation to simulate the situation. It may not suffer some of the other Limitations that a symbiont does; for example, it may lack the "period of vulnerability" between host bodies.

Living Brains

A "living brain" is a brain that can survive outside a physical body for a while (perhaps a long time) until it's transplanted into another body. In game terms, this isn't really any different from a standard symbiont, though it's more common in some genres (such as some comic book and Horror settings).

MULTIPLE BODIES

Some characters can shift their consciousness between a "library" of two or more bodies. Examples include androids and robots who can "download" their "consciousness" into other pre-built robotic forms (Mechanon in the Champions Universe, for instance), a character whose brain can easily and safely be transplanted between bodies, or a character who uses super-technology to shift his "thought patterns" into a neuro-programmed android form designed to receive them.

In game terms, you can build this ability as Multiform — each body in the character's "library" is one alternate form. Depending on how easily a character can shift bodies, you may need to apply Limitations (Concentration, Extra Time, Focus, or Requires A Skill Roll, for example) on the power.

METAMORPHIC POWERS

METAMORPHIC POWERS

Metamorphic Powers are the vast array of abilities that metamorph characters (of all varieties) might have. In short, they're example powers for metamorphs, be they shrinkers, malleable characters, doppelgangers, density alterers, mimics, internal metamorphs, or what have you. Some of them originally appeared in *The UNTIL Superpowers Database, Database II,* or other Hero Games publications, but they've been updated, expanded, or otherwise altered to take advantage of the information presented in this book, or to better reflect how they typically apply to metamorph characters.

This chapter describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to delve into the full game write-up.

Target/Area Affected describes who or what the power affects. An Attack Power usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" power can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a power's shorthand description doesn't override the rules.) "Self" indicates the power only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" power.)

Duration lists the power's duration, typically Instant, Constant, Persistent, or Inherent (see the *HERO System 5th Edition, Revised,* page 98). "Uncontrolled" indicates the power has that Advantage; Continuing Charges are also listed here.

Range lists the range for the power. Ranged powers usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) range. "No Range" indicates that the power has No Range; "Self" that the power only affects the character using it; "Touch" that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power's Endurance cost.

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have *Options* listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power's name. For example, under the power *Animal Form* you can find an optional power called *Were-Form* which is nothing more than adding an additional alternate form to the basic power.

ANIMAL POWERS

The animal kingdom, from the smallest insects to the largest whales, provides a nigh-inexhaustible source of ideas for superhuman characters and powers. A few minutes perusing some zoology books or animal encyclopedias should give you plenty of ideas; the powers described here represent only a fraction of the many possible powers.

If you want to compare a character's capabilities to those of a specific animal, take a look at the *HERO System Bestiary.* It has *HERO System* character sheets for hundreds of animals and creatures, making it a great source of information and inspiration for animal-oriented PCs.

Unlike the other sections of this book, which are organized into Offensive, Defensive, Movement, Sensory, and Miscellaneous powers, this section organizes abilities not by their function, but by the types of animals they relate to: General; Aquatic; Avian; Insect; Mammal; and Reptile.

GENERAL ANIMAL POWERS

These powers represent abilities that you might associate with just about any type of animal-oriented or -themed character, or which, like Wings, you associate with many different categories of creatures. In other words, they relate to, or derive from, animal forms in general. For powers related to specific animal forms, see the other categories below.

ANIMAL FORM

Effect: Multiform (one animal form)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the ability to assume the form of one animal. The cost of the power depends on the total cost of the animal, of course, but 300 points allows you to choose just about any animal in the HERO System Bestiary and "upgrade" it to give it better INT and so forth. For less (or more) expensive animals, simply recalculate the cost of the power accordingly.

> **Game Information:** *Multiform (300-point animal form; true form is human form). Total cost: 60 points.*

Options:

1) Menagerie Form: The character can change into multiple animal forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.

2) Were-Form: The character can assume a second alternate form that mixes the characteristics of his human and animal forms. Add the ability to change into two forms. Total cost: 65 points.

3) Swift Change: The character can assume his animal form quickly and easily. Add the *Instant Change* Adder. Total cost: 65 points.

4) Tiring Change: Changing forms places some strain on the character's system. Add Costs Endurance (to activate; -½). Total cost: 40 points.

5) Animal Nature: The character must take care not to spend too long in animal form, lest the animal's instincts overwhelm his human personality. Add Personality Loss (1 Minute; -1¾). Total cost: 22 points.

ANIMAL SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the heightened senses of an animal. Since animal senses encompass many different powers, the character can choose from one or all of the powers listed below.

Game Information:

Cost	Power
6	*Animal Senses:* +2 PER with all Sense Groups
4	*Animal Ears:* +2 PER with Hearing Group
3	*Animal Ears:* Ultrasonic Perception (Sight Group)
4	*Animal Eyes:* +2 PER with Sight Group
5	*Animal Eyes:* Nightvision
4	*Animal Nose:* +2 PER with Smell/Taste Group
5	*Animal Nose:* Analyze for Normal Smell
5	*Animal Nose:* Tracking for Normal Smell

BIOELECTRIC TOUCH

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 8 Charges

Description: The character's body has tissue that's able to store an intense electrical charge. He can use the stored electricity as a weapon by touching another character. It takes approximately 24 hours for him to recharge the tissue after depleting it.

> **Game Information:** *Energy Blast 6d6, NND (defense is rPD not made of metal; +1) (60 Active Points); No Range (-½), 8 Charges (-½). Total cost: 30 points.*

Options:

1) Strong Touch: Increase to Energy Blast 8d6. 80 Active Points; total cost 40 points.

2) Weak Touch: Decrease to Energy Blast 4d6. 40 Active Points; total cost 20 points.

3) Bioelectric Grab: By maintaining contact with the victim, the character can keep shocking him, though this drains his internal stores of electricity quickly. Add as a naked Advantage Continuous (+1) (30 Active Points); Only Works If Character Makes And Can Maintain Grab On Victim (-½) (total cost: 20 points). 60 + 30 = 90 Active Points; total cost 30 + 20 = 50 Active Points.

CLAW CLINGING

Effect: Clinging, Cannot Resist Knockback
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can dig the tips of his claws into walls and other vertical surfaces enough to allow him to climb them effortlessly.

> **Game Information:** *Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 6 points.*

CLAWS

Effect: HKA 1d6 (up to 2d6 with STR), Reduced Penetration
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character has claws, or can grow claws, making him a lethal hand-to-hand combatant. If he has claws on his feet, he may call this power Talons instead.

> **Game Information:** *HKA 1d6 (up to 2d6 with STR) (15 Active Points), Reduced Penetration (-¼). Total cost: 12 points.*

Options:

1) Large Claws: Increase damage to HKA 2d6. 30 Active Points; total cost 24 points.

2) Small Claws: Decrease damage to HKA ½d6. 10 Active Points; total cost 8 points.

3) Restrainable Claws: Some characters' claws are positioned in ways that allow an enemy to restrain them or otherwise prevent the character from using them. Add Restrainable (-½). Total cost: 9 points.

4) Sharp Claws: The character has unusually sharp claws. Add Armor Piercing (+½). Total cost: 18 points.

5) Skilled Claws: The character has practiced using his claws so that a swipe from one of them can inflict a lethal wound. Remove Reduced Penetration. Total cost: 15 points.

6) Flurry Of Claws: In HTH Combat, the character can use his claws with unusual speed and ferocity. Add Autofire (3 shots; +¼). Total cost: 15 points.

FANGS

Effect: HKA 1d6 (up to 2d6 with STR)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character's mouth contains sharp teeth, or he can grow sharp teeth at will.

> **Game Information:** *HKA 1d6 (up to 2d6 with STR). Total cost: 15 points.*

Options:

1) Large Fangs: Increase damage to HKA 2d6. Total cost: 30 points.

2) Small Fangs: Decrease damage to HKA ½d6. Total cost: 10 points.

3) Razor-Sharp Fangs: The character has unusually sharp fangs. Add Armor Piercing (+½). Total cost: 22 points.

MULTIPLE LIMBS

Effect: Extra Limbs (number varies)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Insects, spiders, and crustaceans, among others, have more than four limbs. Characters with powers simulating the abilities of such creatures often do as well. See also *Multi-Limbed Combatant,* page 175, for related abilities.

Game Information: *Extra Limbs (number varies). Total cost: 5 points.*

Options:

1) Natural Limbs: Add Inherent (+¼). Total cost: 6 points.

2) Skilled Hand-To-Hand-To-Hand-To-Hand Fighter: The character knows how to use his extra arms in slugfests. Add +1 with Punch, Disarm, and Grab for each arm in addition to the character's normal two. Total cost: 3 points per Combat Skill Level.

PROTECTIVE SKIN

Effect: Damage Resistance (8 PD/8 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Fish and reptiles have scales, insects chitinous exoskeletons, and mammals leathery hides. Thus, many animal-themed characters have tougher skin as well.

Game Information: *Damage Resistance (8 PD/8 ED). Total cost: 8 points.*

Options:

1) Leathery Skin: Increase to Damage Resistance (12 PD/12 ED). Total cost: 12 points.

2) Soft Skin: Reduce to Damage Resistance (4 PD/4 ED). Total cost: 4 points.

3) Chitinous Exoskeleton: Substitute Armor (8 PD/8 ED); Visible (-¼). 24 Active Points; total cost 19 points.

4) Concealing Scales: Add Lack Of Weakness (-5) for Resistant Defenses. Total cost: 5 points.

5) Sharp Scales: The character's scales are sharp, rough, or covered with small spikes; they can hurt people who brush up against him or strike him. Add HKA 1 point, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½) (19 Active Points); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½). Total cost: 8 points.

STICKY FINGERS

Effect: Clinging, Cannot Resist Knockback
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1 (to activate)

Description: The character changes the shape of his hands and/or feet in some way — turning them into big suction cups, extending miniature claws from their surfaces, or even just molding them to fit whatever surface he happens to be working with — so he can stick to a surface. Alternately, the character's hands may always have that shape (e.g., tiny suction cups along the fingers and toes).

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (to activate; -¼). Total cost: 7 points.*

Options:

1) Strong Stickiness: Increase Clinging STR to normal STR + 15. 15 Active Points; total cost 10 points.

2) Tiring Stickiness: Change Costs Endurance (to activate; -¼) to Costs Endurance (-½). Total cost: 6 points.

3) Easy Stickiness: Remove Costs Endurance (-½). Total cost: 8 points.

STING

Effect: HKA ½d6, Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: Many animals have stings, claws, spines, spurs, or prickers with which to defend themselves, and characters with related powers may have them, too. Typically these natural weapons don't do much damage themselves, but can inject a venom (see below).

Game Information: *HKA ½d6 (up to 1d6+1 with STR), Armor Piercing (+½). Total cost: 15 points.*

TAIL

Effect: Extra Limb (1)
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: Many types of animals, and thus the characters based on them, have tails.

Game Information: *Extra Limb (1), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼). Total cost: 5 points.*

Options:

1) Prehensile Tail: This tail functions nearly as well as an arm. Remove Limited Manipulation. Total cost: 6 points.

VENOM

Effect: Drain CON 3d6, NND plus RKA 2d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4 Charges

Description: Venom is a common weapon in the animal kingdom. Humans particularly associate poison with certain types of animals, such as spiders, insects, and reptiles. Characters with powers based on such animals may have venom powers.

This writeup uses a typical lethal poison such as the ones described on pages 28-30 of the *HERO System Bestiary*. You can use the other write-ups there to increase or decrease the damage. The writeup assumes the character has an HKA (claws, fangs, or a sting) with which to deliver the venom into a target's body.

Game Information: *Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) (total cost: 17 points) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (90 Active Points); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) (total cost: 14 points). Total cost: 31 points.*

Options:

1) Venom Blast: The character can project his venom as a bolt of power. Add Ranged (+½) to the Drain and remove No Range (-½) from the RKA. 105 + 90 = 195 Active Points; total cost 20 + 16 = 36 points.

2) Nonlethal Poison: Replace the RKA with a Drain STUN 3d6, NND identical to the Drain CON. 180 Active Points; total cost 33 points.

WALLCRAWLING

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Characters with insectile or reptilian powers often have the ability to cling to walls and other surfaces.

Game Information: *Clinging (normal STR). Total cost: 10 points.*

Options:

1) Strong Wallcrawling: Increase Clinging STR to normal STR +30. Total cost: 20 points.

2) Weak Wallcrawling: Apply Cannot Resist Knockback (-¼). 10 Active Points; total cost 8 points.

WINGS

Effect: Flight 12", Restrainable
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Birds, many insects, and bats have wings; characters based on such creatures often do, too.

Game Information: *Flight 12" (24 Active Points); Restrainable (-½). Total cost: 16 points.*

Options:

1) Stronger Wings: Increase Flight to 20". 40 Active Points; total cost 27 points.

2) Weaker Wings: Decrease Flight to 8". 16 Active Points; total cost 11 points.

3) Gliding I: Substitute Gliding 12" for Flight 12". 12 Active Points; total cost 8 points.

4) Gliding II: Some characters who can fly can also glide, allowing them to conserve END. Change power to a Multipower with a 24-point reserve, all Restrainable, one slot Flight 12" and one Gliding 12". Total cost: 19 points.

5) Easy Flight: The character is such an accomplished flyer that he can remain aloft indefinitely without tiring himself out. Add Reduced Endurance (0 END; +½). 36 Active Points; total cost 24 points.

6) Silent Flight: The character's wings make no sound when used. Add Invisible to Hearing Group (+¼). 30 Active Points; total cost 20 points.

7) Arm-Wings: The character's wings aren't a separate set of limbs growing out of his back; instead, they attach to his arms, meaning he can't do anything with his arms but move his wings if he wants to stay aloft. Substitute Gestures (both hands throughout; -¾) for Restrainable. 24 Active Points; total cost 14 points.

8) Stooping: The character is particularly skilled at dive-bombing targets. Add Flight +20", Reduced Endurance (0 END; +½) (60 Active Points); Restrainable (-½), Only To Dive At Targets For Move Bys (-1). Total cost: 24 points.

ZOOTOXIC IMMUNITY

Effect: Life Support (Immunity to zootoxins)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is immune to all zootoxins — that is, all poisons derived from animals.

Game Information: *Life Support (Immunity: zootoxins). Total cost: 5 points.*

AQUATIC ANIMAL POWERS

These powers relate to fish, other denizens of the deep, and associated creatures. Characters with ties to Atlantis, who got bitten by a radioactive shark, or who've had manta ray DNA spliced with their own might possess them.

BREATHE UNDERWATER

Effect: Life Support (Expanded Breathing)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can breathe underwater as easily as he can in air. He may have gills, or hyper-efficient lungs, or an energy field that extracts oxygen from water for him.

Game Information: *Life Support (Expanded Breathing: breathe underwater). Total cost: 5 points.*

DEEP-SEA ADAPTATION

Effect: Life Support (Safe Environments: High Pressure, Intense Cold)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is safe in the iciest, deepest waters.

Game Information: *Life Support (Safe Environments: High Pressure, Intense Cold). Total cost: 3 points.*

DELPHINE SONAR

Effect: Active Sonar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has sonar like that of a dolphin (or many other sea creatures).

> **Game Information:** *Active Sonar and Ultrasonic Perception (both for Hearing Group). Total cost: 18 points.*

Options:

1) Passive Sonar: The character can perceive objects in his surroundings by the sounds they give off without transmitting any sounds himself. Substitute Targeting for the Hearing Group for Active Sonar. Total cost: 23 points.

2) Restricted Sonar: The character's hearing powers only work underwater (this assumes he spends a significant percentage of his time out of the water). Add Only Works Underwater (-½). 15 and 3 Active Points, respectively; total cost 10 and 2 points, respectively.

IMPROVED SWIMMING

Effect: Swimming +18"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can swim as fast as, or faster than, most fish.

> **Game Information:** *Swimming +18" (20" total). Total cost: 18 points.*

Options:

1) Super-Swimming I: Increase Swimming to +28". Total cost: 28 points.

2) Super-Swimming II: Increase Noncombat multiple to x8. Total cost: 28 points.

SQUID'S INK

Effect: Darkness to Sight Group, Only Works Underwater
Target/Area Affected: 3" radius
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can project a cloud of inky liquid into the water, like a squid, providing cover for himself or blinding his enemies.

> **Game Information:** *Darkness to Sight Group 3" radius (30 Active Points); Only Works Underwater (-½). Total cost: 20 points.*

Options:

1) Larger Cloud: Increase Darkness to 5". 50 Active Points; total cost 33 points.

2) Limited Uses: The character only has a limited supply of ink. Add 8 Continuing Charges lasting 1 Turn each (removed by strong currents; -0). Total cost: 20 points.

3) Limited Range: The character cannot project his ink very far. Add Limited Range (10"; -¼). Total cost: 17 points.

TOUCH OF THE EEL

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character possesses a power similar to that of an electric eel — he can emit a deadly electric zap by touch.

> **Game Information:** *Energy Blast 8d6 (40 Active Points); No Range (-½). Total cost: 27 points.*

OPTIONS:

1) Strong Touch: Increase to Energy Blast 12d6. 60 Active Points; total cost 40 points.

2) Bioelectric Blast: Remove No Range (-½). Total cost: 40 points.

3) Automatic Zap: Add Damage Shield (+½), Continuous (+1), and Reduced Endurance (0 END; +½), and remove No Range (-½). Total cost: 120 points.

4) Limited Batteries: The character's body can only hold so much electric charge at once. Add 8 Boostable Charges (-¼). Total cost: 23 points.

UNDERWATER SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the senses he needs to perceive things deep underwater. He may purchase as many of these as he wishes.

Game Information:

Cost	Power
5	*Underwater Eyes:* Nightvision
32	*Water Currents Sense:* Detect Vibrations/Currents In Water (INT Roll) (Touch Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting

AVIAN POWERS

Birds, particularly birds of prey, often provide inspiration for superhuman characters and their powers. In addition to the powers listed here, you should definitely consider Wings (page 87), Animal Senses pertaining to Sight (page 83), and Claws (Talons, page 84).

BEAK

Effect: HKA ½d6 (up to 1d6+1 with STR)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character has a beak or beak-like structure on his face, allowing him to inflict vicious pecking wounds.

Game Information: *HKA ½d6 (up to 1d6+1 with STR). Total cost: 10 points.*

Options:

1) Sharp Beak: Add Armor Piercing (+½). Total cost: 15 points.

2) Dull Beak: Substitute HA +2d6 for HKA. 10 Active Points; total cost 7 points.

BIRD'S EYES

Effect: See text
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the heightened visual senses of a bird.

Game Information:

Cost	Power
5	*Bird's Eyes:* Increased Arc Of Perception (240 Degrees) for Sight Group
16	*Eagle Eyes:* +16 versus Range for Normal Sight

RAPTOR'S SHRIEK

Effect: Energy Blast 8d6 and Hearing Group Flash 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"/120"
END Cost: Varies

Description: The character can emit shrieks so intense that they can harm or deafen others.

Game Information:

Cost	Shriek
40	*Shriek:* Multipower, 40-point reserve
4u	1) *Deadly Shriek:* Energy Blast 8d6
2u	2) *Deafening Shriek:* Hearing Group Flash 8d6

Total cost: 46 points.

Options:

1) Harsh Shriek: Increase Multipower reserve to 60 points and both attacks to 12d6; total cost 70 points.

INSECT POWERS

Insects, and related creatures such as spiders and scorpions, provide many ideas for superpowers. In addition to the ones listed here, you should definitely consider Animal Senses, Multiple Limbs, Sting, Venom, Wallcrawling, and Wings (see above) and Swarm Form (see Body-Transforming Powers).

BOMBARDIER BLAST

Effect: Energy Blast 8d6
Target/Area Affected: One Hex
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can project a blast of explosive fluid, similar to the attack used by the bombardier beetle.

Game Information: *Energy Blast 8d6, Area Of Effect (One Hex; +½). Total cost: 60 points.*

Options:

1) Stronger Blast I: Increase to Energy Blast 10d6. Total cost: 75 points.

2) Stronger Blast II: Increase to Energy Blast 12d6. Total cost: 90 points.

3) Weaker Blast: Decrease to Energy Blast 6d6. Total cost: 45 points.

4) Stinking Blast: The character's explosive spray is also malodorous. Add Smell/Taste Group Flash Attack 6d6, Area Of Effect (One Hex; +½) (27 Active Points); Linked (-½). Total cost: 18 points.

5) Short-Range Bombardier Blast: The character cannot project his explosive fluid very far. Add Limited Range (10"; -¼). 60 Active Points; total cost 48 points.

6) Restricted Use: The character only has a limited supply of explosive fluid. Add 8 Charges (-½). 60 Active Points; total cost 40 points.

CREATE GIANT INSECT

Effect: Summon 250-point giant insect
Target/Area Affected: N/A
Duration: Instant
Range: No Range
END Cost: 6

Description: This power allows a character to transform an insect that he finds into a gigantic version of itself. The insect won't necessarily obey him; he has to defeat it in a contest of wills.

See the *HERO System Bestiary,* pages 89-93, for character sheets for various giant insects and spiders.

Game Information: *Summon 250-point Giant Insect, Any Insect (+¼) (62 Active Points); Summoned Being Must Inhabit Locale (-½). Total cost: 41 points.*

Options:

1) Bigger Is Better: Increase to Summon 400-point Giant Insect. 100 Active Points; total cost 67 points.

2) Loyal Insect Minion: Add Loyal (+½). 87 Active Points; total cost 58 points.

INSECTILE AWARENESS

Effect: Danger Sense
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Many insects have an uncanny ability to detect threats to themselves, often by sensing subtle changes in air currents or the like. Some insect-themed superhumans have similar senses.

Game Information: *Danger Sense (self only, out of combat, Sense) (INT Roll). Total cost: 22 points.*

Options:

1) Heightened Awareness: Increase the roll to INT +3. Total cost: 25 points.

INSECT SIZE

Effect: Shrinking (.032m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can shrink to the size of an insect. (See *Size Alteration Powers,* page 148, for possible abilities for insect-sized characters.)

Game Information: *Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 60 points.*

Options:

1) Easy Insect Size: Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.

MULTIFACETED EYES

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the faceted eyes of an insect, giving him a much wider angle of view than a normal human.

Game Information: *Increased Arc Of Perception (360 Degrees) for Sight Group. Total cost: 10 points.*

WEBS

Effect: Entangle 5d6, 5 DEF
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5

Description: The character has the ability to shoot, spit, or otherwise project webbing or other sticky, insectile stuff that's strong enough to keep an opponent from moving.

Game Information: *Entangle 5d6, 5 DEF. Total cost: 50 points.*

Options:

1) Stronger Webs: Increase to Entangle 6d6, 6 DEF. Total cost: 60 points.

2) Weak Webs: Decrease to Entangle 4d6, 4 DEF. Total cost: 40 points.

3) Short-Range Webs: The character can only project his webs a short distance. Add Limited Range (10"; -¼). Total cost: 40 points.

4) Wrap You Up: The character can only apply his webs by touch. Add No Range (-½). Total cost: 33 points.

5) Step Into My Parlor: The character has the ability to spin large, strong webs between two or more "anchor points," similar to an actual spider but on a much larger scale. In *HERO System* terms, webs are Area Of Effect Entangles which the character must create in advance as a vertical wall (see the *HERO System 5th Edition, Revised,* page 168). Unlike normal Area Of Effect Entangle walls, a web isn't normally 2" "thick," but usually more like ½"-1" thick. Also unlike normal Area Of Effect Entangles used to create walls, which do not Entangle targets in the Area Of Effect, a web *does* Entangle any creature that blunders into it. (For this reason, the value of the *Only To Form Barriers* Limitation is reduced.) Spider webs are also built with the *Continuous* Advantage to represent the fact that they last (and remain able to Entangle victims) until completely destroyed. When a web suffers damage sufficient to break it, a "hole" is created in it. The hole is equal in size to the creature who escaped from the Entangle (the GM may alter this to reflect other considerations, of course). Once half or more

of the hexes in a web are damaged or destroyed, it collapses and must be rewoven. Entangle 3d6, 3 DEF, Area Of Effect (6" Radius; +1¼), Continuous (+1), Personal Immunity (+¼) (105 Active Points); Extra Time (takes about one Minute per hex to weave web; -1½), Only To Form Barriers (-½). Total cost: 35 points.

5) Instant Web: Like *Step Into My Parlor,* but remove Extra Time. 105 Active Points; total cost 70 points.

WEB-SWINGING

Effect: Swinging 15", Gliding 6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: Varies

Description: The character has the ability to spin, shoot, or otherwise project specialized webs or web-like substances that let him move in unusual ways. First, he can swing between structures by projecting a long line of webbing. Second, if he's falling, he can quickly spin a crude "parachute" out of webbing to slow his descent.

Game Information:

Cost	Web-Swinging
15	*Web-Swinging:* Multipower, 15-point reserve
1u	1) *Webline:* Swinging 15"
1u	2) *Web-chute:* Gliding 6" (6 Active Points); OAF (-1), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½)

Total cost: 17 points

Options:

1) Longer Weblines: Increase to Swinging 20" and reserve to 20 points. Total cost: 22 points.

2) Limited Web Supply: The character's body can only generate so much webbing during a given day. He can create up to 10 weblines or parachutes before exhausting his normaly supply; his body re-creates the used substance in an hour. Add to the Multipower Reserve 10 Recoverable Charges (Charges "regenerate" after one hour; +¼). Total cost: 21 points.

MAMMAL POWERS

Most of the powers possessed by mammal-oriented characters are covered by the General Animal Powers section above; Animal Senses, Claws, Fangs, Protective Skin (fur or a leathery hide), and Tail are particularly common.

HORN OF THE RHINO

Effect: HA +4d6, Only With Move Throughs
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character's head and/or body are tough, strong, and specially adapted for running into things.

> **Game Information:** *HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Only With Move Throughs (-1). Total cost: 8 points.*

LEGS OF THE GAZELLE

Effect: Running +7"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has strong, limber legs specially adapted for swift running.

> **Game Information:** *Running +7". Total cost: 14 points.*

Options:

1) Burst Of Speed: Add Running +6" (12 Active Points); Increased Endurance Cost (x10 END; -4). Total cost: 2 points.

PATHWAY OF THE MOLE

Effect: Tunneling 6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: Like a mole or a prairie dog, the character has the ability to burrow swiftly.

> **Game Information:** *Tunneling 6" through DEF 6 material. Total cost: 30 points.*

Options:

1) Tasmanian Burrowing: Increase to Tunneling 9" through DEF 9 material. Total cost: 45 points.

2) Irresistible Burrowing: The character has sharp claws or some other way to dig through even the hardest material. Increase to Tunneling 6" through DEF 12 material. Total cost: 48 points.

3) Earthen Burrowing: The character's Tunneling only works through the ground itself. Add Only Through Earth/Soil (-½). 30 Active Points; total cost 20 points.

4) Covering My Tracks: Add Fill In. Total cost: 40 points.

FRAIM

QUILLS OF THE PORCUPINE

Effect: HKA ½d6, Damage Shield
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Parts of the character's body — typically his back and the backs of his upper arms — is covered with spines or quills that injure anyone who touches him there.

> **Game Information:** *HKA ½d6, Continuous (+1), Damage Shield (+½), Persistent (+½), Reduced Endurance (0 END; +½) (35 Active Points); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½). Total cost: 12 points.*

Options:

1) Retractable Quills: The character can "deactivate" his quills by retracting them into his body. Remove Persistent and Always On. 30 Active Points; total cost 12 points.

2) Spikes: The character's natural weapons are bigger and more deadly. Increase to HKA 1d6. 52 Active Points; total cost 17 points.

3) Covered With Quills: Quills or spines cover much more of the character's body. Change to Activation Roll 14- (-½). 35 Active Points; total cost 14 points.

4) Thrown Quills: The character can "throw" or project his quills or spines, instantly regrowing new ones. Character also buys RKA ½d6, No Knockback (-¼). 10 Active Points; total cost 8 points.

TERRIFYING ROAR

Effect: +10 PRE
Target/Area Affected: Persons within hearing distance
Duration: Persistent
Range: Hearing distance
END Cost: 0

Description: The character can emit a ferocious roar that terrifies his opponents.

> **Game Information:** *+10 PRE (10 Active Points); Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼). Total cost: 4 points.*

Options:

1) This'll Scare Him: Increase to +20 PRE. 20 Active Points; total cost 9 points.

REPTILE POWERS

In addition to Animal Senses, Claws, Fangs, Sting, Tail, Venom, and Wallcrawling (pages 83-87), the following powers are appropriate for characters based on reptiles and amphibians. You may also want to look at some of the aquatic powers (such as Improved Swimming) for creatures who spend a lot of time in the water.

CHAMELEON CAMOUFLAGE

Effect: +4 to Concealment and +2 to Stealth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter his coloration to match that of his background, making it much harder for others to see him. See also *You Can't See Me,* page 147, for a similar power.

Game Information: *+4 to Concealment (8 Active Points); Self Only (-½), Costs Endurance To Activate (-¼) (total cost: 5 points)* **and** *+2 to Stealth (4 Active Points); Costs Endurance To Activate (-¼) (total cost: 3 points). Total cost: 8 points.*

CONSTRICTOR'S STRENGTH

Effect: +20 STR, Only To Grab/Squeeze
Target/Area Affected: One character
Duration: Persistent
Range: Touch
END Cost: 2

Description: The character has the gripping and squeezing strength of a constrictor snake. He can do extra damage to anyone he Grabs, and his victims have a harder time escaping from his clutches.

Game Information: *+20 STR (20 Active Points); Only To Grab/Squeeze (-1). Total cost: 10 points.*

HEATSENSE

Effect: Infrared Perception (Touch Group)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like a pit viper, the character can sense the heat differentials in objects near him.

Game Information: *Infrared Perception (Touch Group). Total cost: 5 points.*

LEAPFROG

Effect: Leaping +8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has strong legs specially adapted for long leaps.

Game Information: *Leaping +8". Total cost: 8 points.*

NICTITATING MEMBRANE

Effect: Sight Group Flash Defense (10 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a special second eyelid that protects his eyes from blinding light, dust, and the like.

Game Information: *Sight Group Flash Defense (10 points). Total cost: 10 points.*

REGROW LIMBS

Effect: Healing 2d6 Regeneration, Can Heal Limbs
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like many reptiles, the character can heal much more quickly than normal, and can even regrow lost limbs.

Game Information: *Healing 2d6 (Regeneration; 2 BODY per Hour), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (50 Active Points); Extra Time + Increased Time Increment (2 BODY/Hour; -2¼), Self Only (-½). Total cost: 13 points.*

Options:

1) Don't Worry, It'll Grow Right Back: Decrease Extra Time to 1 Turn (-1¼). Total cost: 18 points.

JC CRAM '03
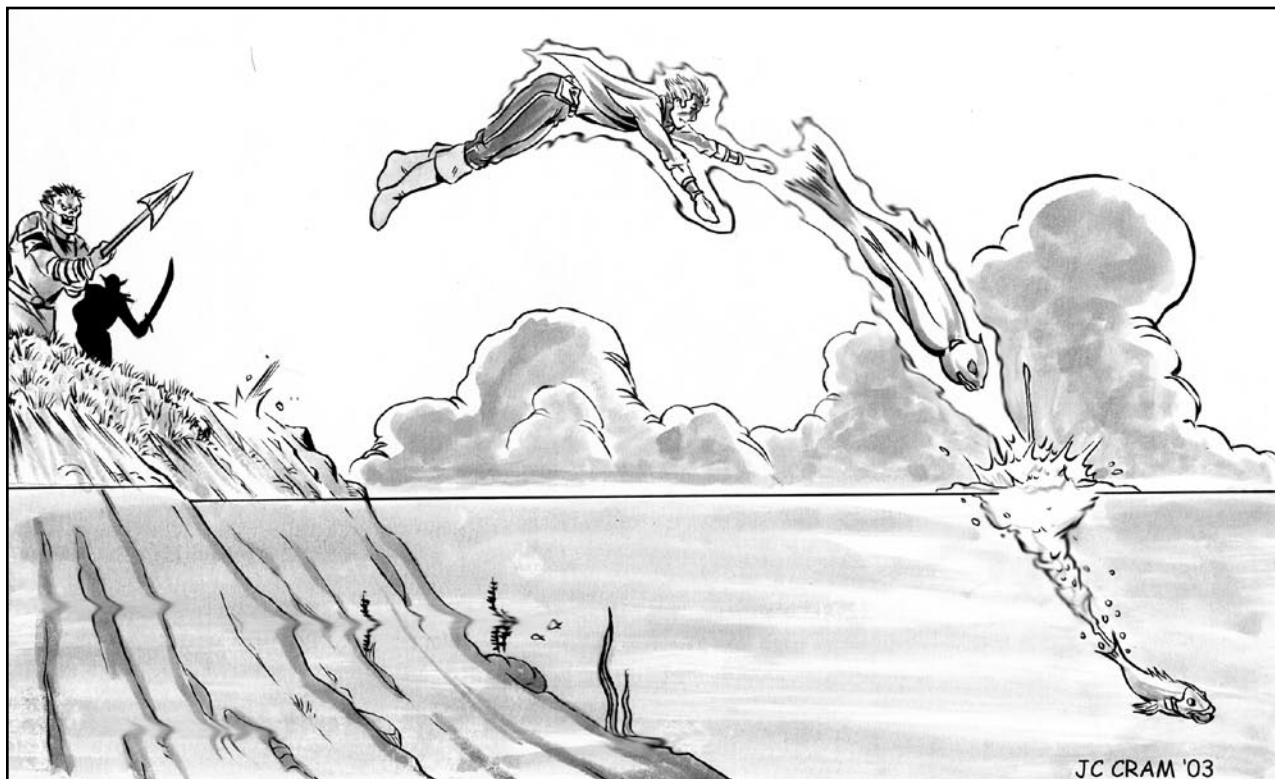
SERPENTINE BODY

Effect: Stretching 1"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the sinuous body of a serpent, and can stretch and contort his form in ways normal people cannot.

Game Information: *Stretching 1". Total cost: 5 points.*

Options:

1) Easy Ophidianism: Add Reduced Endurance (0 END; +½). Total cost: 7 points.

2) Long Serpent: Increase to Stretching 2". Total cost: 10 points.

SPITTING BLINDNESS

Effect: Sight Group Flash 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 12"
END Cost: 6

Description: The character can spit a foul substance into the eyes of his enemies, blinding them.

Game Information: *Sight Group Flash 8d6, NND (defense is solid covering over the eyes; +½) (60 Active Points); Limited Range (12"; -¼). Total cost: 48 points.*

Options:

1) It Burns!: The character's blinding spittle also causes intense pain in anyone affected. Add Energy Blast 5d6, NND (defense is solid covering over the eyes; +1) (50 Active Points); Linked (-½), Limited Range (12"; -¼). Total cost: 29 points.

2) Restricted Use: The character only has a limited supply of the foul substance. Add 8 Charges (-½). Total cost: 34 points.

WATER ADAPTATION

Effect: Environmental Movement: Aquatic Movement
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character spends so much time in the water that he's as much at home there as he is on the land.

Game Information: *Environmental Movement: Aquatic Movement (no penalties in water). Total cost: 3 points.*

BODY CONTROL POWERS

'**B**ody Control" refers to two general types of powers. The first type represents literal control over one's own body — the ability to make one's body perform better, or perform differently. Many of the defensive and sensory powers described below fall into this category. The second type, known as biomanipulation or biokinesis powers, allow a character to control the bodies of other people — to induce harmful medical conditions, inflict diseases, and so forth. Neither category includes changing one's shape or size (see Shape Alteration and Size Alteration powers, respectively), but biomanipulation does cover the melding and warping of a target's flesh.

Players designing biokinetic characters may wish to look at some psionic powers, such as Neural Blindness. With just a change in special effect, these might fall under the rubric of "biomanipulation." A few Hypersenses (page 128) may also be appropriate.

OFFENSIVE POWERS

ADRENAL STIMULATION

Effect: Aid STR, DEX, CON, and SPD 3d6
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4 Charges

Description: The character has the ability to control his adrenal gland. On command he can flood his system with adrenaline, making himself stronger, faster, and better able to withstand harm. However, he can only do this four times per day; more than that could cause him severe harm.

> **Game Information:** *Aid STR, DEX, CON, and SPD 3d6, four Characteristics simultaneously (+1) (60 Active Points); Extra Time (Full Phase; -½), Self Only (-½), 4 Charges (-1). Total cost: 20 points.*

Options:

1) Strong Stimulation: Increase to Aid 4d6. 80 Active Points; total cost 27 points.

2) Weak Stimulation: Decrease to Aid 2d6. 40 Active Points; total cost 13 points.

3) Tiring Stimulation: Forcing his body to produce so much adrenaline tires the character out. Add Costs Endurance (-½) and Increased Endurance Cost (x2 END; -½). Total cost: 15 points.

4) Focused Stimulation: The character has to focus his attention inward to activate the adrenaline flow. Add Concentration (½ DCV; -¼). Total cost: 18 points.

5) Skilled Stimulation: Add Requires A Biomanipulation Roll (-½). Total cost: 17 points.

6) Long-Lasting Stimulation: The adrenaline flooding the character's system continues to affect him for some time. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 67 Active Points; total cost 22 points.

7) Alternate Stimulation: Change to: Succor STR, DEX, CON, and SPD 6d6, four Characteristics simultaneously (+1) (60 Active Points); Extra Time (Full Phase to activate; -¼), Self Only (-½). Total cost: 34 points.

BIOCHEMICAL ASSAULT

Effect: VPP for biochemical attacks
Target/Area Affected: One character
Duration: Varies
Range: No Range
END Cost: Varies

Description: The character's body can generate a wide variety of drugs, poisons, and other harmful biochemicals. If he touches the victim's skin, he can "inject" the substance into him. Anything that prevents skin-to-skin contact, even a thin costume, keeps the power from affecting the victim.

In game terms, most of the abilities a character can build with this Power Pool are defined as NND EBs or RKAs, various Drains, and the like. All powers have the *Skin Contact Required* (-1) Limitation. The GM determines whether a given power reasonably falls within the special effect of "harmful biochemicals."

> **Game Information:** *Biochemical Assault Power Pool: 45 base + 22 control cost, Skin Contact Required (-1), Limited Class Of Powers (harmful biochemicals only; -½). Total cost: 54 points.*

Options:

1) Strong Assault: Increase to 60 base + 30 control cost. Total cost: 72 points.

2) Weak Assault: Decrease to 30 base + 15 control cost. Total cost: 36 points.

BONEWARPING

Effect: RKA 1d6, NND Does BODY
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6

Description: Similar to Fleshwarping (USPD 34-35) but far more insidious and deadly, this power allows a biomanipulator to warp, twist, and snap the bones within a person's body, inflicting horrific damage.

Game Information: *RKA 1d6, Continuous (+1), NND (defense is having no skeletal structure or Power Defense; +1), Does BODY (+1). Total cost: 60 points.*

Options:

1) Strong Bonewarping: Increase to RKA 2d6. Total cost: 120 points.

2) Weak Bonewarping: Decrease to RKA ½d6. Total cost: 40 points.

3) Bonewarping Touch: The character must touch his victim to warp his skeletal structure. Add No Range (-½). 60 Active Points; total cost 40 points.

BONE WRACKING

Effect: Energy Blast 5d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 5

Description: With but a touch, the character can afflict another person with severe joint pain

Game Information: *Energy Blast 5d6, NND (defense is PD Force Field or not having a skeleton; +1) (50 Active Points); No Range (-½). Total cost: 33 points.*

Options:

1) Crippling Pain I: Increase to Energy Blast 7d6. 70 Active Points; total cost 47 points.

2) Crippling Pain II: The joint pain the victim experiences makes it difficult for him to move properly or agilely. Add Drain DEX 4d6 (40 Active Points); Linked (-½). 50 + 40 = 90 Active Points; total cost 33 + 27 = 60 points.

3) Arthritis Attack: Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.

4) Bone Blasting: The character can inflict pain at range. Remove No Range (-½). Total cost: 50 points.

CONTAGION

Effect: Drain CON 2d6, NND plus RKA 1d6, NND
Target/Area Affected: One character
Duration: Instant (5 minutes onset time)
Range: Touch
END Cost: 10

Description: The character can, by touching another person, inflict a debilitating and possibly fatal disease upon him.

Game Information: *Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2) (total cost: 20 points) **plus** RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (45 Active Points); No Range (-½), Extra Time (onset time begins 5 Minutes after victim is touched; -2), Linked (-½) (total cost: 11 points). Total cost: 31 points.*

Options:

1) Deadly Disease I: Increase to Drain CON 3d6 and RKA 2d6. 90 + 90 = 180 Active Points; total cost 30 + 22 = 52 points.

2) Deadly Disease II: Increase to Drain CON 5d6 and RKA 3d6. 150 + 135 = 285 Active Points; total cost 50 + 34 = 84 points.

3) Mild Disease: Remove RKA. 60 Active Points; total cost 20 points.

4) I Don't Feel So Good...: Remove Extra Time. 60 + 45 = 105 Active Pointss; total cost 60 + 22 = 82 points.

5) Airborne Contagion: Add Ranged (+½) to Drain CON and remove No Range (-½) from RKA. 70 + 45 Active Points; total cost 23 + 13 = 36 points.

6) Plague Touch: Add Sticky (+½) to both powers. 70 + 52 Active Points; total cost 23 + 13 = 36 points.

7) Palsy: The character can afflict his victim with a disease that makes it hard for him to control the movement of his body. Substitute Drain DEX 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2) (total cost: 30 points) **plus** Drain Running 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2), Linked (-½) (total cost: 17 points). Total cost: 47 points.

8) Hideous Boils: When touched by the character, the victim breaks out in boils, suppurating sores, and lesions that temporarily mar his features. Substitute Drain COM 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1). Total cost: 60 points.

9) Contagion Venom: The character's power depends upon a poison or other substance of which he has a limited supply. Add 4 Charges (-1) to each power. 60 + 45 = 105 Active Points; total cost 15 + 9 = 24 points.

DESENSITIZATION

Effect: Sight, Hearing, Smell/Taste, Touch Flash 7d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can briefly shut down all of a target's senses. It only works on senses coming from a part of the target's own body; it has no effect on cybernetics, other technological senses, or magical senses.

Game Information: *Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6 (60 Active Points); No Range (-½), Organic Senses Only (-¼). Total cost: 34 points.*

Options:

1) **Greater Desensitization:** Increase to Flash 12d6. 75 Active Points; total cost 43 points.

2) **Lesser Desensitization:** Decrease to Flash 6d6. 45 Active Points; total cost 26 points.

3) **Ranged Desensitization:** Remove No Range (-½). Total cost: 48 points.

4) **Desensitization On Sight:** As Ranged Desensitization, but also add Line Of Sight (+½). 90 Active Points; total cost 72 points.

5) **Easy Desensitization:** Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 51 points.

DISEASE INCUBATION

Effect: Drain CON and BODY 4d6, Gradual Effect
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character can use his control over his immune system as a weapon. He allows a disease to enter his body, then uses his biomanipulatory powers to "wall it off" so that it continues to exist within him but doesn't infect or affect him in any way. If he wants, he can "unleash" the disease in such a way that he can infect anyone he touches.

This ability is built with a disease that's potentially fatal. You can build it to simulate any disease you prefer, or even as a Variable Power Pool so that the character can choose the disease to use from time to time.

Game Information: *Drain CON and BODY 4d6, two Characteristics simultaneously (+½) (60 Active Points), Gradual Effect (1 Week, target loses 1d6 CON and BODY roughly every two days; -2). Total cost: 20 points.*

Options:

1) **Strong Disease:** Increase to Drain CON and BODY 5d6. 75 Active Points; total cost 25 points.

2) **Weak Disease:** Decrease to Drain CON and BODY 3d6. 45 Active Points; total cost 15 points.

FLESHWARPING

Effect: Drain STR, DEX, CON, and COM 3d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: With his merest touch, the character can warp and shape the flesh of another living creature, causing it to melt, meld, and reshape. The victim becomes not only hideous to look at, but weaker and less able to control and use his misshapen body.

Game Information: *Drain STR, DEX, CON, and COM 3d6, any four Characteristics simultaneously (+1). Total cost: 60 points.*

Options:

1) **Slower Fleshwarping I:** Increase to Drain 5d6 and Change to any one of the four Characteristics at a time (+¼). Total cost: 62 points.

2) **Slower Fleshwarping II:** Increase to Drain 4d6 and Change to any two of the four Characteristics simultaneously (+½). Total cost: 60 points.

3) **Ars Longa:** The effects of the character's Fleshwarping last for a long time. Reduce to Drain 2d6 and add Delayed Recovery Rate (points recover at the rate of 5 per Hour; +1). Total cost: 60 points.

4) **Ars Really Longa:** The effects of the character's Fleshwarping last even longer. Substitute Major Transform 3d6 (living creature to living creature with half his STR and DEX, two-thirds his CON, and one-third his COM; heals normally or through a second application of this power), Partial Transform (+½) (67 Active Points); Limited Target (living creatures; -¼). Total cost: 54 points

5) **Supreme Fleshwarping:** The character's control over the flesh of others is so great he can achieve a wide range of effects, including most of the ones described above. Substitute Variable Power Pool, 60 base + 30 control cost; Only For Fleshwarping (-1). Total cost: 75 points.

INDUCE HEART ATTACK

Effect: RKA 3d6, NND, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 16

Description: The character can cause persons near him to suffer a heart attack (or some similar, potentially fatal condition, defined when he purchases the power).

> **Game Information:** *RKA 3d6, NND (defense is Power Defense, having an artificial heart, or not having a heart; +1), Does BODY (+1), Indirect (+½) (157 Active Points); Limited Range (20"; -¼), No Knockback (-¼). Total cost: 105 points.*

Options:

1) Cellular Disruption: Instead of inducing a heart attack, the character can, by touch, disrupt the cells in the target's body, causing great pain and often death. Change to RKA 3d6, NND (defense is Power Defense or a PD Force Field; +1), Does BODY (+1) (135 Active Points); No Range (-½), No Knockback (-¼). Total cost: 77 points.

MUSCLE AUGMENTATION

Effect: Aid STR 4d6
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can augment the strength of his muscles by decreasing the pain of overuse, increasing blood flow to them, and the like.

> **Game Information:** *Aid STR 4d6 (40 Active Points); Costs Endurance (-½), Extra Time (Full Phase; -½), Self Only (-½). Total cost: 16 points.*

Options:

1) Strong Augmentation: Increase to Aid STR 5d6. 50 Active Points; total cost 20 points.

2) Weak Augmentation: Decrease to Aid STR 3d6. 30 Active Points; total cost 12 points.

3) Focused Augmentation: The character has to really concentrate on his own body to activate this power. Add Concentration (½ DCV; -¼). Total cost: 14 points.

4) Long-Lasting Augmentation: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 50 Active Points; total cost 20 points.

5) Alternate Augmentation: Change to: Succor STR 6d6 (30 Active Points); Extra Time (Full Phase to activate; -¼), Self Only (-½). Total cost: 17 points.

NEUROKINESIS

Effect: Drain/Aid DEX and SPD 3d6; full-spectrum Flash 5d6; Ego Attack 7d6
Target/Area Affected: Self or one character
Duration: Instant
Range: 25"
END Cost: 9/8/10/7

Description: The character can control his own nervous system, or that of another person within 25", allowing the subject to move faster (or slower) than normal. He can also temporarily shut down the nerves relating to senses, making the victim totally insensate, or cause a painful neural overload in the target's brain.

> **Game Information:**

Cost	Power
110	*Neurokinesis:* Multipower, 110-point reserve
8u	1) *Neural Overload:* Drain DEX and SPD 3d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25"; +¼)
7u	2) *Neural Streamlining:* Aid DEX and SPD 4d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25"; +¼); Costs Endurance (-½)
8u	3) *Sensory Shutdown:* Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6, BOECV (Mental Defense applies; +1); Limited Range (25"; -¼)
6u	4) *Neural Surge:* Ego Attack 7d6; Limited Range (25"; -¼)

Total cost: 139 points.

ORGAN CONTROL

Effect: Aid and Healing Characteristics
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character has complete control over his internal organs. He can re-arrange them, stimulate them, temporarily stop them from working, and otherwise keep them (and thus himself) functioning at peak efficiency.

> **Game Information:**

Cost	Power
17	*Organ Control:* Multipower, 25-point reserve; all slots Self Only (-½)
1u	1) *Organ Control I:* Aid Characteristics 2d6, any one Characteristic at a time (+¼); Costs Endurance (-½), Self Only (-½)
2u	2) *Organ Control II:* Healing Characteristics 2d6, any one Characteristic at a time (+¼); Self Only (-½)

Total cost: 20 points.

Options:

1) Strong Organ Control: Increase to Aid/Healing 3d6. Total cost: 29 points.

2) Weak Organ Control: Decrease to Aid/Healing 1d6. Total cost: 10 points.

OVERRIDE

Effect: Aid STR, DEX, CON, and BODY 3d6, any of these Characteristics one at a time
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character can, by force of will, override the limitations of his own body, forcing it to perform better, or resist stress and pain better. However, the effect doesn't always work; if it fails, the unsuccessful attempt to manipulate his own biology causes the character pain.

> **Game Information:** *Aid STR, DEX, CON, and BODY 3d6, any of these Characteristics one at a time (+¼) (37 Active Points); Activation Roll 14- (-½), Side Effects (Drain STUN 3d6; -½), Self Only (-½). Total cost: 15 points.*

Options:

1) High Override: Increase to Aid 5d6. 62 Active Points; total cost 25 points.

2) Low Override: Reduce to Aid 2d6. 25 Active Points; total cost 10 points.

3) Enhanced Override: The character has absolute control over his bodily processes. Remove Activation Roll and Side Effects. Total cost: 25 points.

4) Inefficient Override: The character's power doesn't work nearly as often as he'd like. Change Activation Roll to 11- (-1). Total cost: 12 points.

5) Safe Override: The character suffers no ill effects if his override fails. Remove Side Effects (-½). Total cost: 18 points.

6) Extended Override: The character can maintain the boosting of his abilities for a longer period. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 45 Active Points; total cost 18 points.

7) Supreme Override: The character can override all of his body's limitations at once. Increase Variable Effect to all four Characteristics simultaneously (+1). 60 Active Points; total cost 24 points.

8) Focused Override: The character can override his body, but he has to focus his will to do so. Add Concentration (0 DCV to activate; -½), Extra Time (Full Phase; -½). Total cost: 11 points.

9) Override Touch: The character can also override others' limitations, boosting their abilities as well. Remove Self Only (-½). Total cost: 18 points.

10) Precise Override: This version of the power uses a straight Characteristic bonus instead of Aid, for greater predictability. This example features STR; characters could substitute other Characteristics if desired. Change to +15 STR (15 Active Points); Activation Roll 14- (-½), Side Effects (Drain STUN 3d6; -½). Total cost: 7 points.

11) Alternate Override: Change to: Succor STR, DEX, CON, and BODY 6d6, any of these Characteristics one at a time (+¼) (37 Active Points); Activation Roll 14- (-½), Side Effects (Drain STUN 3d6; -½), Self Only (-½). Total cost: 15 points.

PHEROMONIC CONTROL

Effect: Seduction PRE +5, Mind Control Based On CON
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 0/4

Description: The character's body emits enhanced and augmented pheromones at his command. He can use these pheromones to make himself more desireable to other people, or in a more brute-force fashion to take control of their minds.

Game Information:

Cost	Power
13	*Pheromonic Control:* Seduction PRE +5
16	*Pheromonic Control:* Mind Control 8d6 (40 Active Points); Based on CON (-1), No Range (-½)

Total cost: 29 points.

Options:

1) Strong Pheromones: Increase to Seduction PRE +8 and Mind Control 10d6. Total cost: 19 + 20 = 39 points.

2) Weak Pheromones: Decrease to Seduction PRE +3 and Mind Control 6d6. Total cost: 9 + 12 = 21 points.

SEIZURE INDUCTION

Effect: Entangle 4d6, 6 DEF, Takes No Damage From Attack, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 560"
END Cost: 11

Description: The character can override the autonomic bodily functions of his target, causing them to happen uncontrollably. Examples include induced epileptic seizures, induced uncontrollable laughter, and induced unstoppable vomiting; the character should pick one when he purchases the power. Regardless of which version he picks, the effect is easily overridden by other biomanipulation attacks or mental powers.

> **Game Information:** *Entangle 4d6, 6 DEF, Takes No Damage From Attack (+½), Cannot Be Escaped With Teleportation (+¼), Indirect (+½) (112 Active Points); Cannot Form Barriers (-¼), Vulnerable (biomanipulation attacks; -¼), Vulnerable (mental attacks; -½). Total cost: 56 points.*

Options:

1) Stronger Seizures: Increase to Entangle 5d6, 7 DEF. 135 Active Points; total cost 67 points.

2) Weaker Seizures: Decrease to Entangle 3d6, 3 DEF. 67 Active Points; total cost 33 points.

3) Short-Range Seizures: Add Limited Range (30"; -¼). Total cost: 50 points.

4) Seizure Touch: The character has to touch his victim to inflict a seizure. Add No Range (-½). Total cost: 45 points.

5) Biochemical Seizure: The character not only has to touch the victim, but to cause the seizure he injects a biochemical of which he has a limited supply. Add No Range (-½) and 8 Charges (-½). Total cost: 37 points.

6) Autonomic Control: The character can override and induce any autonomic body function. Add Variable Special Effects (+¼). 125 Active Points; total cost 62 points.

STICKY BODY

Effect: Entangle 4d6 (standard effect: 4 BODY), 4 DEF, Damage Shield
Target/Area Affected: One or more characters
Duration: Constant
Range: No Range
END Cost: 0

Description: Whether due to some chemical it exudes, its large size/excessive fat content, flexibility, or some other reason, the character's body can "catch" and trap objects that hit it — attackers' fists or weapons, for example. In game terms, this is represented as an Entangle Damage Shield that only works against attacks striking the character; the special effect of "breaking free" is usually not literally tearing the character's body apart, but having the strength to pull free. Blades, energy beams, or other attacks used by the target (and in some cases other persons) are even more likely to free him than STR, because they hurt the character and reflexively make him "let go." The character can voluntarily "relax" the effect to free all persons he currently has trapped.

In many cases, ideally the Entangle should have Active Points equal to the character's STR.

> **Game Information:** *Entangle 4d6 (standard effect: 4 BODY), 4 DEF, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (120 Active Points); Does Not Work Against Persons Character Grabs (-¼), Cannot Form Barriers (-¼), Set Effect (only traps objects or limbs used to hit character; -½), Vulnerable (to any physical or energy attack other than STR which the victim uses to free himself; -1), Vulnerable (to RKAs used by other characters to free victim; -1). Total cost: 30 points.*

Options:

1) Strong Power: Increase to Entangle 6d6 (standard effect: 6 BODY), 6 DEF. 180 Active Points; total cost 45 points.

2) Weak Power: Decrease to Entangle 3d6 (standard effect: 3 BODY), 3 DEF. 90 Active Points; total cost 22 points.

3) Uncontrollable Sticky Body: The character's body always retains its "stickiness"; he can never turn it off. Once someone gets stuck to him, that person has to be pulled or cut free somehow. Add Persistent (+½) and Always On (-½). 140 Active Points; total cost 31 points.

4) Variant Sticky Body: Change to Clinging (normal STR +30), Damage Shield (+½) (30 Active Points); Does Not Work Against Persons Character Grabs (-¼), Limited Power (if victim uses any physical or energy attack other than STR to free himself, add the Active Points of that power to the victim's STR as "bonus STR" to determine if he can break free; -1), Limited Power (RKAs used by other characters to free victim add their Active Points to the victim's STR as "bonus STR" to determine if he can break free; -1). Total cost: 9 points.

DEFENSIVE POWERS

BODY HEAT CONTROL

Effect: Invisibility to Infrared Perception
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: By controlling his body temperature, a character can "blend in" with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.

This power uses a slight variant of the *Invisibility* Power. Instead of Invisibility to an entire Sense Group, it uses Invisibility to all forms of a specific Enhanced Sense, regardless of what Sense Group it's assigned to. It uses the cost for a Targeting Sense Group.

Game Information: *Invisibility to Infrared Perception. Total cost: 20 points.*

Options:

1) Easy Body Heat Control: The character's control over his body heat is effortless. Add Reduced Endurance (0 END; +½). Total cost: 30 points.

2) Automatic Body Heat Control: The character automatically blends in with the ambient heat at all times. Add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½). 40 Active Points; total cost 27 points.

3) Precise Body Heat Control: Even persons close to the character can't perceive his body heat. Add No Fringe. Total cost: 30 points.

COHESION CONTROL

Effect: Physical and Energy Damage Reduction, Resistant, 25%
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has such total control over his body that he can increase the cohesiveness of the molecules in his tissues and organs, making it much harder to hurt him.

Game Information: *Physical and Energy Damage Reduction, Resistant, 25%. Total cost: 30 points.*

Options:

1) Strong Cohesion: Increase to Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

2) Weak Cohesion: Decrease to Physical Damage Reduction, Resistant, 25%. Total cost: 15 points.

HARDENED FLESH

Effect: Damage Resistance (8 PD/8 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can toughen his skin and flesh so that he can resist attacks involving blades, bullets, and the like

Game Information: *Damage Resistance (8 PD/8 ED) (8 Active Points); Costs Endurance (-½). Total cost: 5 points.*

Options:

1) The Flesh Is Strong: Increase to Damage Resistance (12 PD/12 ED). 12 Active Points; total cost 8 points.

2) The Flesh Is Not As Strong: Reduce to Damage Resistance (4 PD/4 ED). 4 Active Points; total cost 3 points.

OXYGENATED SKIN

Effect: Life Support (Expanded Breathing: Cannot Be Choked)
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: The character doesn't breathe just through his mouth and nose — he can take in enough oxygen to keep himself alive through his skin. This makes it difficult to choke, suffocate, or strangle him.

Game Information: *Life Support (Self-Contained Breathing), Inherent (+¼) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1). Total cost: 6 points.*

Options:

1) Tiring Skin Breathing: Remove Inherent and add Costs Endurance (-½). 10 Active Points; total cost 4 points.

PAIN RESISTANCE

Effect: Physical and Energy Damage Reduction, Resistant, 50%
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can override his body's ability to feel, and reaction to, pain.

> **Game Information:** *Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.*

Options:

1) Tiring Resistance: The character's resistant to pain requires effort. Add Costs Endurance (-½). 60 Active Points; total cost 40 points.

2) Weaker Resistance: Reduce to Damage Reduction 25%. Total cost: 30 points.

3) Focused Resistance: Character has to make a conscious effort to withstand pain. Add Requires A CON Roll (assumes a CON Roll of 13-; -¾). 60 Active Points; total cost 34 points.

RAPID HEALING

Effect: Healing 2d6 (Regeneration; 2 BODY per Hour)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When injured, the character kicks his metabolism and healing processes into overdrive so he returns to full health in a matter of hours instead of days.

> **Game Information:** *Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Extra Time + Increased Time Increment (2 BODY/Hour; -2¼), Self Only (-½). Total cost: 11 points.*

Options:

1) Really Rapid Healing: Increase to Healing 4d6. 80 Active Points; total cost 21 points.

2) I'll Be Better In A Minute: Change Extra Time to 2 BODY/Minute (-1½). Total cost: 13 points.

REJECT DEATH

Effect: Aid BODY and STUN 2d6, Triggered by dying
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character's control over his body is so profound that he can actually stave off death… for a few seconds. If he's conscious when he reaches the point of death (*i.e.,* his BODY is reduced to negative its ordinary starting total), he gets a boost of BODY and STUN that quickly fades… but which leaves him standing just long enough for a final attack, soliloquy, or other crucial action.

> **Game Information:** *Aid BODY and STUN 2d6, two Characteristics simultaneously (+½), Trigger (when character, while still conscious, reaches the point of death; activating Trigger takes no time; +½) (40 Active Points); Self Only (-½), 1 Charge (-2). Total cost: 11 points.*

Options:

1) Strong Rejection: Increase to Aid BODY and STUN 3d6. 60 Active Points; total cost 17 points.

2) Weak Rejection: Decrease to Aid BODY and STUN 1d6. 20 Active Points; total cost 6 points.

RESILIENCE

Effect: Power Defense (20 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so resilient that it resists any attempts to alter it, whether by drugs, disease, or anything else — even magic.

> **Game Information:** *Power Defense (20 points). Total cost: 20 points.*

Options:

1) Greater Resilience: Increase to Power Defense (30 points). Total cost: 30 points.

2) Lesser Resilience: Decrease to Power Defense (10 points). Total cost: 10 points.

3) Tiring Resilience: Add Costs END (-½). 20 Active Points: total cost 13 points.

WALK ON HOT COALS

Effect: Armor (2 ED), Only Protects The Feet
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: A favorite ability of many internal metamorphs because it's so showy, this ability allows the character to override his feet's capacity to feel pain or suffer damage from hot coals. More intense forms of heat can still hurt him, though.

> **Game Information:** *Armor (2 ED) (3 Active Points); Concentration (½ DCV; -¼), Extra Time (1 Turn to activate; -¾), Nonpersistent (-¼), Only Protects The Feet (-2). Total cost: 1 point.*

MOVEMENT POWERS

ENHANCED RUNNING

Effect: Running +5"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: By overriding his body's production of fatigue poisons and increasing the flow of blood to his leg muscles, the character can run much faster than normal.

> **Game Information:** *Running +5", Reduced Endurance (0 END, character must still pay END for his base 6" of Running; +½). Total cost: 15 points.*

ENHANCED SWIMMING

Effect: Swimming +3"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Similar to Enhanced Running, this power allows a character to make his body swim faster than normal.

> **Game Information:** *Swimming +3", Reduced Endurance (0 END, character must still pay END for his base 2" of Swimming; +½). Total cost: 4 points.*

SENSORY POWERS

DETACHED EYES

Effect: Clairsentience (Sight Group), Blackout, Must Place Perception Point, Visible
Target/Area Affected: Self
Duration: Constant
Range: 400"
END Cost: 0

Description: The character can pull his eyes right out of their sockets, put them somewhere, and continue to see through them.

> **Game Information:** *Clairsentience (Sight Group), Reduced Endurance (0 END; +½) (30 Active Points); Blackout (character is blind at his current location, he can only see through his detached eyes; -¼), Must Place Perception Point (character must physically place the perception point where he wants it to be; -¼), Visible (perception point can be perceived normally; -¼). Total cost: 17 points.*

Options:

1) Long-Distance Detachment: Add x4 Increased Range (2,400", or about three miles). 45 Active Points; total cost 26 points.

2) Separate Detachment: The character doesn't have to put both of his detached eyes in the same place; he can put one in each of two locations. Add Multiple Perception Points (2). 37 Active Points; total cost 21 points.

DNA PROFILE

Effect: Detect DNA Profile
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can "read" a subject's DNA profile just by touching the subject's skin, or a tissue or fluid sample from the subject. The character can later recognize the subject using the same power. If the character has an appropriate Science Skill or Knowledge Skill, he can also recognize and diagnose genetic diseases that might otherwise go undetected.

> **Game Information:** *Detect DNA Profile (INT Roll) (no Sense Group), Discriminatory, Analyze, Microscopic (x1000). Total cost: 22 points.*

Options:

1) Accurate Profiling: Add +6 PER. Total cost: 28 points.

2) Generalized Profiling: Remove Analyze. Total cost: 17 points.

3) Tiring Profiling: Add Costs Endurance (-½). 22 Active Points; total cost 15 points.

FRAIM

IMPROVED SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can augment his normal human senses through various means, such as increasing the strength of his eye muscles, enhancing the performance of sensory nerves, and so forth. However, he cannot grant himself senses he does not ordinarily possess.

Game Information:

Cost Value

12 *Heightened Senses:* +4 PER with all Sense Groups

18 *Precise Focussing:* +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

Options:

1) Tiring Senses: The character can only heighten his senses by force of effort. Add Costs Endurance (-½). Total cost: 8 points for Heightened Senses; 12 points for Precise Focussing.

MISCELLANEOUS POWERS

BLOOD FLOW CONTROL

Effect: Paramedics, Only To Stop Bleeding; Aid REC 1d6, Only For Healing BODY
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character has full control over the flow of blood through his body. If he suffers an injury and begins to bleed (whether via the Bleeding rules or because he's below 0 BODY and is losing BODY every Turn), he can shunt most of the flow of blood away from that part of his body to reduce (and, hopefully, soon stop) blood loss. In a longer-term sense, he can send extra blood to injured parts of his body so that he heals from those injuries more quickly. (See also the Brainflow ability, below, which could easily be added to this Multipower.)

Game Information:

Cost Power

17 *Blood Flow Control:* Multipower, 25-point reserve; all Self Only (-½)

1u 1) *Stop Bleeding:* Paramedics (INT Roll +5); Self Only (-½), Only To Stop Bleeding (see text; -1)

1u 2) *Heal Faster:* Aid REC 1d6, Delayed Return Rate (all points fade after 1 Month; +1½); Self Only (-½), Only For Healing BODY (-½)

Total cost: 19 points.

BONE GROWTH

Effect: Varies
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can accelerate the growth of his own bones to create various effects — spikes that hurt anyone who touches him, osseous armor, longer arms and legs, and so forth.

A character may buy as many of these abilities as he wishes, perhaps as slots in an Elemental Control.

Game Information:

Cost	Power
41	*Spiky Bones:* HKA 1d6, Damage Shield (does damage in HTH combat; +¾), Continuous (+1)
49	*Stable Spiky Bones:* As Spiky Bones, but add Reduced Endurance (0 END; +½)
36	*Bone Missiles:* Energy Blast 6d6 (physical), Armor Piercing (+½) (45 Active Points); 10 Charges (-¼)
16	*Bone Armor:* Armor (8 PD/8 ED) (24 Active Points); Costs Endurance (-½)
8	*Armbone Extensions:* Stretching 2" (10 Active Points); Limited Body Parts (-¼)
6	*Legbone Extensions:* Running +3"

BRAINFLOW

Effect: Succor INT 4d6
Target/Area Affected: Self
Duration: Constant (Extra Phase to activate)
Range: Self
END Cost: 2

Description: The character can automatically increase the amount of blood going to his brain, thereby enhancing his thinking powers as long as he keeps the flow going.

Game Information: *Succor INT 4d6 (20 Active Points); Extra Time (Extra Phase to activate; -½), Self Only (-½). Total cost: 10 points.*

Options:

1) Strong Brainflow: Increase to Succor INT 6d6. 30 Active Points; total cost 15 points.

2) Weak Brainflow: Decrease to Succor INT 2d6. 10 Active Points; total cost 5 points.

3) Focused Brainflow: Add Concentration (½ DCV during activation; -¼). Total cost: 9 points.

4) Tiring Brainflow: Redirecting the flow of his blood really tires the character out. Add Increased Endurance Cost (x 3 END; -1). Total cost: 7 points.

ENHANCED DIGESTION

Effect: Life Support (Diminished Eating: any protein)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body can derive nutriment from virtually any organic substance, provided he can swallow it safely.

Game Information: *Life Support (Diminished Eating: any protein). Total cost: 1 point.*

ENVIRONMENTAL RESILIENCE

Effect: Life Support (Safe Environment; Diminished Eating)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can override his need for comfortable temperatures, food, and drink, thus making it more likely that he can survive exposure and starvation.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat; Diminished Eating: only has to eat once per week). Total cost: 5 points.*

Options:

1) True Environmental Resilience: The character so completely controls the functioning of his own body that he can almost instantly isolate and negate poisons, override his need for sleep or food, and even go without oxygen for extended periods. However, he has to focus on doing this; if he's Knocked Out or goes to sleep, he loses his resilience. Change to Life Support (Total) (45 Active Points); Nonpersistent (-¼), Concentration (0 DCV while activating; -1), Extra Time (1 Minute to activate; -¾). Total cost: 15 points.

FATIGUE POISON SUPPRESSION

Effect: Aid REC 3d6, Only To Recover END
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character can cause his body to more efficiently process and eliminate fatigue poisons, giving him extra energy to keep going.

Game Information: *Aid REC 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (37 Active Points); Self Only (-½), Only To Recover END (-1), Cannot Use Aid Again Until All Gained Points Have Faded (-¼). Total cost: 13 points.*

Options:

1) Strong Suppression: Increase to Aid REC 4d6. 50 Active Points; total cost: 18 points.

2) Weak Suppression: Decrease to Aid REC 2d6. 25 Active Points; total cost 9 points.

HEALING

Effect: Simplified Healing 4d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: Rather than disrupting or warping another person's flesh, the character can use his powers to heal and mend.

Game Information: *Simplified Healing 4d6. Total cost: 40 points.*

Options:

1) Strong Healing: Increase to Simplified Healing 6d6. Total cost: 60 points.

2) Weak Healing: Decrease to Simplified Healing 3d6. Total cost: 30 points.

3) Tissue Regeneration: Add Can Heal Limbs. Total cost: 45 points.

LET ME LEND YOU A HAND

Effect: Summon up to four 80-point body parts, plus Mind Link
Target/Area Affected: Special
Duration: Instant
Range: No Range
END Cost: 0

Description: The character can detach parts of his body — primarily his limbs and head — and send them off to act independently. The player must prepare a character sheet for each body part, building them on up to 80 Character Points each. (If that's not enough, increase the cost of the power as appropriate.) The character sheets must, of course, include appropriate Disadvantages, including the fact that a detached body part can rarely move very fast (except, perhaps, for sudden lunges). While a body part is detached, the character can "communicate" with it, and it does whatever he tells it to (provided the task is within its limited capabilities).

Game Information: *Summon up to four body parts of up to 80 Character Points each, Slavishly Loyal (+1) (52 Active Points); Character Loses Use Of Body Part While Summon Remains In Effect (-½) (total cost: 35 points) and Mind Link (specific group of up to four Summonees) (25 Active Points), Feedback (STUN and BODY; -2) (total cost: 8 points). Total cost: 43 points.*

LIVING HAIR

Effect: Extra Limbs plus Stretching 3"
Target/Area Affected: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0/1

Description: The character's hair is extremely strong, and can move and lengthen at his command. He can use it as up to 10 limbs.

Game Information: *Extra Limbs (up to 10) (5 Active Points); Costs Endurance (-½) (total cost: 3 points) and Stretching 3" (15 Active Points); Limited Body Parts (Extra Limbs/hair only; -¼) (total cost: 12 points). Total cost: 15 points.*

Options:

1) A Hairy Situation: The character's Extra Limbs make him a skilled fighter in HTH Combat. +9 with Punch, Disarm, and Grab. Total cost: 27 points.

MINIMIZED BREATHING

Effect: Life Support (Extended Breathing)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can slow down his metabolism and heartrate to the point where he doesn't need nearly as much oxygen as normal humans — and he can do it without diminishing his ability to move and act.

> **Game Information:** *Life Support (Extended Breathing: 1 END per Minute). Total cost: 2 points.*

MIRACULOUS HEALING

Effect: Major Transform 3d6 (remove physical disabilities)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character can repair long-term damage to another person's body — anything from damage to the eyes, to loss of limbs, to removing scars and tattoos.

In game terms, this Transform removes Disadvantages with physical effects, such as Physical Limitations or Distinctive Features. The GM may also allow it to have related effects, such as removing some Limitations from powers when they derive from a physical malady of some sort. Obviously, this power could prove extremely unbalancing, so the GM should only allow it into the game after careful consideration. If he does allow it, he may also want to forbid characters to take certain Disadvantages or Limitations, on the grounds that a person with this power could easily "heal" those problems.

> **Game Information:** *Major Transform 3d6 (person with physical disabilities or deformities to otherwise identical person without those disabilities or deformities; heals back through another application of this power, Fleshwarping, or a like power) (45 Active Points); No Range (-½). Total cost: 30 points.*

Options:

1) Strong Miraculous Healing: Increase to Major Transform 4d6 (60 Active Points). Total cost: 40 points.

2) Weak Miraculous Healing: Decrease to Major Transform 2d6 (30 Active Points). Total cost: 20 points.

NEGATE TOXINS

Effect: Life Support (Immunity: all terrestrial poisons and chemical weapons)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When the character is poisoned, he can control his biochemistry and immune systems to isolate and negate the poison before it does much (if any) harm.

In game terms, this ability is built with the *Immunity* form of Life Support. However, since it's not Persistent, it doesn't protect the character all the time; he can only activate it as soon as he's been poisoned. (He has to know he's been poisoned, whether by seeing it happen, being told, or feeling the effects of the poison beginning to work; the ability doesn't activate automatically.) Any damage taken from the poison up until the ability is activated remains; this power doesn't heal it (see the *Toxin Reversal* option, below). Technically the Immunity should exist only as long as the character maintains the power, which means he has to leave the power activated until the poison's Gradual Effect or duration runs out, but in the interest of dramatic sense the GM should determine a reasonable time that it takes the character to "burn out" the poison (typically 1 Turn to 1 Minute) and use that.

> **Game Information:** *Life Support (Immunity: all terrestrial poisons and chemical weapons) (10 Active Points); Nonpersistent (see text; -¼), Cannot Be Activated Until Character Is Poisoned (-¼). Total cost: 7 points.*

Options:

1) Toxin Reversal: The character's control is so fine that he can neutralize the poison before it ever affects him, and/or can reverse the poison's initial effects. Character also buys Healing 2d6, any two Characteristics simultaneously (typically CON and BODY, but it depends on how the poison's defined; +½) (30 Active Points); Self Only (-½) (total cost: 20 points).

2) Perceive Poisoning: The character's body instantly informs him when there's a poison or toxin in his bloodstream, even if the poison hasn't yet begun to work. Character also buys Detect Poisons In My Body (INT Roll +3) (no Sense Group). Total cost: 6 points (or add Discriminatory, total cost 11 points, if the character wants to be able to identify the poison used against him).

3) Negate Diseases: Characters can also buy the ability to hyper-accelerate their immune systems to fight off disease, illness, and infection. Change this power to Immunity to all terrestrial diseases and biowarfare agents.

PREGNANCY CONTROL

Effect: Life Support (Immunity to Pregnancy); Detect Fetus's Gender, Major Transform 1d6 (dictate gender of fetus)
Target/Area Affected: Self or one fetus
Duration: Constant/Constant/Instant
Range: Self/No Range
END Cost: 0/0/1

Description: This ability, only purchaseable by female characters, allows the character to control her own fertility. If she gets pregnant, she can control which gender the baby will have, or knows the baby's gender if she chooses not to do that.

Game Information:

Cost	Power
15	*Pregnancy Control:* Multipower, 15-point reserve
1u	1) *The Ultimate Contraceptive:* Life Support (Immunity to Pregnancy) (5 Active Points); Nonpersistent (-¼)
1u	2) *Detect Fetus's Gender:* Detect Gender Of Fetus Inside Me (INT Roll +3) (no Sense Group)
1u	3) *Control Fetus's Gender:* Major Transform 1d6 (fetus into fetus of other gender); Limited Target (fetus inside character; -2), Only Usable Once Per Fetus (-0)

Total cost: 18 points.

SLEEP RESISTANCE

Effect: Life Support (Diminished Sleep) and +20 STUN Only To Resist Sleep Attacks
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can keep himself vital and refreshed, thus reducing his need for sleep and increasing his resistance to attacks that force him to go to sleep. In the latter case, subtract any damage he takes from the +20 STUN first, then reduce the character's normal STUN if necessary.

Game Information: *Life Support (Diminished Sleep: only needs to sleep eight hours per week) (total cost: 1 point) and +20 STUN (20 Active Points); Only To Resist Sleep Attacks (-1) (total cost: 10 points). Total cost: 11 point.*

BODY-TRANSFORMING POWERS

These powers involve the character totally transforming his body into some other substance or energy — air, fire, energy, water, stone, sand, sound, you name it. In some cases the "transformation" is written up as being permanent, in other cases the character can switch back and forth.

BODY OF ACID

Effect: Desolidification plus RKA ½d6 Damage Shield
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's entire body is actually composed of acid (though he maintains a humanoid shape). Ranged attacks pass directly through him. Hand-to-hand attacks typically also do no damage to him, but probably harm his attacker. Any hand-to-hand attacks that actually damage the character (do BODY) are subject to an extra dose of acid splashing back on them (the character should also buy the Acidic Blood power from *The UNTIL Superpowers Database*).

A character with a body of acid should take Disadvantages to reflect the fact that his body is made of liquid, and cannot interact safely with water. A Susceptibility would be appropriate, as might some types of Physical Limitation.

Game Information: *Desolidification (affected by Ice/Cold or Water attacks), Reduced Endurance (0 END; +½), Persistent (+½) (80 Active Points) Cannot Pass Through Solid Objects (-½), Always On (-½) (total cost: 40 points) **plus** RKA ½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½), Affects Physical World (+2) (62 Active Points); Always On (-½), Linked (-¼) (total cost: 35 points). Total cost: 75 points.*

Options:

1) Transform Into Acid: The character can switch between human form and acid form. Remove Always On from both powers. Total cost: 103 points.

2) Splatter Spray: When an attack hits the character, it causes acid to splash all around the character. The GM should roll the Activation Roll separately for each of the affected hexes (the one the character is in when hit, and the six surrounding hexes) to determine where the acid splashes. Add Area Of Effect (2" Radius; +¾) to the Damage Shield as a naked Advantage, with Activation Roll 8- (-2). 8 Active Points; total cost 3 points.

3) Puddle Form: The character can change forms between a humanoid body of acid and a puddle of acid — useful for hiding, or ambushing opponents. Add Shapeshift (Sight, Touch, and Radio Groups), Instant Change, Costs END Only To Change Shape (+¼). Total cost: 26 points.

BODY OF AIR

Effect: Desolidification and Invisibility to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can transform his body into air, thus allowing him to pass through any non-hermetically sealed barrier and to remain unseen.

Game Information: *Desolidification (affected by air attacks and magic), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½) (total cost: 40 points) **and** Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Linked (-½) (total cost: 30 points). Total cost: 70 points.*

Options:

1) Tiring Body Of Air: Remove Reduced Endurance from both powers. Active Points 40 + 30 = 70; total cost 27 + 20 = 47 points.

2) Air Form: The character exists in permanent air form; he has no solid physical body. Add Persistent (+½) Inherent (+¼), and Always On (-½) to both powers. 90 + 67 = 157 Active Points; total cost 60 + 33 = 93 points.

3) Tiny Air Mass: While in air form, the character can condense his gaseous body into a small mass, allowing him to hide easily, fit inside small containers so his friends can carry him, and so forth. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB) (60 Active Points); Linked (-½). Total cost: 40 points.

BODY OF EARTH/MUD

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can transform his body into earth or mud, making it difficult to harm.

> **Game Information:** *Physical Damage Reduction, Resistant, 50% (30 Active Points); Nonpersistent (-¼), Visible (-¼) (total cost: 20 points) plus Energy Damage Reduction, Resistant, 25% (15 Active Points); Nonpersistent (-¼), Visible (-¼) (total cost: 10 points). Total cost: 30 points.*

Options:

1) Oozing Mud Form: The character's mud body is sufficiently liquescent that he can ooze through cracks, small holes, and other tiny openings. Character also buys Desolidification (affected by earth, water, ice/cold, and fire/heat attacks), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 40 points.

BODY OF ELECTRICITY

Effect: Desolidification (Cannot Pass Through Non-Conductive Substances), RKA 1d6 Damage Shield, Force Field (15 PD/25 ED)
Target/Area Affected: Self/one character/self
Duration: Constant
Range: Self/Touch/Self
END Cost: 4/0/0

Description: The character can convert his body to electricity, thus allowing him to pass through conductive materials. For example, he could "walk" right through a metal vault door, or the metal hull of a battleship, but not through a wooden door, a brick wall, or the rubber padding of an asylum cell. However, the character retains the normal immunity from damage conferred by Desolidification even if there are no conductive materials for him to pass through. The *Cannot Pass Through Non-Conductive Objects* Limitation is a form of the *Cannot Pass Through Solid Objects* Limitation, and all the appropriate rules for that Limitation apply.

Being in electricity form grants the character other powers as well. First, he's well-protected from attacks that can affect him in his intangible state. Second, anything he touches or that touches him gets a nasty electric shock.

Game Information:

Cost	Power
32	*Electricity Form:* Desolidification (affected by electricity and cold attacks) (40 Active Points); Cannot Pass Through Non-Conductive Substances (-¼)
60	*Electricity Sheath:* RKA 1d6, Affects Physical World (+2), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (75 Active Points); Linked (to Electricity Form; -¼)
48	*Electricity Shield:* Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½) (60 Active Points); Linked (to Electricity Form; -¼)

Total cost: 140 points.

Options:

1) Electricity Body: While in his electric form, the character does not suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but "eats" electricity instead of physical food. Add Life Support: Total (except for Diminished Eating) (42 Active Points); Linked (-¼). Total cost: 34 points.

2) Permanent Electricity Form: The character is always in electric form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½) to his Desolidification. 90 Active Points; total cost 51 points; total cost of overall ability 159 points.

BODY OF ENERGY

Effect: Various powers related to having a body made of energy
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can transform his body into pure energy, giving him a variety of powers. The character may buy as many of the powers listed below as he wishes, possibly Linking them to a single "base" power that defines his energy form (usually the Desolidification or the Damage Shield). See the *Energy Manipulation* sections of *The UNTIL Superpowers Database II* for other appropriate abilities.

Game Information:

Cost	Power
40	*Pure Energy Form:* Desolidification (affected by any form of energy)
45	*Pure Energy Form:* Life Support (Total)
93	*Energy Sheath:* Energy Blast 8d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (140 Active Points); Always On (-½)
53	*Energy Shield:* Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½), Persistent (+½) (80 Active Points); Always On (-½)
22	*Glowing Form:* The character's form can glow brightly enough to give off light. Character also buys: Images to Sight Group 1" radius, +4 to PER Rolls, Reduced Endurance (0 END; +½) (33 Active Points); No Range (-½)

BODY OF FIRE

Effect: Various powers related to having a body made of fire
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character has the power to transform his body into living flame, or to cause his body to burst into flame without hurting himself. This gives him a wide variety of powers. The character may buy as many of the powers listed below as he wishes, possibly Linking them to a single "base" power that defines his fire form (usually the Flight or the Damage Shield). See the *Fire And Heat Powers* sections of *The UNTIL Superpowers Database* and *Database II* for other appropriate abilities.

Game Information:

Cost	Power
40	*Fiery Flight:* Flight 20"
40	*Fire Blast:* Energy Blast 8d6
40	*Fire Immunity:* Energy Damage Reduction, Resistant, 75%; Only Works Against Fire (-½)
40	*Fire Shield:* Force Field (18 PD/22 ED)
41	*Flame Aura:* HKA 1½d6, Continuous (+1), Damage Shield (+½); No STR Bonus (-½)

BODY OF LIGHT

Effect: Desolidification, Only Through Non-Opaque Objects
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into light, thus allowing him to pass through solid objects that aren't opaque (like glass or plexiglass) as well as through tiny spaces of air (such as through a pipe or between the bars of a jail cell). However, the character retains the normal immunity from damage conferred by Desolidification even if there are no translucent or transparent materials for him to pass through. The *Only Through Non-Opaque Objects* Limitation is a form of the *Cannot Pass Through Solid Objects* Limitation, and all the appropriate rules for that Limitation apply.

In addition to this basic power, a character who can change into light-form should have several other powers described in this section — Light-speed Travel, at a minimum.

Game Information: *Desolidification (affected by light or darkness attacks) (40 Active Points); Only Through Non-Opaque Objects (-¼). Total cost: 32 points.*

Options:

1) Easy Lightform: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 48 points.

2) Safe Lightform: While in his light form, the character does not suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but "eats" pure light instead of physical food. Add Life Support: Total (except for Diminished Eating) (42 Active Points); Linked (-¼). Total cost: 34 points.

3) Permanent Lightform: The character is always in light form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 51 points.

BODY OF METAL

Effect: Density Increase plus Armor (18 PD/18 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can transform his body into solid metal, giving him great resistance to injury, higher Strength, and the like. However, it also makes him weigh 1,600 kilograms.

Game Information:

Cost	Power
40	Density Increase (1,600 kg mass, +20 STR, +4 PD/ED, -4 KB), Reduced Endurance (0 END; +½), Persistent (+½)
43	Armor (18 PD/18 ED); Linked (to Density Increase; -¼), Visible (-¼)

Total cost: 83 points.

Options:

1) Body Of Metal Variant I: Substitute, or add, Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.

2) Body Of Metal Variant II: Remove the Advantages from Density Increase. Total cost: 63 points.

BODY OF MIST

Effect: Various powers related to having a body made of mist
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can transform his body into mist, smoke, fog, or the like. The character may buy as many of the powers listed below as he wishes, possibly Linking them to a single "base" power that defines his mist form (usually the Desolidification or the Damage Reduction).

Game Information:

Cost	Power
27	*Mist Form:* Desolidification (affected by air or cold powers) (40 Active Points); Cannot Pass Through Solid Objects (-½)
90	*Nearly Intangible:* Physical Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%
45	*Mist Form:* Life Support (Total)

40	*Disorienting Mist:* Multipower, 40-point reserve
1u	1) *Ordinary Mist:* Change Environment 4" radius, -2 to Sight Group PER Rolls; No Range (-½)
3u	2) *Thick Mist:* Darkness to Sight Group 4" radius; No Range (-½)
30	*Choking Mist:* Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1) (45 Active Points); No Range (-½)

BODY OF RADIATION

Effect: Various powers related to having a body made of radiation
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can convert his body to pure radiation. This renders him intangible, allows him to harm living beings with an intense radiation field (though at the cost of irradiating the nearby environment), and protects him from harm even when he's not Desolidified. The character may buy as many of the powers listed below as he wishes, possibly Linking them to a single "base" power that defines his mist form (usually the Desolidification or the Damage Shield). See the *Radiation Powers* sections of *The UNTIL Superpowers Database* for other appropriate abilities.

Game Information:

Cost Power

40	*Radiation Form:* Desolidification (affected by radiation and magnetism attacks)
50	*Radiation Field:* RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Area Of Effect (One Hex; +½), Affects Physical World (+2), Reduced Endurance (0 END; +½) (75 Active Points); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)
45	*Radiation Shield:* Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½)

Total cost: 135 points.

Options:

1) Radiation Body: While in his radiation form, the character does not suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but "eats" radiation instead of physical food. Add Life Support: Total (except for Diminished Eating) (42 Active Points); Linked (to Desolidification; -¼). Total cost: 34 points.

2) Permanent Radiation Form: The character is always in radiation form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½) to his Desolidification. 90 Active Points; total cost 60 points; total cost of overall ability 155 points.

BODY OF SAND

Effect: Desolidification, Stretching 6", and Life Support (Self-Contained Breathing)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can convert his body to sand. This allows him to squeeze through tiny openings, travel through sand, and stretch and contort his form in many ways. The character may buy as many of the powers listed below as he wishes, possibly Linking them to a single "base" power that defines his mist form (usually the Desolidification or the Damage Shield). See the *Earth And Stone Powers* sections of *The UNTIL Superpowers Database* and *Database II* for other appropriate abilities.

Game Information:

Cost	Body Of Sand
37	Desolidification (affected by earth and water powers) (40 Active Points); Cannot Pass Through Solid Objects Except Sand (-¼) (total cost: 32 points) **plus** Life Support (Self-Contained Breathing) (10 Active Points); Costs Endurance (-½), Linked (-½) (total cost: 5 points)
30	Stretching 6"

Total cost: 67 points.

BODY OF SHADOW

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into pure shadow, rendering it so insubstantial he can walk through walls and avoid the effects of most attacks. Only other darkness powers, or powers of light, can harm him.

The character should also consider taking the *Merge With Shadows* power from *The UNTIL Superpowers Database,* Linked to this power. Other powers from the *Darkness Powers* section of the USPD (or *Database II*) may also be appropriate.

Game Information: *Desolidification (affected by darkness or light powers). Total cost: 40 points.*

Options:

1) Easy Shadow Form: The character can become shadow effortlessly and easily. Add Reduced Endurance (0 END; +½). Total cost: 60 points.

2) Defensive Shadow Form: The character does not truly become intangible, but becomes sufficiently incorporeal that most attacks cause him little harm. Substitute Physical Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½) (total cost: 20 points) **plus** Energy Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½), Does Not Work Against Darkness Or Light Powers (-½) (total cost: 15 points). Total cost: 35 points.

3) True Shadow Form: The character's body is perpetually made of shadow (in addition to this power, he must buy Merge With Shadows). Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 60 points.

BODY OF SOUND

Effect: Physical and Energy Damage Reduction, Resistant, 50%, Not Versus Sonics
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can transform himself into semi-solid sound waves. In this state he has a strange, "buzzing" feel when touched (possibly worth a Distinctive Features Disadvantage or a Side Effect), and suffers less damage from attacks because he lacks a fully solid form. (However, sonic attacks have full effect against him.)

Game Information: *Physical Damage Reduction, Resistant, 50% (total cost: 30 points) **plus** Energy Damage Reduction, Resistant, 50% (30 Active Points); Does Not Work Against Limited Type Of Attack (sonics; -¼) (total cost: 24 points). Total cost: 54 points.*

Options:

1) Total Sound: The character can convert his body to pure sound so that he can pass through any physical object that's not soundproof. Character also buys Desolidification (affected by sonic attacks, vibratory attacks, and metal-based attacks) (40 Active Points); Cannot Pass Through Soundproof Materials (-¼), Does Not Work In A Vacuum (-¼). Total cost: 27 points.

BODY OF STONE

Effect: Armor (15 PD/15 ED), plus others
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is made of stone and rock, which makes it difficult to hurt him and has other effects. He should also take a Physical Limitation to represent the problems caused by weighing approximately 800 kg.

Game Information:

Cost	Power
30	Density Increase (800 kg mass, +15 STR, +3 PD/ED, -3 KB), Reduced Endurance (0 END; +½), Persistent (+½)
30	Armor (15 PD/15 ED); Linked (to Density Increase; -¼), Visible (-¼)

Total cost: 60 points.

Options:

1) Body Of Stone Variant I: Substitute, or add, Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

2) Body Of Stone Variant II: Remove the Advantages from Density Increase. Total cost: 45 points.

BODY OF WATER

Effect: Desolidification, Damage Reduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into water. In addition to the power listed here, the character should buy the *Water Form* power from *The UNTIL Superpowers Database,* Linked to this power.

> **Game Information:** *Desolidification (affected by water, fire, and cold attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.*

BODY OF WOOD

Effect: Armor (15 PD/15 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has the power to transform his body into wood, making it tougher and more resistant to harm.

> **Game Information:** *Armor (15 PD/15 ED) (45 Active Points); Nonpersistent (-¼). Total cost: 36 points.*

Options:

1) Tougher Wooden Body: Increase to Armor (18 PD/18 ED). 54 Active Points; total cost 43 points.

2) Weaker Wooden Body: Decrease to Armor (10 PD/10 ED). 30 Active Points; total cost 24 points.

MACHINE BODY

Effect: Various
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: Varies

Description: The character's body is partly or wholly a machine, or can be transformed into a machine form. He may be a sentient robot, a person who can replace his flesh and bone with a colony of nanomachines under his mental control, or the like.

Obviously the special effect of "machine body" could justify a vast array of powers, especially in a world where comic book science and gadgeteering exist. The powers listed here (of which the character may buy as many as he wishes) are just the basic ones — the standard sort of powers virtually anyone with a machine body would have. Many others are possible; see the optional powers for some examples.

Game Information:

Cost	Power
20	*Machine Muscles:* +20 STR
36	*Machine Body:* Armor (12 PD/12 ED)
Cost	Optional Powers
7	*Extensible Arms:* Stretching 3" (15 Active Points); Always Direct (-¼), Limited Body Parts (arms only; -¼), No Noncombat Stretching (-¼), Range Modifier Applies (-¼)
8	*Machine Body:* Damage Resistance (8 PD/8 ED)
60	*Machine Body:* Physical and Energy Damage Reduction, Resistant, 50%
var	*Machine Sensory Units:* Just about any Enhanced Sense you want
27	*Merge With The Machine:* Telepathy 8d6 (Machine class of minds) (40 Active Points); No Range (-½)
12	*Self-Repair Mode:* Healing 3d6 (Regeneration; 3 BODY per 1 Minute), Can Heal Limbs; Extra Time + Increased Time Increment (1 Minute; -1½), Self Only (-½)

MATERIAL MIMICRY

Effect: Variable Power Pool to copy the properties of touched substances
Target/Area Affected: Self
Duration: Varies
Range: Self
END Cost: Varies

Description: The character can, by touching any solid, liquid, or gaseous substance, change his body to mimic its properties. For example, if he touched a bronze statue, he could transform his body into bronze, making himself tougher and stronger. If he touched wine, his form would become liquid, able to swim quickly and slip through tiny cracks.

In game terms, this power is a Variable Power Pool that the character can only use to create abilities appropriate to having a body made of the substance he touches. You can use other powers in this book, such as Body Of Air, Body Of Metal, and Body Of Wood (see above) as guidelines for the sort of abilities the character should develop.

> **Game Information:** *Variable Power Pool (Material Mimicry Pool), 80 base + 40 control cost; Only For Powers Representing The Properties Of Substances Character Touches (-½). Total cost: 80 + 27 = 107 points.*

Options:

1) Larger Material Mimicry Pool: Increase to 100 base + 50 control cost. Total cost: 100 + 33 = 133 points.

2) Smaller Material Mimicry Pool: Decrease to 60 base + 30 control cost. Total cost: 60 + 20 = 80 points.

3) Easy Material Mimicry: Add Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1). 80 + 80 = 160 points.

4) Energy Mimicry: The character can also copy the properties of energy forms, such as fire or electricity, by touching them (though the initial touch may inflict some damage on the character). Change to Only For Powers Representing The Properties Of Substances Or Energy Character Touches (-¼). Total cost: 80 + 32 = 112 points.

SWARM FORM

Effect: Desolidification and Damage Reduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character's body transforms into, or actually consists of, a swarm of insects. In swarm form, he can "seep" through tiny openings and takes less damage from most attacks. The character might also want to buy an attack representing his ability to sting or bite people.

> **Game Information:** *Desolidification (affected by any attack) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1) (total cost: 16 points) **and** Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). Total cost: 76 points.*

DENSITY INCREASE POWERS

These powers represent a character's ability to increase his density (Density Increase) and the related powers that ability may give him. Some characters with these powers can also lower their density, even to the point of intangibility; see *Intangibility Powers,* page 133, for such abilities.

BASIC AND OFFENSIVE POWERS

DENSITY ENHANCEMENT

Effect: Density Increase
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can augment his natural density, becoming as much as 250 times as heavy as a normal adult human. As he becomes denser, he becomes stronger, tougher, and harder to knock back... but also more likely to crash through floors and cause other problems because of his weight.

> **Game Information:** *Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -8" KB). Total cost: 40 points.*

Options:

1) Greater Density: Increase to Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB). Total cost: 60 points.

2) Lower Density: Decrease to Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -6" KB). Total cost: 30 points.

3) Easy Density Enhancement: Increasing his density places less of a strain on the character's system. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.

4) Difficult Density Enhancement: The character has a hard time maintaining his super-dense form; doing so places significant strain on his metabolism. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.

5) High Density: The character cannot alter his density; he always weighs 25,000 kilograms. While this grants him superhuman powers, it also poses some significant day-to-day hardships on him. Substitute +40 STR, +8 ED, and Knockback Resistance -8"; total cost: 64 points. Character must also take a Physical Limitation representing his vast weight (All The Time, Greatly Impairing; 20 points).

6) Density Field Control: The character can also make another character heavier than normal. Add Usable Simultaneously (+½). Total cost: 60 points.

AUGMENTED STRENGTH

Effect: +20 STR
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Characters who can increase their density become stronger when they do so, but a character with this power becomes especially strong. He gains extra STR in addition to what he gains from Density Increase. The gain is proportional — the more dense he becomes, the stronger he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains +5 additional STR.

> **Game Information:** *+20 STR (20 Active Points); Linked (to DI; -½). Total cost: 13 points.*

Options:

1) Really Augmented Strength I: Increase to +40 STR. 40 Active Points; total cost 27 points.

2) Really Augmented Strength II: Increase to +60 STR. 60 Active Points; total cost 40 points.

3) Weaker Augmented Strength: Decrease to +10 STR. 10 Active Points; total cost 7 points.

CRUSH YOU!

Effect: Energy Blast 14d6, Damage Shield, Only To Inflict Crushing Damage
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 0

Description: When he's heavier than normal, the character can inflict crushing damage on someone by standing or lying on top of him, and can still do other things at the same time (like punch the victim, or fire an Energy Blast at someone else). The damage inflicted depends on how heavy the character is (see *Crushing Damage,* page 18); as purchased, the power covers up to 60 points' worth of Density Increase (400,000 kg mass).

> **Game Information:** *Energy Blast 14d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½) (210 Active Points); Only To Inflict Crushing Damage (see text; -1½). Total cost: 84 points.*

SUPER-DENSE FISTS

Effect: HA +8d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character can selectively increase the density of his hands, making them much harder — and thus much harder-hitting. Since HA dice, on top of the STR gained from Density Increase, may have an unbalancing effect on the game, you should get the GM's permission before purchasing this power.

This write-up assumes the character has the Density Enhancement power described above. He gains HA +2d6 for every 10 points of DI he activates.

> **Game Information:** *HA +8d6 (40 Active Points); Hand-To-Hand Attack (-½), Linked (to DI; -½). Total cost: 20 points.*

Options:

1) Ultra-Dense Fists: Increase to HA +12d6, reduce Linked to (-¼). 60 Active Points; total cost 34 points.

2) Not-Quite-Super-Dense Fists: Decrease to HA +4d6. 20 Active Points; total cost 10 points.

3) Spear Hand: Rather than pummel his foes with super-dense fists, the character flattens out his hand and uses it like a super-dense spear or knife, inflicting terrible wounds. Substitute HKA 2½d6 (up to 5d6+1 with STR) and remove Hand-To-Hand Attack (-½). 40 Active Points; total cost 27 points.

4) Spear And Fist: The character can both punch and thrust with his super-dense hands. Substitute a Multipower, 40-point reserve, both Linked (-½), one slot Super-Dense Fists, one slot Spear Hand. Total cost: 32 points.

5) Super-Dense Fists Variant: The character can increase the density of his fists at any time, regardless of whether he himself has an overall higher density. Remove Linked (-½). Total cost: 27 points.

6) Touching The Untouchable I: The character's fists are so dense they can even hit, and otherwise affect intangible beings. Add Affects Desolidified (+½) and reduce Linked to (-¼). 60 Active Points; total cost 34 points.

7) Touching The Untouchable II: The character's hands are so dense they can touch and affect intangible beings and objects. Character also buys Affects Desolidified (+½) for up to 60 STR, Linked (to Density Increase; -½). 30 Active Points; total cost 20 points.

DEFENSIVE POWERS

AUGMENTED DEFENSES

Effect: Armor (8 PD/8 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Characters who can increase their density always become tougher when they do so, but a character with this power becomes particularly difficult to hurt. He gains extra defense (bought as Armor) in addition to the PD and ED he gains from Density Increase. The gain is proportional — the more dense he becomes, the tougher he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains 2 PD/2 ED worth of Armor.

> **Game Information:** *Armor (8 PD/8 ED) (24 Active Points); Linked (to DI; -½). Total cost: 16 points.*

Options:

1) Really Augmented Defense I: Increase to Armor (14 PD/14 ED) and reduce Linked to (-¼). 42 Active Points; total cost 34 points.

2) Really Augmented Defense II: Increase to Armor (20 PD/20 ED) and reduce Linked to (-¼). 60 Active Points; total cost 48 points.

3) Weaker Augmented Defense: Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 8 points.

SUPER-DENSE LEGS

Effect: Knockback Resistance -8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character makes his legs and feet super-heavy so that it's hard for anyone to knock him over.

> **Game Information:** *Knockback Resistance -8" (16 Active Points); Costs Endurance (-½). Total cost: 11 points.*

Options:

1) Denser Legs: Increase to Knockback Resistance -12". 24 Active Points; total cost 16 points.

2) Less Dense Legs: Decrease to Knockback Resistance -4". 8 Active Points; total cost 5 points.

MISCELLANEOUS POWERS

HYPER-DENSE BODY

Effect: Affects Desolidified (+½) on up to 20 BODY
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so dense that even intangible beings and objects cannot move through it. At the GM's option, this may provide some protection against, or complete immunity to, powers like *Intangible Touch* (page 134).

Game Information: *Affects Desolidified (+½) on up to 20 BODY, Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Linked (to Density Increase or some similar power; -½). Total cost: 27 points.*

Options:

1) Strong Hyper-Density: Increase to up to 30 BODY. 60 Active Points; total cost 40 points.

2) Weak Hyper-Density: Decrease to up to 15 BODY. 30 Active Points; total cost 20 points.

DUPLICATION POWERS

These powers represent abilities that a character might have because of his ability to create duplicates of himself. For most such characters Duplication alone is enough to define their power, but some develop other ways to use their duplicativeness.

BASIC POWER

DUPLICATION

Effect: Duplication (create one 350-point Duplicate)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can create an identical duplicate of himself. They look the same, and have the same powers. However, they don't have any special "psychic link," and the duplicate isn't obliged to do what the original character tells him to.

> **Game Information:** *Duplication (create one 350-point Duplicate). Total cost: 70 points.*

Options:

1) Quaduplicates: The character can create up to four Duplicates, for a total of five "selves." Total cost: 80 points.

2) Army Of Duplicates I: The character can create up to 125 Duplicates, for a total of 126 "selves." Total cost: 105 points.

3) Army Of Duplicates II: The character can practically create his own brigade. Increase to 1,000 Duplicates, for a total of 1,001 "selves." Total cost: 120 points.

4) Join Up!: The character's Duplicate can easily "merge" back into his body. Add Easy Recombination (Zero Phase Action at full DCV). Total cost: 80 points.

5) Tiring Duplication I: Duplicating strains the character's body. Add Costs Endurance (to activate; -¼). 70 Active Points; total cost 56 points.

6) Tiring Duplication II: As Tiring Duplication I, but the character must pay END to maintain the Duplication. If he ever runs out of END, the Duplicate collapses and cannot revive until it rejoins the original character and is re-created. Add Costs Endurance (throughout; -½). 70 Active Points; total cost 47 points.

7) Unified Duplicate: The character and his Duplicate have a special psychic link and work marvelously well together as a team. Character also buys Mind Link (with Duplicate), Psychic Bond (total cost: 10 points) and Teamwork (DEX +2 roll) (total cost: 7 points): Total cost: 17 points.

8) The Legion Effect: The character can create a *lot* of selves, and they're all specially linked. Not only can they communicate psionically, but any damage one of them takes, they all take — it's almost as if they were cells in a single body. The character buys Army Of Duplicates II with Feedback (-1) (total cost: 60 points) and Mind Link (with any 1,000 Duplicates at once) (total cost: 60 points) and Teamwork (DEX +2 roll) (total cost: 7 points). Total cost: 60 + 60 + 7 = 127 points.

9) Tiny Army: Rather than creating true "duplicates" of himself, the character can "subdivide" himself into 125 three inch-tall persons who look exactly like himself, but are smaller. Their abilities are similar to his, but weaker, and they have additional abilities (like DCV Combat Skill Levels) to represent their small size. Character buys Duplication (create 125 200-point Duplicates). Total cost: 75 points.

10) Uncontrolled Duplication: The character's Duplicates appear, one at a time, whenever he experiences a particular phenomenon outside his control (such as suffering a physical impact, exposure to an intense magnetic field, or getting hit with sonic energy). You could also use this for monsters that subdivide into two slightly less powerful versions when cut in two. Character buys Army Of Duplicates I with Trigger (defined condition, activating Trigger takes no time, Trigger resets automatically; +1) and No Conscious Control (-2). 210 Active Points; total cost 70 points.

OFFENSIVE POWERS

ARMY OF ONE

Effect: HA +4d6
Target/Area Affected: 6" Radius
Duration: Instant
Range: No Range
END Cost: 5

Description: The character can instantly create as many duplicates as he wants up to 6" away from him. These duplicates punch, kick, or pummel anyone he wants to attack, then vanish as they immediately recombine with him.

> **Game Information:** *HA +4d6, Area Of Effect (6" Radius; +1¼), Selective (+¼) (50 Active Points); Hand-To-Hand Attack (-½). Total cost: 33 points.*

Options:

1) Strong Army: Increase to HA +5d6. 62 Active Points; total cost 41 points.

2) Weak Army: Decrease to HA +3d6. 37 Active Points; total cost 25 points.

BRING IT TO ME

Effect: Teleportation 10", Usable As Attack, Small Objects Back To Character Only
Target/Area Affected: One object
Duration: Instant
Range: 10"
END Cost: 5

Description: The character can manifest a duplicate anywhere up to 10" away. That duplicate grabs or picks up any object weighing 25 kg or less and then instantly recombines with the character. As he recombines, he brings the object to the character.

> **Game Information:** *Teleportation 10", Usable As Attack (defense is Power Defense; +1), Limited Range (10"; +¼) (45 Active Points); Only Works To Bring Small Objects To Character (-1). Total cost: 22 points.*

Options:

1) Strong Bringing: Increase to Teleportation 15". 67 Active Points; total cost 33 points.

2) Weak Bringing: Decrease to Teleportation 5". 22 Active Points; total cost 11 points.

TEAM PUNCH

Effect: HA +6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: To improve his fighting ability, as the character's about to hit someone he instantly creates six duplicates who all attack the target the exact same way but from different angles, significantly increasing the overall effect of the blow. Depending on how the character fights hand-to-hand, this might look like a dogpile of duplicates jumping on the target and pounding him as hard as they can, a graceful kata of seven identical martial artists interlocking their identical attacks to hit the target from every angle at once, or the like. The instant the attack's done, the duplicates recombine with the character.

> **Game Information:** *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.*

Options:

1) Team Punch Of Nine: Increase to HA +8d6. 40 Active Points; total cost 27 points.

2) Team Punch Of Five: Decrease to HA +4d6. 20 Active Points; total cost 13 points.

3) Related Abilities: You can expand this concept to other forms of attack if you wish. For example, creating four or five "combat duplicates" makes it easy to grab and hold someone (+30 STR, Only For Grabs (-½)). If all the duplicates have an Energy Blast power or a weapon, they can all make the same attack (increase the attack's damage, or buy Autofire for it as a naked Advantage).

DEFENSIVE POWERS

Effect: Force Wall (10 PD/10 ED)
Target/Area Affected: Up to 6" long
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can instantly create a "human wall" of duplicates that stand in front of him and protect him from harm. The duplicates automatically recombine with him when the Phase ends. If any were injured while in existence, recombining with the character instantly heals them.

> **Game Information:** *Force Wall (10 PD/10 ED, up to 6" long) (60 Active Points); Instant (-½), No Range (-½), Cannot Englobe (-¼). Total cost: 27 points.*

Options:

1) Strong Wall: Increase to Force Wall (12 PD/12 ED). 70 Active Points; total cost 31 points.

2) Weak Wall: Decrease to Force Wall (8 PD/8 ED). 50 Active Points; total cost 22 points.

DUPLICATIVE CONFUSION

Effect: +6 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can keep a group of duplicates around himself, making them appear and recombine with him in the blink of an eye as an almost subconscious defense mechanism. The end result is that it's difficult to hit the character with an attack — the odds are the attack's going to hit a duplicate, who then instantly recombines with the character and is "healed" in the process before the character creates him again.

> **Game Information:** *+6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.*

Options:

1) Strong Confusion: Increase to +8 DCV. 40 Active Points; total cost 27 points.

2) Weak Confusion: Decrease to +4 DCV. 20 Active Points; total cost 13 points.

MOVEMENT POWERS

DUPLICATIVE MOVEMENT

Effect: Teleportation 15", Must Cross Intervening Space
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 3

Description: The character knows how to use his duplicative powers to travel up to 100 feet in the blink of an eye. He creates 14 duplicates, each 1" in front of the last one. Then he recombines with them, using the recombination to "pull" himself forward into each hex until he reaches the destination.

> **Game Information:** *Teleportation 15" (30 Active Points), Must Pass Through Intervening Space (-¼). Total cost: 24 points.*

Options:

1) More Duplicates: Increase to Teleportation 18". 36 Active Points; total cost 29 points.

2) Fewer Duplicates: Decrease to Teleportation 12". 24 Active Points; total cost 19 points.

SENSORY POWERS

HAVE A LOOK AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: When the character needs to see everything around him, he instantly creates three duplicates — one facing to his left, one to his right, and one straight behind. After they've seen what there is to see in their respective directions, they recombine with him, conferring upon him the memory of what they've observed.

> **Game Information:** *Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½), Cannot Move While Using Power (-½). Total cost: 5 points.*

Options:

1) Related Abilities: If you wish, you can buy Increased Arc Of Perception for other Sense Groups as well; the special effect could easily carry over to any other Sense the character possesses.
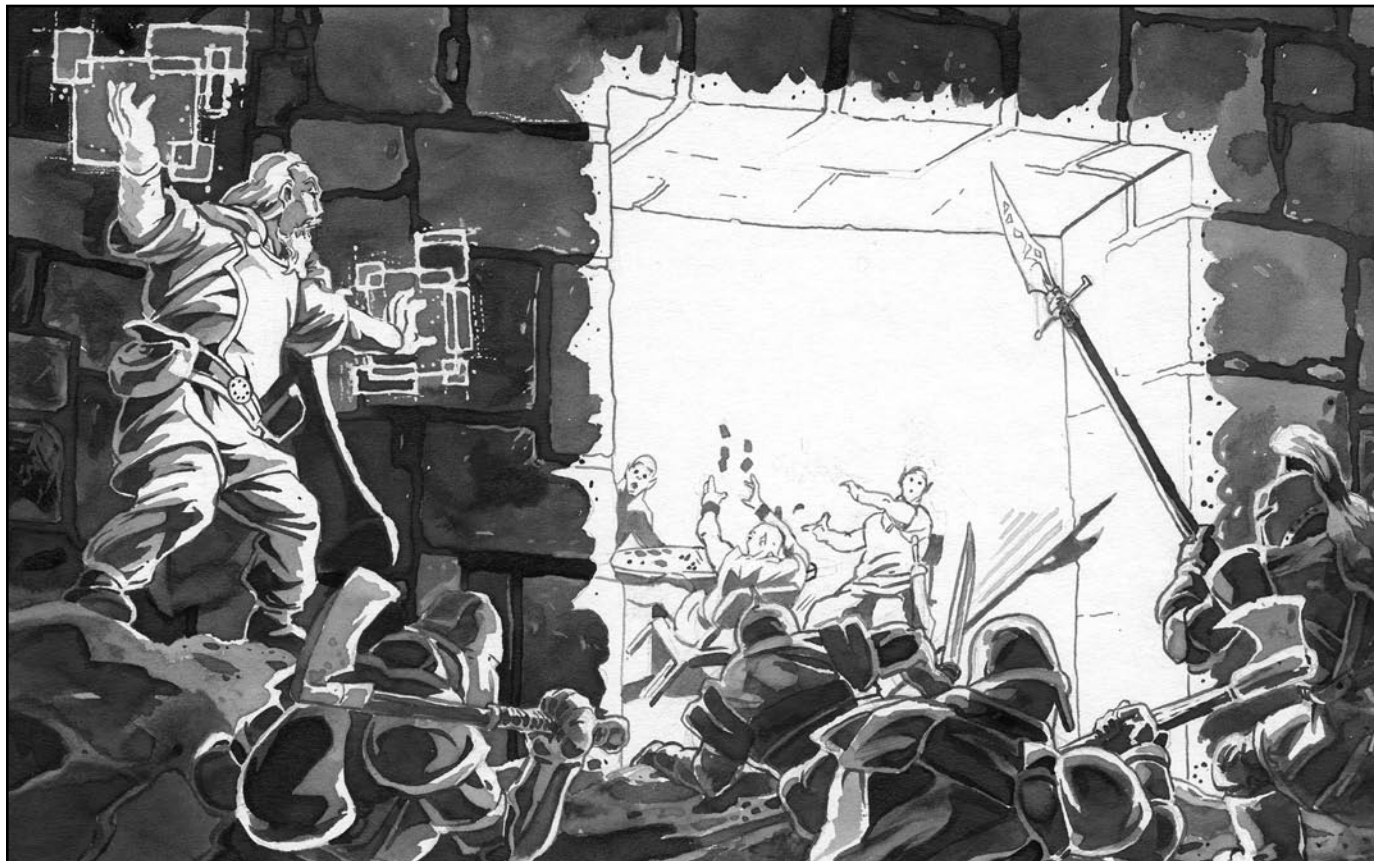
MISCELLANEOUS POWERS

BARRIER BYPASS

Effect: Desolidification, Must Be Able To Fit A Body Part Through
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can use his duplicative powers to get past some types of barriers, such as jail cell doors. If he can fit any part of his body (typically a hand or foot) through the barrier, he does so, duplicates on the other side, then recombines with the duplicate. The end result is almost as if he'd become intangible and walked through the barrier.

Game Information: *Desolidification (affected by any attack) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1), Instant (-½), Must Be Able To Fit A Body Part Through The Barrier (-½). Total cost: 11 points.*

BUDDING

Effect: Summon Animals, Side Effect (-2 BODY per animal Summoned)
Target/Area Affected: N/A
Duration: Instant
Range: No Range
END Cost: 17

Description: The character has the ability to detach his arms, legs, or other parts of himself and have those parts grow into animals that obey his orders. Budding off an animal takes 1 Minute, and because he's sacrificing part of his flesh the character loses 2 BODY (and possibly suffers other effects, such as the loss of an arm used to create a creature). The reduction in BODY affects how easy it is for a character to die, be Transformed, or suffer other effects based on negative BODY. For example, if a character creates two animals (reducing his normal 10 BODY to 6 BODY), then if he's injured and reaches -6 BODY, he dies. To regain the lost BODY, the character "dispels" a Summoned creature by touching it and absorbing it back into his form.

Game Information: *Summon up to four animals built on up to 300 Character Points each, Expanded Class (animals; +½), Slavishly Devoted (+1) (175 Active Points); Extra Time (1 Minute; -1½), Side Effect (character loses 2 BODY per animal Summoned, and may suffer other effects [see text], always occurs; -½). Total cost: 58 points.*

Options:

1) Greater Budding: Increase Expanded Class to any type of living being (+1). 210 Active Points; total cost 70 points.

2) Swift Budding: Decrease Extra Time to 1 Turn (-1¼). Total cost: 64 points.

3) Regenerative Budding: The character almost instantly regenerates the body part "sacrificed" to Summon the animal. Remove Side Effect (-½). Total cost: 70 points.

DUPLICATIVE BENEFICENCE

Effect: Variable Power Pool (Beneficial Power Matching Pool)
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: This power is sort of the opposite of the *Feedback* Limitation, which makes damage suffered by one Duplicate apply to all. This power allows positive effects, such as Aid and Healing, that apply to one Duplicate to affect all of them at once. Usually the character simulates this by using the VPP to create the same power with a Selective Area Of Effect large enough to reach all of his Duplicates (with the GM automatically allowing the effect roll to match that of the original power).

> **Game Information:** *Variable Power Pool (Beneficial Power Matching Pool), 90 base + 45 control cost, Cosmic (+2), Trigger (when character or any Duplicate is affected by a beneficial power such as Aid or Healing, activating takes no time, Trigger resets automatically; +1); No Conscious Control (-2), Can Only Duplicate Beneficial Powers Used On Character Or Duplicates (-1). Total cost: 90 + 45 = 135 points.*

Options:

1) Strong Beneficence: Increase to 120 base + 60 control cost. Total cost: 120 + 60 = 180 points.

2) Weak Beneficence: Decrease to 60 base + 30 control cost. Total cost: 60 + 30 = 90 points.

DUPLICATIVE REGENERATION

Effect: Duplication Triggered by the loss of a limb plus Regeneration
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When the character loses a limb (or suffers a similar sort of injury), his regenerative powers are so strong that not only does he heal the wound he suffered, but the lopped-off body part grows into a duplicate of him!

> **Game Information:** *Duplication (create 1,000 350-point Duplicates), Trigger (when character loses a limb or other significant part of his body, activating takes no time, Trigger resets automatically; +1) (240 Active Points); Cannot Recombine (-0), No Conscious Control (-2) (total cost: 80 points) plus Healing 1d6 (Regeneration; 1 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (30 Active Points); Extra Time (1 Turn; -1¼), Only To Heal Injuries That Trigger Duplication (-1), Self Only (-½) (total cost: 8 points). Total cost: 88 points.*

Options:

1) Strong Power: Increase to 500-point Duplicates. 300 + 30 = 330 Active Points; total cost 100 + 8 = 108 points.

2) Weak Power: Decrease to 200-point Duplicates. 180 + 30 = 210 Active Points; total cost 60 + 8 = 68 points.

DUPLICATIVE SCHOLARSHIP

Effect: Cramming + KS: Everything (INT Roll +35)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When he doesn't need them for something else, the character sends his Duplicates out to study anything and everything, and when they recombine with him they all have the knowledge. (But of course, with so general a KS as "Everything," they suffer severe penalties to the Skill Roll most of the time.) In a pinch, he and several Duplicates can all study the same subject at the same time so they quickly have a grasp of it.

> **Game Information:**

Cost	Power
5	Cramming
38	KS: Everything (INT Roll +35)

Total cost: 43 points

RECOMBINATION RESURRECTION

Effect: Healing BODY 8d6 Resurrection, Trigger (upon recombination), Duplicates Only
Target/Area Affected: One or more Duplicates
Duration: Instant
Range: No Range
END Cost: 20

Description: When the character recombines with his Duplicates, any that died while in existence are automatically brought back to life. In effect this makes his Duplicates expendable cannon fodder; the only way he can permanently lose one is for its physical form to be disintegrated or otherwise entirely destroyed.

> **Game Information:** *Healing BODY 8d6 Resurrection (can stop Resurrection by totally or significantly destroying the Duplicate's body), Trigger (when Duplicate recombines with character, Trigger activates automatically, Trigger automatically immediately resets; +1) (200 Active Points); Only Works On Duplicates (-1). Total cost: 100 points.*

HYPER-CHARACTERISTICS

The Strength And Toughness Powers category in *The UNTIL Superpowers Database* represents characters with far more powerful STR (and CON, PD, and ED) than normal — Hyper-Strength Powers, if you will. Similarly, at least some of the Speedster Powers can in some respects be regarded as Hyper-Dexterity and -Speed Powers.

Hyper-Characteristics Powers represent superpowers that derive from having superhumanly powerful versions of some of the other *HERO System* Characteristics — in the case of metamorphs, DEX, BODY, and COM. In addition to the two categories mentioned above, you can find other powers that could have the special effect of "Hyper-Characteristics" in such categories as Body Control Powers.

Some Hyper-Characteristic Powers involve Required Skill Rolls. It's assumed that a character with Hyper-Characteristic Powers has at least a 25, if not higher, value in the Characteristic in question.

HYPER-DEXTERITY POWERS

QUADRUPLE-JOINTED

Effect: Stretching 1", Always Direct, No Noncombat Stretching, Cannot Do Damage
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character's joints and body are so malleable and flexible that he can actually extend his reach for up to 1", or otherwise contort his body in ways that would make even the most accomplished yoga practitioner green with envy.

> **Game Information:** *Stretching 1" (5 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), Cannot Do Damage (-½). Total cost: 2 points.*

HYPER-CONSTITUTION POWERS

IMMUNITY

Effect: Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's metabolism is so superhumanly strong and efficient that he shrugs off the effects of poisons, drugs, chemicals, and the like.

> **Game Information:** *Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents). Total cost: 20 points.*

Options:

1) Full-Spectrum Immunity: Increase to *all* diseases, poisons, and biological and chemical warfare agents (not just terrestrial ones), using the rules from page 14 of *Galactic Champions.* Total cost: 60 points.

HYPER-BODY POWERS

REDUNDANT ORGANS

Effect: +5 BODY plus +10 BODY, Only To Extend Point Of Death
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body contains two or more copies of many (if not all) of his vital organs. This makes him hardier and tougher in general, but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he's got a second heart on the other side of his chest to take over and keep the blood pumping, after all....

In game terms, this power is represented in two ways. First, the character has a higher BODY than normal. That's represented here with +5 BODY, but you could buy even more if you like. Second, he has an additional +10 BODY that only count for purposes of determining the "negative BODY" point at which he dies. He doesn't get any extra STUN from this BODY, and it doesn't

improve the amount of positive BODY damage he can take before reaching the negatives... but once he reaches the negative BODY range, it takes a lot longer before he dies.

> **Game Information:** *+5 BODY (total cost: 10 points)* **plus** *+10 BODY (20 Active Points); Only To Extend Point Of Death (-1½) (total cost: 8 points). Total cost: 18 points.*

Options:

1) Strong Redundant Organs: Increase to +8 BODY and +13 BODY. 16 + 26 = 42 Active Points; total cost 16 + 10 = 26 points.

2) Weak Redundant Organs: Decrease to +3 BODY and +8 BODY. 6 + 16 = 22 Active Points; total cost 6 + 6 = 12 points.

HYPER-COMELINESS POWERS

ALTER APPEARANCE

Effect: Shape Shift (Sight and Touch Groups, any humanoid face)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's control over his own appearance allows him to alter the shape of his face to adopt any appearance desired. In doing this, he can increase or decrease his COM by 5 points (that's 5 points of COM, not 5 Character Points' worth of the Characteristic).

> **Game Information:** *Shape Shift (Sight and Touch Groups, any humanoid form), Reduced Endurance (0 END; +½) (34 Active Points); Only Changes The Face (-½). Total cost: 23 points.*

Options:

1) True Appearance Alteration: The character can alter his COM within the campaign range the GM establishes for the Characteristic. Add Makeover. 42 Active Points; total cost 28 points.

2) Tiring Appearance Alteration: Remove Reduced Endurance (+½). 23 Active Points; total cost 15 points.

3) Copy Appearance: The character can not only change his appearance, he can flawlessly copy the facial features of another person. Add Imitation. 49 Active Points; total cost 33 points.

4) Lasting Appearance Alteration: Once changed, the character's appearance doesn't revert to his true facial features until he wills it. Even if he's Knocked Out or goes to sleep, his face remains in its altered form. Add Persistent (+½). 46 Active Points; total cost 31 points.

5) Full Appearance Alteration: The character can alter the appearance of his entire body, not just his face. Remove Only Changes The Face (-½). Total cost: 34 points.

BEAUTY TOO WONDROUS TO HARM

Effect: Mind Control 14d6, Set Effect (don't hurt me), Only Versus Persons Who Look At Character
Target/Area Affected: 14" Radius
Duration: Persistent
Range: No Range
END Cost: 0

Description: The character's handsomeness/beauty is so great, so exquisite, that no one who looks at him can bear to hurt him or mar his appearance. Not even the most evil person can raise his hand to destroy such beauty.

In game terms, any character who comes within 14" of the character and can perceive his appearance is affected by the Mind Control, which functions like an area-affecting Constant Power. Typically "don't hurt me/mar my appearance" is something the character would be inclined to do (EGO +0) or wouldn't mind doing (EGO +10), but in combat against the character it may rise to something he would normally be against doing (EGO +20).

> **Game Information:** *Mind Control 14d6, Area Of Effect (14" Radius; +1), Reduced Endurance (0 END; +½), Persistent (+½) (210 Active Points); No Range (-½), Set Effect (don't hurt me/mar my appearance; -1), Only Versus Persons Who Look At Character (-½). Total cost: 70 points.*

Options:

1) Even Greater Beauty: Increase to Mind Control 16d6. 240 Active Points; total cost 80 points.

2) Slightly Lesser Beauty: Decrease to Mind Control 12d6. 180 Active Points; total cost 60 points.

JUST HOW YOU LIKE'EM

Effect: +20 to Seduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4 to activate

Description: The character has the ability to subconsciously and instinctively read the thoughts and desires of another person and respond by subtly transforming his body to fit that person's physical ideal. For example, suppose the other person likes women with long blonde hair and green eyes. If a female character with this ability was using Seduction on him, her hair would slowly become longer and blonder until it reached just the length and shade the target finds most attractive, and her eyes would gradually become green. The change doesn't take place all at once — it's so gradual and low-key that the person the target of the character's Seduction Skill doesn't consciously realize it's happening. All he knows is that the other person is really attractive....

> **Game Information:** *+20 to Seduction (40 Active Points); Costs Endurance (to activate; -¼). Total cost: 32 points.*

Options:

1) Strong Seductiveness: Increase to +24 to Seduction. 48 Active Points; total cost 38 points.

2) Weak Seductiveness: Decrease to +16 to Seduction. 32 Active Points; total cost 26 points.

NOWHERE MAN

Effect: Invisibility to Sight Group, No Fringe, Only Works In Crowds
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character has the ability to subtly transform his form and features so that he looks like a completely ordinary, average individual — one who can blend in with a crowd and "vanish." A character who's searching for him can literally stare right at him and not realize that he's the person he (the searcher) is looking for... even though if you compared a picture of him to the "real" character in other conditions, the resemblance between them would be obvious.

In game terms, this power provides a character with Invisibility that only works when he can blend in with crowds of people. The GM determines what constitutes a "crowd" for these purposes — a handful of people isn't enough, but the character doesn't have to be attending a rock concert, either.

> **Game Information:** *Invisibility to Sight Group, No Fringe (30 Active Points); Only Works In Crowds (see text; -1). Total cost: 15 points.*

Options:

1) Strong Nowherism: The character can blend in with crowds all day and not get tired out. Add Reduced Endurance (0 END; +½). 45 Active Points; total cost 22 points.

2) Weak Nowherism: If a searcher can get close enough to the character, he may realize who he is. Remove No Fringe. 20 Active Points; total cost 10 points.

PERSUASIVE BEAUTY

Effect: +10 with Interaction Skills, Only For Pleasant Interaction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so beautiful or handsome, and so socially graceful, that other people instinctively respond to him in a positive way, provided he acts pleasantly toward them. His good looks don't help if he's haranguing someone or trying to force information out of them (i.e., most uses of Oratory or Interrogation), but they're extremely helpful when it comes to convincing people to help him, do him favors, or the like. The GM determines what constitutes "pleasant interaction" for the purposes of this ability.

> **Game Information:** *+10 with Interaction Skills (50 Active Points); Only For Pleasant Interaction (-½). Total cost: 33 points.*

Options:

1) Really Beautiful: Increase to +12 with Interaction Skills. 60 Active Points; total cost 40 points.

2) Not Quite As Beautiful: Decrease to +8 with Interaction Skills. 40 Active Points; total cost 27 points.

TERRIFYING VISAGE

Effect: +30 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls
Target/Area Affected: Varies
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so horrifically ugly that it's easy for him to frighten or intimidate people. Even other ugly people's ugliness pales beside his own.

> **Game Information:** *+30 PRE (30 Active Points); Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls (-1). Total cost: 15 points.*

Options:

1) Truly Ugly: Increase to +40 PRE. 40 Active Points; total cost 20 points.

2) Slightly Less Ugly: Decrease to +20 PRE. 20 Active Points; total cost 10 points.

3) Adopt Terrifying Visage: Fortunately for the character, he's not ugly *all* the time... he just has the ability to make himself terrifyingly ugly when he needs to be. Add Costs Endurance (to activate; -¼). Total cost: 13 points.

UGLY ENOUGH TO STOP A BUS

Effect: Drain CON 2d6, Always On
Target/Area Affected: 18" Cone
Duration: Persistent
Range: No Range
END Cost: 0

Description: The character is so revoltingly ugly that anyone who sees his face becomes nauseous. Anyone within 18" in a 60-degree cone in front of him is assumed to be able to see his face, but of course people who are blind(ed), who rely on senses other than Sight, and the like are immune to the effect.

> **Game Information:** *Drain CON 2d6, Area Of Effect (18" Cone; +1¼), Reduced Endurance (0 END; +½), Persistent (+½) (65 Active Points); Always On (-½), Only Works On People Who Can See Character's Face (-½). Total cost: 32 points.*

Options:

1) Even Uglier: Increase to Drain CON 3d6. 97 Active Points; total cost 48 points.

2) Not Quite As Ugly: Decrease to Drain CON 1d6. 32 Active Points; total cost 16 points.

VOICE OF BEAUTY

Effect: Mind Control 8d6, Telepathic, Set Effect (stand quietly and listen to me talk)
Target/Area Affected: 6" Radius
Duration: Constant
Range: No Range
END Cost: 0

Description: The character's voice is so beautiful that it puts nightingales to shame. When he puts his mind to it, he speaks so beautifully that most people who hear him (within 6") can't do anything but stand quietly and listen to him talk. They won't necessarily even remember his words or follow the course of his logic — all they want to do is hear the beautiful sounds pouring from his mouth.

Characters with this power usually buy the *Perfect Pitch* Talent as well.

> **Game Information:** *Mind Control 8d6, Telepathic (+¼), Area Of Effect (6" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½) (150 Active Points); Incantations (throughout; -½), No Range (-½), Set Effect (stand quietly and listen to me talk; -1). Total cost: 50 points.*

Options:

1) Strong Voice: Increase to Mind Control 10d6. 187 Active Points; total cost 62 points.

2) Weak Voice: Decrease to Mind Control 6d6. 112 Active Points; total cost 37 points.

YOU LOOK STUNNING

Effect: Energy Blast 4d6, Fully Invisible, STUN Only
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character is so beautiful/handsome that when he turns the full force of his attractiveness and charm against a specific person, that person feels faint.

> **Game Information:** *Energy Blast 4d6, Invisible Power Effects (fully invisible; +1) (40 Active Points); No Range (-½), STUN Only (-0), Only Works Against Targets Of Appropriate Sexual Orientation (-½). Total cost: 20 points.*

Options:

1) What A Knockout!: Increase to Energy Blast 6d6. 60 Active Points; total cost 30 points.

2) She's Not All That: Decrease to Energy Blast 2d6. 20 Active Points; total cost 10 points.

HYPERSENSES

Hypersenses reflect a character's ability to perceive the world with much greater efficiency or accuracy than the average person. In some cases this reflects enhancements of his normal five senses; in others, it means he has senses ordinary people do not possess.

Given the flexibility and scope of the *Detect* Power, this category could contain an almost endless list of unusual and enhanced forms of perception — far, far too many to even attempt to list here. Instead, this category covers some common sensory abilities for superhuman characters. You should also look at the "Sensory Powers" sections of the other power categories in this book for other ideas.

OFFENSIVE POWERS

ACCURACY

Effect: +5 with Ranged Combat
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's precise senses of touch and sight allow him to shoot or project attacks with extreme accuracy.

> **Game Information:** *+5 with Ranged Combat (25 Active Points); Only To Increase OCV (-½). Total cost: 17 points.*

Options:

1) Greater Accuracy: Increase to +7 with Ranged Combat. 35 Active Points; total cost 23 points.

2) Lesser Accuracy: Decrease to +3 with Ranged Combat. 15 Active Points; total cost 10 points.

ANTICIPATION

Effect: Lightning Reflexes (+10 to act first with All Attacks)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses are so acute that he can perceive what's about to happen and respond to it more quickly than others.

> **Game Information:** *Lightning Reflexes: +10 to act first with All Attacks (15 Active Points); Requires A PER Roll (assumes PER Roll of 12- or 13-; -¾). Total cost: 9 points.*

Options:

1) Strong Anticipation: Increase to +14 DEX. 21 Active Points; total cost 12 points.

2) Weak Anticipation: Decrease to +6 DEX. 9 Active Points; total cost 5 points.

3) Tiring Anticipation: Add Costs Endurance (-½). 15 Active Points; total cost 7 points.

SENSE WEAKNESS

Effect: Find Weakness 11-
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's heightened senses can detect the weaknesses and vulnerabilities in his target's defenses.

> **Game Information:** *Find Weakness 11- with one attack. Total cost: 10 points.*

Options:

1) Improved Sense Weakness: Increase the roll to 14-. Total cost: 25 points.

2) Expanded Range I: Increase effect to make Find Weakness work with all powers in a related group. Total cost: 20 points.

3) Expanded Range II: Increase effect to make Find Weakness work with all attacks. Total cost: 30 points.

4) Tiring Analysis: The character has to expend energy to use this power. Add Costs Endurance (-½). Total cost: 7 points.

DEFENSIVE POWERS

ALERTNESS

Effect: Danger Sense (self only, in combat) (INT Roll)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's heightened senses make him preternaturally alert for anything that might pose a danger to him in combat situations.

> **Game Information:** *Danger Sense (self only, in combat) (INT Roll). Total cost: 15 points.*

Options:

1) Local Alertness: The character's Alertness extends beyond himself to other people and things near him. Change to immediate vicinity. Total cost: 20 points.

2) Expanded Alertness: The character remains aware of dangers even when not in combat. Change to out of combat. Total cost: 20 points.

3) Heightened Alertness: Increase to INT Roll +3 and add Sense. Total cost: 20 points.

4) Full Awareness: Change to Danger Sense (immediate vicinity, out of combat, sense) (INT Roll +3). Total cost: 30 points.

ATTACK TRACKING

Effect: +4 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's senses work so quickly and so well that he can, consciously or subconsciously, track incoming attacks and dodge them.

> **Game Information:** *+4 DCV (20 Active Points); Do Not Work If Two Or More Of Character's Sense Groups Are Flashed Or Similarly "Blocked" (-¼). Total cost: 16 points.*

AWARENESS

Effect: Defense Maneuver IV
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses allow him to remain aware of the locations and actions of all his attackers in combat, thus preventing any of them from taking him by surprise.

> **Game Information:** *Defense Maneuver IV. Total cost: 10 points.*

DANGER SENSE DODGING

Effect: Armor (20 PD/20 ED), Hardened
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character uses his ability to sense danger to track and avoid incoming attacks (though he has to be prepared to do so). If he makes an Acting roll, he can time events so precisely that it looks like the attack hit him, even though at best it only grazed him.

> **Game Information:** *Armor (20 PD/20 ED), Hardened (+¼) (75 Active Points); Requires A Danger Sense Roll (-½), Costs Endurance (-½), Instant (-½). Total cost: 30 points.*

RESILIENT SENSES

Effect: Flash Defense (various types)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses are so strong, or so acute, that it's much harder to "blind" or block them. The character may buy some or all of the abilities listed below.

Game Information:

Cost	Power
10	*Resilient Vision:* Sight Group Flash Defense (10 points)
10	*Resilient Hearing:* Hearing Group Flash Defense (10 points)
10	*Resilient Smell:* Smell/Taste Group Flash Defense (10 points)
10	*Resilient Feel:* Touch Group Flash Defense (10 points)

SENSORY POWERS

COMBAT PERCEPTION

Effect: Combat Sense (INT Roll)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Even if some (or all) of the character's normal senses are blinded or blocked, he retains enough awareness to fight effectively.

> **Game Information:** *Combat Sense (INT Roll). Total cost: 15 points.*

Options:

1) Heightened Combat Perception: Increase to INT Roll +5. Total cost: 20 points.

HEIGHTENED HEARING

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of hearing.

Game Information:

Cost	Power
10	*Enhanced Hearing:* +5 PER with Hearing Sense Group
18	*Parabolic Hearing:* +12 versus Range for Hearing Group
10	*Combat Hearing I:* Targeting for Normal Hearing
20	*Combat Hearing II:* Targeting for Hearing Group
3	*Ultrasonic Hearing:* Ultrasonic Perception (Hearing Group)

HEIGHTENED SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's natural senses are far more acute than those of normal people.

Game Information:

Cost	Value
15	*Heightened Senses:* +5 PER with all Sense Groups
18	*Precise Focusing:* +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

Options:

1) Tiring Senses: The character can only heighten his senses by force of effort. Add Costs Endurance (-½). Total cost: 10 points for Heightened Senses; 12 points for Precise Focusing.

HEIGHTENED SIGHT

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of sight.

Game Information:

Cost	Power
10	*Enhanced Sight:* +5 PER with Sight Sense Group
15	*Far Seeing:* +10 versus Range for Sight Sense Group
5	*Thermalvision:* Infrared Perception (Sight Group)
5	*Ultravision:* Ultraviolet Perception (Sight Group)
5	*Nightsight:* Nightvision
5	*Heat Trace Reading:* Tracking for Infrared Perception
15	*Microsight:* Microscopic (x1000) for Sight Group

HEIGHTENED SMELL

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened senses of smell and taste.

Game Information:

Cost	Power
10	*Enhanced Smell:* +5 PER with Smell/Taste Sense Group
15	*Far Smell:* +10 versus Range for Smell/Taste Sense Group
10	*Combat Smell:* Targeting for Normal Smell
10	*Tracking Smell:* Tracking for Smell/Taste Group
15	*Trace Odor Detection:* Microscopic (x1000) for Smell/Taste Group

HEIGHTENED TOUCH

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of touch.

Game Information:

Cost	Power
10	*Enhanced Touch:* +5 PER with Touch Sense Group
10	*Reading By Touch:* A character with this power has such sensitive fingertips that he can read printed words by brushing his fingers across them. Discriminatory and Analyze for Normal Touch.

I CAN HEAR YOU BREATHING

Effect: Detect Respiration
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's hearing is so acute that he can perceive the sounds made by living beings when they breathe. Even the sneakiest thief with the highest Stealth roll has to breathe, after all!

Game Information: *Detect Respiration (INT Roll) (Hearing Group). Total cost: 3 points.*

Options:

1) Strong Hearing: Increase to +3 to PER Rolls. Total cost: 6 points.

2) Discriminatory Hearing: The character's ability to differentiate between different types of respiration tells him whether the being breathing is a man or a woman, a human or some other sentient species, a humanoid or an animal, and so forth. Add Discriminatory. Total cost: 8 points.

3) Analytical Hearing: The character's ability to differentiate between different types of respiration tells him exactly what sort of species is doing the breathing, and may provide other sorts of information (such as a rough estimate of the being's CON or lung capacity). Add Discriminatory, Analyze. Total cost: 13 points.

LIE DETECTOR

Effect: Detect Spoken Falsehood
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Thanks to his heightened sense of hearing, the character can discern changes in someone's heartbeat and subvocal quavers in his voice that indicate that person is telling a lie. The character doesn't know what the truth is, only that the person has just spoken a falsehood. If the person has a pacemaker or is a sociopathic liar, the character may be fooled into thinking he's telling the truth even when he's not.

Game Information: *Detect Spoken Falsehood (INT +2) (Hearing Group). Total cost: 5 points.*

RADAR-SENSE

Effect: Radar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses a unique, radar-like sense that allows him to sense objects all around him even if he's blinded or deafened. His radar-sense belongs to no Sense Group, making it difficult to disable. However, the presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds his radar.

Game Information: *Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.*

Options:

1) Enhanced Radar-Sense I: Add +3 to Radar-Sense PER Rolls. Total cost: 35 points.

2) Enhanced Radar-Sense II: Add Telescopic (+8 versus Range Modifier). Total cost: 36 points.

3) True Radar: The character has a true radar sense, based on the emission of radio waves. Change to Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

RADIO SENSE

Effect: Radio Perception
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an innate ability to perceive radio waves, allowing him to detect conventional radar, listen to music whenever he wants, and so forth.

Game Information: *Radio Perception. Total cost: 8 points.*

SONAR

Effect: Active Sonar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a natural sonar sense — he can emit sound waves, then detect nearby objects by hearing the "bounce" of the sound off them.

> **Game Information:** *Active Sonar (Hearing Group). Total cost: 15 points.*

Options:

1) Piscine Sonar: The character's sonar only functions underwater. Add Only Works Underwater (-½). 15 Active Points; total cost 10 points.

TRUE AWARENESS

Effect: Spatial Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses an unusual form of awareness that allows him to detect all the physical objects around him, including fine details about those objects. This sense is nearly impossible to block or blind.

> **Game Information:** *Spatial Awareness (no Sense Group), Discriminatory, Analyze, Range. Total cost: 37 points.*

X-RAY VISION

Effect: N-Ray Perception (Sight Group)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can see x-rays, thus allowing him to see through walls and other solid objects when necessary. He can control the "depth" of this sense, allowing him to, for example, see through the door of a file cabinet to read one of the pieces of paper filed inside without seeing straight through all the paper and the wall behind the cabinet. However, he cannot instantly "home in" on one object out of a group at greater than normal speeds. While looking through the cabinet for that one piece of paper, he'd have to gradually work his way through, page by page, until he found the one he wanted — much like an ordinary person flipping through the files.

> **Game Information:** *N-Ray Perception (Sight Group; blocked by lead, gold, or Force Fields). Total cost: 10 points.*

INTANGIBILITY POWERS

These powers represent a character's ability to decrease his density, typically to the point of intangibility (Desolidification) and the related powers that ability may give him. Some characters with these powers can also increase their density; see *Density Powers,* page 116, for such abilities.

BASIC AND OFFENSIVE POWERS

INTANGIBILITY

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can decrease his mass to the point where he becomes intangible. While incorporeal, he can walk through walls, ignore most attacks (except those based on force, gravity, or magnetism), and so forth.

> **Game Information:** *Desolidification (affected by force, gravitic, or magnetic attacks). Total cost: 40 points.*

Options:

1) Easy Intangibility: The character only experiences the strain of being intangible when he first activates the power. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.

2) Stressful Intangibility: The character finds it difficult and tiring to maintain his Desolidified form. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.

3) Wraithform: The character is always intangible, as if he were a ghost. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 60 points.

DISRUPT ELECTRONICS

Effect: Dispel Electronic Device 14d6
Target/Area Affected: One device
Duration: Instant
Range: Touch
END Cost: 5

Description: When intangible, the character can pass his hand through an electronic device and disrupt it. It shuts down, requiring repair or re-activation before it will work again.

> **Game Information:** *Dispel Electronic Device 14d6, any Electronic Device power one at a time (+¼), Affects Physical World (+2) (136 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 78 points.*

Options:

1) Strong Disruption: Increase to Dispel 20d6. 195 Active Points; total cost 111 points.

2) Weak Disruption: Decrease to Dispel 8d6. 78 Active Points; total cost 45 points.

3) Broad-Band Disruption I: The character's touch is powerful enough to shut off multiple device functions at once. Change to any four Electronic Device powers simultaneously (+1). 168 Active Points; total cost 96 points.

4) Broad-Band Disruption II: The character's touch affects every single power in an electronic device. Change to all Electronic Device powers simultaneously (+2). 210 Active Points; total cost 120 points.

5) Selective Disruption Touch: The character doesn't have to be intangible to use this power; he can make his hand and arm intangible and use it, while leaving the rest of his body solid. Remove Linked (-¼). Total cost: 91 points.

INTANGIBILITY BLESSING

Effect: Affects Desolidified for up to a 60-point attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 4

Description: The character can render a weapon, person, or attack slightly "out of phase" with reality, sufficient to allow that weapon, person, or character to affect intangible objects and characters.

> **Game Information:** *Affects Desolidified for up to a 60-point attack, Usable By Other (+¼). Total cost: 37 points.*

Options:

1) Strong Blessing: Increase to Affects Desolidified for up to 90-point powers. Total cost: 56 points.

2) Multiple Blessings: The character and one other person can benefit from this power at once. Change to Usable Simultaneously (+½). Total cost: 45 points.

3) Ranged Blessing: The character can grant this power to another character at range. Add Ranged (+½). Total cost: 52 points.

INTANGIBLE TOUCH

Effect: EB 4d6, NND, Affects Physical World
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 8

Description: While intangible, the character can plunge one of his hands into another character's body (typically the chest or the head), thus disrupting the metabolic processes and causing intense pain.

> **Game Information:** *Energy Blast 4d6, NND (defense is PD Force Field; +1), Affects Physical World (+2) (80 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 46 points.*

Options:

1) Stronger Touch: Increase to Energy Blast 6d6. 120 Active Points; total cost 69 points.

2) Weaker Touch: Decrease to Energy Blast 3d6. 60 Active Points; total cost 34 points.

3) Feel The Pain: As long as the character keeps his incorporeal hand inside the victim's body, the victim continues to feel pain. Decrease to Energy Blast 3d6 and add Continuous (+1). 75 Active Points; total cost 43 points.

4) The Intangible Agony Effect: The character doesn't even have to deliberately try to hurt people; instead, any time someone passes through him, or he through them, the other person suffers pain. Decrease to Energy Blast 3d6, add Damage Shield (+½) and Continuous (+1), and remove No Range (-½). 82 Active Points; total cost 66 points.

5) Intangible Touch Variant: Substitute Drain STUN 3d6, and remove NND (+1) and No Range (-½). 90 Active Points; total cost 72 points.

6) Selective Intangibility Strike: The character doesn't have to be Desolidified to use the power; he can selectively decrease the density of his hand and use it to attack while keeping the rest of his body solid. Remove Linked (-¼). 80 Active Points; total cost 53 points.

7) Two-Fisted Touch: The character can plunge both of his incorporeal hands into the victim's body, causing even greater pain. Add Autofire (2 shots; +1¼). 105 Active Points; total cost 60 points.

THIEF'S TOUCH

Effect: Teleportation 1", Usable As Attack
Target/Area Affected: One object
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can render his arm and hand intangible, reach through a vault door or locked cabinet, touch an item, render that item intangible as well, and pull it through the door or wall, resolidifying his hand and it after he's done.

In game terms, this is a special effect of Teleportation 1" — the character can only "teleport" to himself objects he can grab (and which must, regardless of size, weigh no more than 100 kg). Unless the character has some way to perceive the target, he suffers the usual penalties for lack of a Targeting Sense in combat.

> **Game Information:** *Teleportation 1", Usable As Attack (defense is Desolidification, Density Increase, gravity powers, or Power Defense; +1), Reduced Endurance (0 END; +½), Affects Physical World (+2) (9 Active Points); Only Works On Handheld Objects (-½), Linked (to Desolidification; -½). Total cost: 4 points.*

Options:

1) Thief's Touch Variant: The character need not be incorporeal to use this ability; he can selectively render his arm and hand intangible while the rest of his body remains solid. Remove Affects Physical World (+2) and Linked (-½). 5 Active Points; total cost 2 points.

2) Tiring Thief's Touch: This version works like the normal Thief's Touch, but instead of being easy, it requires considerable energy. Remove Reduced Endurance (+½) and add Increased Endurance Cost (x10 END; -4). 8 Active Points; total cost 1 point.

DEFENSIVE POWERS

Effect: +6 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can reflexively render himself intangible. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he phases out of existence right before they hit him, then resolidifies a micro-second later.

Game Information: *+6 DCV (30 Active Points); Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼). Total cost: 11 points.*

Options:

1) Strong Blink Intangibility: Increase to +8 DCV. 40 Active Points; total cost 14 points.

2) Weak Blink Intangibility: Decrease to +4 DCV. 20 Active Points; total cost 7 points.

Effect: Power Defense (25 points), Linked (to Desolidification)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: While he's intangible, the character's body is so "diffuse" that characters with Adjustment Powers, Transforms, and the like have trouble "touching" or attacking him.

Game Information: *Power Defense (25 points) (25 Active Points); Linked (to Desolidification; -½). Total cost: 17 points.*

Options:

1) Strong Form: Increase to Power Defense (30 points). 30 Active Points; total cost 20 points.

2) Weak Form: Decrease to Power Defense (20 points). 20 Active Points; total cost 13 points.

Effect: Mental Defense (25 points + (EGO/5)), Linked (to Desolidification)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: While he's intangible, the character's mind is so "diffuse" that characters with Mental Powers have trouble "touching" or attacking it.

Game Information: *Mental Defense (25 points + (EGO/5)) (25 Active Points); Linked (to Desolidification; -½). Total cost: 17 points.*

Options:

1) Strong Mind: Increase to Mental Defense (30 points + (EGO/5)). 30 Active Points; total cost 20 points.

2) Weak Mind: Decrease to Mental Defense (20 points + (EGO/5)). 20 Active Points; total cost 13 points.

Effect: Physical and Energy Damage Reduction, Resistant, 50%
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character decreases his density to the point where he's only semi-solid. He's still solid enough to effect other people and pick up objects, but he's sufficiently incorporeal that attacks cause him little harm.

Alternately, a character can define this power as "selective intangibility" — he sees an attack coming and Desolidifies the part of his body it will hit to lessen the effect of the blow.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50% (30 + 30 = 60 Active Points); Costs Endurance (-½). Total cost: 20 + 20 = 40 points.*

Options:

1) On The Edge Of Intangible: Increase to Physical and Energy Damage Reduction, Resistant, 75%. 60 + 60 = 120 Active Points; total cost 40 + 40 = 80 points.

2) Can't Touch This: Substitute +12 DCV. 60 Active Points; total cost 40 points.

MOVEMENT POWERS

DENSITY DECREASE

Effect: Gliding 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character decreases his density to the point where he can float through the air by riding thermals and updrafts. A character cannot use this power while using Density Increase or any other power with the special effect of increasing his mass.

Game Information: *Gliding 15" (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

Options:

1) Lighter Than Air: The character can even reduce his density to the point where he becomes so light he can rise through the air like a helium-filled balloon. While "flying" this way, he may be blown off-course by the wind. Change to a Multipower with a 15-point reserve, one slot Density Decrease, one slot Flight 4" (8 Active Points); Only To Rise Straight Up (-1), Subject To The Winds (-0) (total cost: 4 points). Total cost: 17 points.

LIGHT WALKER

Effect: Gliding 6", Ground Gliding
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character lowers his density to the point where he doesn't leave tracks when he walks, can walk on fragile surfaces such as snow, and won't trigger nightingale floors or other traps activated by the weight of someone stepping on them.

Game Information: *Gliding 6" (6 Active Points); Costs Endurance (-½), Ground Gliding (-¼). Total cost: 3 points.*

Options:

1) Faster Light Walking: Increase to Gliding 9". 9 Active Points; total cost 5 points.

2) Slower Light Walking: Decrease to Gliding 3". 3 Active Points; total cost 2 points.

3) Really Light Walking: The character weighs so little he can even walk on water. Change to Flight 6" (12 Active Points); Only In Contact With Horizontal Surface (-¼). Total cost: 10 points.

WALKING ON AIR

Effect: Flight 6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has enough control over his intangible form to literally "walk on air." Unconstrained by gravity, he can walk through open air as easily as a normal person walks on the ground, climbs hills, and so forth. However, because this requires some concentration and effort, he still suffers a Turn Mode.

The character should buy this power as inches of Flight equal to or less than his inches of Running. This examples assumes a character with Running 6".

Game Information: *Flight 6" (12 Active Points); Linked (to Desolidification; -½). Total cost: 8 points.*

SHAPE ALTERATION

Shape Alteration Powers represent a character's ability to change his own form and shape. The change may only affect part of his body (allowing him to grow claws, or enhance the muscles in his legs), or it may involve a complete change of form. This category does not include the ability to alter other characters' shape; for that sort of ability, see the Matter Manipulation Powers section of *The UNTIL Superpowers Database.* You might also want to look at Animal Powers, Body Control Powers, and Size Alteration Powers; many of those abilities could be re-defined as "changing shape or form."

The two basic Powers for this category are Multiform and Shape Shift. You should use Multiform when a change substantially alters a character's abilities; examples include a metamorph who can transform himself into various animal shapes, or a character with a malleable body who can change into an airplane or similar objects. You should use Shape Shift when the changes the character can make in his body are more "cosmetic" — when they don't change his powers or abilities, but just the way others perceive him. See the Basic Powers, below, for examples.

BASIC POWERS

FORM ALTERATION

Effect: Multiform (one other form of up to 300 Character Points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the ability to assume the form of one being or object built with 300 Character Points. This is often an animal form, but it doesn't have to be; the character simply has to define the alternate form when he purchases the power. For alternate forms of greater or lesser cost, simply recalculate the cost of the power accordingly.

> **Game Information:** *Multiform (300-point alternate form; true form is human form). Total cost: 60 points.*

Options:

1) Multiple Forms I: The character can change into multiple alternate forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.

2) Multiple Forms II: As Multiple Forms I, but increase to up to 250 forms. Total cost: 100 points.

3) Swift Change: The character can assume his alternate form quickly and easily. Add Instant Change. Total cost: 65 points.

4) Tiring Change: Changing forms places some strain on the character's system. Add Costs Endurance (to change forms; -½). Total cost: 40 points.

5) Lengthy Change: It takes the character a long time to change forms. Add Extra Time:

Full Phase to activate (-¼). Total cost: 48 points.

Extra Phase to activate (-½). Total cost: 40 points.

1 Turn to activate (-¾). Total cost: 34 points.

1 Minute to activate (-¾). Total cost: 34 points.

6) Focused Change: The character has to concentrate on what he's doing to change forms. Add Concentration (½ DCV; -¼). Total cost: 48 points (or 40 points for 0 DCV; -½).

7) Restricted Change: The character's change is tiring, takes a long time, and requires his concentration. Add Costs Endurance (to change forms; -½), Extra Time (Full Phase to activate; -¼), and Concentration (½ DCV; -¼). Total cost: 30 points.

8) Altered Nature: The character must take care not to spend too long in alternate form, lest the alternate form's instincts overwhelm his human personality. This only applies if the alternate form has a different personality (animal instincts, for example). Add Personality Loss (1 Minute; -1¾). Total cost: 22 points.

9) True Form Alteration: The character can alter his form into nearly any creature or being of no more than 300 Character Points. The GM may wish to restrict or forbid this ability to preserve game balance. In any event, a character should not be allowed to change into a form for which he does not have a prepared character sheet (or one he can use from a book like the *HERO System Bestiary*) to avoid slowing down or complicating the game. Change to Variable Power Pool, 60 base + 30 control cost, Powers Can Be Changed As A Half-Phase Action (+½); Only For Multiform (-¼). 60 + 45 = 105 Active Points; total cost 60 + 36 = 96 points.

10) Restricted True Form Alteration: As True Form Alteration, but with restrictions on the forms the character can assume — only animals, for example. This increases the value of the Limitation, though the GM may leave it at -¼ if the category of forms

is so broad it doesn't really impose additional hindrances on the character. Change to Only For [Defined Category] Multiforms (-½). Total cost: 60 + 30 = 90 points.

11) Werewolf Forms I: Lycanthropes are among the most common types of characters associated with the concept of "changing shape or form." Here's how you'd buy a typical werewolf's ability to change form either into wolf or wolf-man form, using the character sheet from page 230 without the Multiform listed there. Multiform (character can assume 320-point wolf-man or 150-point wolf form) (69 Active Points); Extra Time (Extra Phase to change form; -¾). Total cost: 39 points.

12) Werewolf Forms II: This power is similar to Werewolf Forms I, but represents a version of lycanthropy that causes pain an exhaustion when the character changes form. Multiform (character can assume 320-point wolf-man or 150-point wolf form) (69 Active Points); Extra Time (1 Minute to change form; -1½), Concentration (0 DCV throughout change; -1), Costs Endurance (-½), Increased Endurance Cost (x3 END; -1). Total cost: 14 points.

13) Vampire Forms: Vampires are said to possess the power to change into wolf, bat, or mist forms (and in some traditions, many other forms, such as rat and snake). Multiform (character can assume or 150-point wolf and bat forms) (total cost: 35 points) **plus** Desolidification (affected by air/wind, heat, or cold powers) (40 Active Points); Cannot Pass Through Solid Objects (-½) (total cost: 27 points). Total cost: 62 points.

HUMAN MIMICRY

Effect: Shape Shift (any humanoid form), Imitation
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 5

Description: This is a tailored example of Shape Alteration, below. The character can alter his form to resemble any other human or humanoid being. The only ways to discern his true identity are to read his mind or perform a cellular analysis.

> **Game Information:** *Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid form), Imitation. Total cost: 42 points.*

Options:

1) Easy Human Mimicry: The character only has to pay END when shifting shape; thereafter maintaining his new shape doesn't tire him out. Add Costs Endurance Only To Change Shape (+¼). Total cost: 52 points.

2) Swift Human Mimicry: The character can change shape quickly. Add Instant Change. Total cost: 47 points.

3) Enhanced Human Mimicry I: Even cellular analysis can't tell the character apart from whoever he's imitating. Add Cellular. Total cost: 52 points.

4) Enhanced Human Mimicry II: As Enhanced Human Mimicry II, but the character can change shape quickly. Add Instant Change. Total cost: 57 points.

5) Restricted Human Mimicry I: The character can change into other humanoid shapes at will, but if he wants to imitate someone, he has to touch that person. Remove Imitation from power (changing its cost to 42 points) and then buy it as a naked Adder: Imitation (10 Active Points); Must Touch Person To Be Imitated Skin-To-Skin (-1) (total cost: 5 points). Total cost of power: 37 points.

6) Restricted Human Mimicry II: As Restricted Human Mimicry I, but the character needs an actual biological sample — typically blood or skin cells — from the person to be imitated. Change Must Touch Person To Be Imitated Skin-To-Skin (-1) to Must Have Biological Sample from Person To Be Imitated (-1½). Total cost of Imitation 4 points; total cost of power 36 points.

7) Restricted Human Mimicry III: The character can only change his body; his clothing, small carried items, and the like remain unchanged. Add Affects Body Only (-½). Total cost: 28 points.

SHAPE ALTERATION

Effect: Shape Shift (Sight Group, one form)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can alter the appearance of his form to the Sight Group by assuming a single other shape. He must define this shape when he purchases the power. He still sounds, feels, smells, tastes, and appears to Radio Senses like his normal form. (See the Human Mimicry and Appearance Manipulation powers, below, for more defined versions of this power.)

Several Adders could apply to this power or any of its options. You can add *Imitation* to any of the options for +10 Character Points, and *Cellular* for another +10 Character Points. *Instant Change* (the ability to alter shape as a Zero-Phase Action) costs +5 Character Points.

> **Game Information:** *Shape Shift (Sight Group, one form). Total cost: 10 points.*

Options:

Multiple Shapes: The character can assume more than one shape, but only as to the Sight Group.

1) Multiple Shapes I: The character can assume any one of four predefined shapes, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, four predefined forms). Total cost: 15 points.

2) Multiple Shapes II: The character can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, Limited Group of forms). Total cost: 20 points.

3) Multiple Shapes III: The character can assume any shape, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, any form). Total cost: 30 points.

Multiple Senses (Sight, Hearing, Touch): The character's shape(s) change as to these three Sense Groups.

4) Multiple Senses I: The character's ability to change shape affects not only how people see him, but how he sounds and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, one form). Total cost: 16 points.

5) Multiple Senses II: The character can can assume any one of four predefined forms, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, four predefined forms). Total cost: 21 points.

6) Multiple Senses III: The character can can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, Limited Group of forms). Total cost: 26 points.

7) Multiple Senses IV: The character can can assume any form, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, any form). Total cost: 36 points.

Multiple Senses (all but Mental): The character's shape(s) change as to all Sense Groups except the Mental Sense Group (for that, see *Psychomorph*, page 145).

8) Multiple Senses V: The character's ability to change shape affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, one form). Total cost: 22 points.

9) Multiple Senses VI: The character can can assume any one of four predefined forms, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, four predefined forms). Total cost: 27 points.

10) Multiple Senses VII: The character can can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, Limited Group of forms). Total cost: 32 points.

11) Multiple Senses VIII: The character can can assume any form, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form). Total cost: 42 points.

Linked Abilities

12) Shape Powers: The character can use some or all of the powers of the form he changes to. If he changes to a "winged man" form, he can have Flight; if he changes into an animal, he could have extra Running or claws. Due to the high cost of simulating all of the major abilities (never mind *all*

the abilities) of various forms, this power becomes quite expensive — and if anything, this VPP is too small. Multiform is a preferable method for creating such radical alterations in a character's shape. Additionally, this power requires the GM's permission because it involves Linking an entire Power Framework to a power. (See page 65 for further discussion.) Character also buys Variable Power Pool, 100 base + 50 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼). Total cost: 100 + 100 = 200 points.

13) Large Forms: The character can become taller/larger than the +10% allowed by the normal Shape Shift power. Character also buys Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide) (30 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 24 points.

14) Small Forms: The character can become shorter/smaller than the -10% allowed by the normal Shape Shift power. Character also buys Shrinking (.25 m tall, .2 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +9" KB) (30 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 24 points.

OFFENSIVE POWERS

ARMS INTO BLADES

Effect: HKA 1d6 (up to 2d6 with STR), Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can reshape his hands or arms into razor-sharp cutting and stabbing blades.

> **Game Information:** *HKA 1d6 (up to 2d6 with STR), Armor Piercing (+½). Total cost: 22 points.*

Options:

1) Bigger Blades: Increase to HKA 1½d6 (up to 3d6+1 with STR). Total cost: 37 points.

2) Smaller Blades: Decrease to HKA ½d6 (up to 1d6+1 with STR). Total cost: 15 points.

3) Arms Into Clubs: The character can transform his hands into sledgehammers, blunt maces, blocks of stone, or some other type of bludgeon. Change to HA +3d6 (15 Active Points); Hand-To-Hand Attack (-½). Total cost: 10 points. (The character could buy this ability in a Multipower with Arms Into Blades; this would cost 22 (reserve) +2 + 1 = 25 points.)

HORRIFIC TRANSFORMATION

Effect: +20 PRE, Only For Fear-Based Presence Attacks During Transformation
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's change of shape is particularly horrifying, disgusting, or disturbing. People who witness the transformation are likely to run screaming in fear. (In game terms, when the character changes shape he always makes an accompanying Presence Attack with the command "run in fear from the terrible shapechanger!".)

> **Game Information:** *+20 PRE (20 Active Points); Only For Fear-Based Presence Attacks During Transformation (-1½). Total cost: 8 points.*

Options:

1) Really Horrifying Change: Increase to +30 PRE. 30 Active Points; total cost 12 points.

2) Less Horrifying Change: Decrease to +10 PRE. 10 Active Points; total cost 4 points.

NATURAL WEAPONRY

Effect: HKA 1d6 (up to 2d6 with STR), Indirect (any point of origin)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can morph part of his body to create natural weaponry. He could grow claws from his hands, turn his mouthful of teeth into a mouthful of fangs, sprout horns, or the like.

> **Game Information:** *HKA 1d6 (up to 2d6 with STR), Indirect (power can manifest from any appropriate part of the character's body; +¼). Total cost: 19 points.*

Options:

1) Bigger Natural Weapons: Increase to HKA 1½d6 (up to 3d6+1 with STR). Total cost: 31 points.

2) Smaller Natural Weapons: Decrease to HKA ½d6 (up to 1d6+1 with STR). Total cost: 12 points.

3) Blunt Natural Weapons: Change to HA +3d6, Indirect (+¼) (19 Active Points); Hand-To-Hand Attack (-½). Total cost: 13 points.

DEFENSIVE POWERS

ARMOR UP

Effect: Armor (9 PD/9 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character alters the shape and nature of his skin, making it into something flexible, yet protective — such as chitin, "organic metal," or "organic wood."

> **Game Information:** *Armor (9 PD/9 ED) (27 Active Points); Costs Endurance (-½). Total cost: 18 points.*

Options:

1) Tougher Armor: Increase to Armor (12 PD/12 ED). 36 Active Points; total cost 24 points.

2) Softer Armor: Decrease to Armor (6 PD/6 ED). 18 Active Points; total cost 12 points.

ENVIRONMENTAL ADAPTATION

Effect: Life Support (Expanded Breathing: underwater; Safe Environments: all)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter his body to compensate for environmental conditions such as intense heat or being underwater.

> **Game Information:** *Life Support (Expanded Breathing: breathe underwater; Safe Environments: all) (15 Active Points); Nonpersistent (-¼). Total cost: 12 points.*

MUTATING EXTERIOR

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character constantly shifts his exterior form and appearance, making it virtually impossible for attackers to detect any weaknesses in his body. This only applies to innate defenses, such as the character's own PD, ED, and Damage Resistance; it has no effect on worn armors, force fields the character generates, or the like (the Limitation that reflects this should be removed if the character has no non-innate defenses).

> **Game Information:** *Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-½), Only Applies To Character's Innate Defenses (-¼). Total cost: 11 points.*

Options:

1) Greater Mutating: Increase to Lack Of Weakness (-15). 30 Active Points; total cost 17 points.

2) Lesser Mutating: Decrease to Lack of Weakness (-5). 10 Active Points; total cost 6 points.

MOVEMENT POWERS

GROW WINGS

Effect: Flight 12", Restrainable
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can grow wings, thus enabling him to fly. (See the *Wings* power, page 87, for other options.)

> **Game Information:** *Flight 12" (24 Active Points); Restrainable (-½). Total cost: 16 points.*

Options:

1) Strong Wings: Increase to Flight 15". 30 Active Points; total cost 20 points.

2) Weak Wings: Decrease to Flight 9". 18 Active Points; total cost 12 points.

3) Manipulable Wings: The character can grow and re-absorb wings at will, making it impossible to foul or snare them. Remove Restrainable (-½). Total cost: 24 points.

LEG ENHANCEMENT

Effect: Running +7", Leaping +14"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can alter the shape of, or enhance the musculature of, his legs so that he can run faster and leap further.

Game Information:

Cost	Power
11	*Leg Enhancement:* Multipower, 14-point reserve, all Extra Time (Full Phase to activate; -¼)
1u	1) *Enhanced Running:* Running +7"; Extra Time (Full Phase to activate; -¼)
1u	2) *Enhanced Leaping:* Leaping +14"; Extra Time (Full Phase to activate; -¼)

Total cost: 13 points.

Options:

1) Stronger, Longer Legs: Increase Multipower reserve to 20 points, slot one to Running +10", and slot two to Leaping +20". Total cost: 20 points.

2) Weaker, Shorter Legs: Decrease Multipower reserve to 10 points, slot one to Running +5", and slot two to Leaping +10". Total cost: 10 points.

SENSORY POWERS

THE EYES HAVE IT

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: When the character needs to see all around himself, he simply grows some more sets of eyes all over his body.

Game Information: *Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

I'LL JUST GROW SOME MORE EYES

Effect: Clairsentience (Sight Group)
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 2

Description: When the character's ordinary eyes are blinded by a Flash, he grows a second set right above them and goes right on seeing as usual.

This power requires the GM's permission to buy because it uses Clairsentience in an unusual way. Ordinarily a Flash that affects a character's eyes is also going to affect his ability to "see" through Clairsentience (Sight Group). However, as noted on page 355 of the rulebook, Clairsentience and Sense-Affecting Powers sometimes interact in unusual ways. In this case, since the character can't activate his Clairsentience until *after* his ordinary eyes have been Flashed, the Clairsentience essentially takes the place of his regular eyesight and is not blinded.

Game Information: *Clairsentience (Sight Group) (20 Active Points); No Range (-½), Can Only Be Used When Regular Eyes Are Flashed (-0). Total cost: 13 points.*

SENSORY ENHANCEMENT

Effect: Various (see below)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: Varies

Description: The character can alter the shape or nature of his sensory organs to improve his ability to perceive. A character can buy any of the listed powers he wants.

Game Information:

Cost	Power
3	*Animal's Nose I:* +2 PER for Smell/Taste Group; Costs Endurance (-½)
3	*Animal's Nose II:* Tracking for Normal Smell; Costs Endurance (-½)
3	*Bigger Ears:* +2 PER for Hearing Group; Costs Endurance (-½)
3	*Bigger Eyes:* +2 PER for Sight Group; Costs Endurance (-½)
3	*Cat's Eyes:* Nightvision; Costs Endurance (-½)
6	*Falcon's Eyes:* +6 versus Range for Sight Group; Costs Endurance (-½)

MISCELLANEOUS POWERS

DNA ALTERATION

Effect: Shape Shift (Sight and Touch Groups), Cellular, Imitation, Only To Alter DNA
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can alter his DNA at will, even imitating the DNA of other people if necessary.

Game Information: *Shape Shift (Sight and Touch Groups), Cellular, Imitation (33 Active Points); Only To Alter DNA (-2). Total cost: 11 points.*

Options:

1) Fingerprint Alteration: Instead of changing his DNA, the character can only change his fingerprints. Change to Only To Alter Fingerprints (-1½). Total cost: 13 points.

FACIAL MANIPULATION

Effect: Shape Shift (Sight, Touch, and Hearing Groups), Imitation, Facial Features And Voice Only
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost:
Skill Roll Penalty: N/A

Description: The character has such fine control over his facial muscles that he can use them to alter the shape of his face, making him look just like someone else.

> **Game Information:** *Shape Shift (Sight, Touch, and Hearing Groups), Imitation, Reduced Endurance (0 END; +½) (39 Active Points); Facial Features And Voice Only (-1), Extra Time (1 Minute to activate; -¾). Total cost: 14 points.*

Options:

1) Moldable Face: The character doesn't have fine control over his facial muscles. Instead, something's happened to his face to make it malleable, allowing him to mold it so that he resembles other people. It stays in the alternate shape until he changes it (or, at the GM's option, until his face experiences a strong impact, such as a punch, which deforms it). Add Persistent (+½). 52 Active Points; total cost 19 points.

GENDER BENDER

Effect: Shape Shift (Sight and Touch Groups), Only To Change Gender
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the ability to change his gender. He can't change his appearance otherwise — if he's normally male, he just looks like a female version of himself (however the GM chooses to let him define that) — but the change is a true one, and that's enough of a disguise in most situations.

In the event the character gets pregnant while female and then shifts into male form, the GM must determine what happens. Typically the fetus dies and is absorbed into the body (perhaps the character is ill for a while as well).

> **Game Information:** *Shape Shift (Sight and Touch Groups) (13 Active Points); Only To Change Gender (-1). Total cost: 6 points.*

Options:

1) Lasting Change: The character's change of sex remains in place until he decides to change back. Add Reduced Endurance (0 END; +½) and Persistent (+½). 26 Active Points; total cost 13 points.

GROW GILLS

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can grow gills, thus enabling him to breathe underwater.

> **Game Information:** *Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.*

HUMAN LOCKPICK

Effect: Lockpicking (DEX Roll +5)
Target/Area Affected: One lock
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can extend tiny portions of his finger into a mechanical lock, adjusting the tumblers by feel until it opens.

> **Game Information:** *Lockpicking (DEX Roll +5) (13 Active Points); Costs Endurance (-½), Only Versus Mechanical Key Locks (-1). Total cost: 5 points.*

Options:

1) Precise Lockpick: Increase to Lockpicking (DEX Roll +10). 23 Active Points; total cost 9 points.

2) Simple Lockpick: Decrease to Lockpicking (DEX Roll). 3 Active Points; total cost 1 point.

INSTANT TURNAROUND

Effect: Teleportation 1", Position Shift, Trigger, Only To Change Facing
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 1

Description: To the extent that it has any effect on game play, changing a character's facing (*i.e.,* which way is "front" for him, the direction his eyes look when he's looking straight ahead) is a Zero Phase Action. For a character with this power it doesn't even take that long. He can morph his body and instantly "rearrange" it so that what was his back is now his front, and vice-versa.

> **Game Information:** *Teleportation 1", Position Shift, Trigger (as desired, activating Trigger takes no time, Trigger resets automatically; +1¼) (16 Active Points); Only To Change Facing (character does not actually travel 1", he remains in position but is just facing a different way; -2). Total cost: 5 points.*

OBJECT MANIFESTATION

Effect: Variable Power Pool (Object Manifestation Pool)
Target/Area Affected: Varies
Duration: Varies
Range: Self, Touch, or No Range
END Cost: Varies

Description: The character has the ability to change parts of his body into various useful forms or objects — his hands into weapons (as with Arms Into Blades, above) or suction cups (Clinging), his feet into gripping claws (Knocback Resistance), and so on.

Game Information: *Variable Power Pool (Object Manifestation Pool), 30 base + 15 control cost; Limited Powers (no Ranged Attacks or other abilities that can't be simulated by altering a part of one's body into an object; -1). Total cost: 37 points.*

Options:

1) Strong Manifestation: Increase to 40 base + 20 control cost. Total cost: 50 points.

2) Weak Manifestation: Decrease to 20 base + 10 control cost. Total cost: 25 points.

OPACITY ALTERATION

Effect: Invisibility to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can alter the opacity of his skin and flesh, making himself invisible. Anyone who gets within about six feet of him may still be able to notice him, though. Furthermore, his power doesn't affect his clothing....

Game Information: *Invisibility to Sight Group (20 Active Points); Doesn't Affect Worn/Carried Objects (-½). Total cost: 13 points.*

Options:

1) Strong Invisibility: Add No Fringe. 30 Active Points; total cost 20 points.

2) Weak Invisibility: The character can be seen more easily from a distance. Add Bright Fringe (-¼). 20 Active Points; total cost 22 points.

3) Lasting Invisibility: The character can remain translucent as long as he likes. Add Reduced Endurance (0 END; +½) and Persistent (+½). 40 Active Points; total cost 27 points.

4) Standstill Invisibility: The power only works if the character stands still; when he moves it's easy to see his outline. Add Chameleon (-½). 20 Active Points; total cost 10 points.

PERSONALITY SHIFTING

Effect: Shape Shift (Mental Group) plus +4 with Interaction Skills
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 1

Description: The character can alter his personality in such a way that characters using mental powers to search for his mind can't find it (similar to Psychomorph, see below). Even better, he can easily "adapt" his personality to whatever a person he's interacting with likes, making the interaction easier.

> **Game Information:** *Shape Shift (Mental Group, any humanoid shape) (total cost: 15 points)* **plus** *+4 with Interaction Skills (total cost: 20 points). Total cost: 35 points.*

Options:

1) Imitative Shifting: The character can not only change his personality, he can flawlessly imitate the personality and mental patterns of another person. Add Imitate to Shape Shift. Total cost of that power 25 points; total cost of overall power 45 points.

2) Lengthy Shifting: Altering the character's personality takes time. To both powers add Extra Time (1 Turn to activate; -¾). Total cost 9 + 11 = 20 points.

3) Focused Shifting: The character has to concentrate to change his personality. Add Concentration (½ DCV; -¼) to both powers. Total cost: 12 + 16 = 28 points.

4) Lengthy, Focused Shifting: Add Extra Time (1 Turn to activate; -¾) and Concentration (½ DCV throughout activation; -½) to both powers. Total cost: 7 + 9 = 16 points.

PSYCHOMORPH

Effect: Shape Shift (Mental Group, any shape)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can alter his brain waves and other mental/psionic "identifying marks" to make a person with mental powers think he's someone else. He still looks, feels, sounds, and smells the same, but someone perceiving or reading his mind perceives a "completely different" mind inside his skull. He cannot, however, make his thought patterns resemble those of someone else.

A character who can Psychomorph cannot change his Psychological Limitations, any more than a character who has Shape Shift (Touch Group) can make himself stronger or eliminate his Physical Limitations. Changing Psychological Limitations requires Multiform, but few characters ever buy such an ability — after all, the new personality might not want to change back!

> **Game Information:** *Shape Shift (Mental Group, any shape). Total cost: 25 points.*

Options:

1) Easy Psychomorphing: The character does not find it difficult to maintain his psychomorphed state. Add Costs Endurance Only To Change Shape (+¼). Total cost: 31 points.

2) Psychomorphic Copycat: The character can duplicate the brain waves and thought patterns of another being, thus disguising himself as that person for purposes of Mental Group senses. He must have perceived the other person's mind at some point (using Telepathy, Detect Minds, or the like) to copy it. Add Imitation. Total cost: 35 points.

3) Rapid Psychomorphing: The character can change his "mental shape" quickly. Add Instant Change. Total cost: 30 points.

SCENT MANIPULATION

Effect: Shape Shift (Smell/Taste Group), Imitation
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can alter his scent, thus allowing him to throw off hunting dogs and other creatures that track by smell. He can even imitate the smells of other persons.

> **Game Information:** *Shape Shift (Smell/Taste Group, any humanoid scent/taste), Imitation. Total cost: 25 points.*

Options:

1) Weak Scent Manipulation: The character can change his scent, but not precisely enough to imitate other people. Remove Imitation. Total cost: 15 points.

2) Easy Scent Manipulation: Maintaining a change of scent doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). Total cost: 31 points.

3) Lengthy Scent Manipulation: It takes the character a little time to alter his scent. Add Extra Time (takes 1 Turn to alter scent; -¾). Total cost: 14 points.

4) Focused Scent Manipulation: The character has to concentrate to change his scent. Add Concentration (½ DCV; -¼). Total cost: 20 points.

5) Scent Cessation: The character can eliminate his body's scent altogether, making it virtually impossible to track him by smell. Change to Invisibility to Smell/Taste Group. Total cost: 10 points.

SHAPECHANGE HEALING

Effect: Simplified Healing 2d6, Trigger
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: For some metamorphs, changing form is tiring or painful. Not so a metamorph with this power — he actually finds changing shape invigorating and healing. In game terms, whenever the character uses his Shape Shift or Multiform to change shape, he heals 2d6 STUN and BODY damage. The GM determines what constitutes "changing shape" for purposes of Triggering the Healing. The power requires a fairly profound or substantial change; characters shouldn't be allowed to make minor changes as Zero Phase Actions just to heal themselves.

> **Game Information:** *Simplified Healing 2d6, Trigger (when character changes form, activating Trigger takes no time, Trigger resets automatically; +1), Reduced Endurance (0 END; +½) (50 Active Points); Self Only (-½). Total cost: 33 points.*

Options:

1) Strong Healing: Increase to Simplified Healing 3d6. 75 Active Points; total cost 50 points.

2) Weak Healing: Decrease to Simplified Healing 1d6. 37 Active Points; total cost 25 points.

TWO-DIMENSIONAL FORM

Effect: See text
Target/Area Affected: Self
Duration: Varies
Range: Self, Touch
END Cost: Varies

Description: The character can alter the shape of his body so that he has a form with only two dimensions, height and width (or nearly only two). When in this form, he can slip underneath doors and through tiny cracks, become "invisible" by turning edge-on to a person's perceptions (a difficult trick to maintain), glide easily, and inflict vicious poking damage.

> **Game Information:**

Cost	Two-Dimensional Form
14	*Two-Dimensional Form:* Desolidification (affected by any attack) (40 Active Points); Only To Pass Through Long, Narrow Cracks (-¾), Does Not Protect Against Damage (-1)
18	*Edge-On Invisibility:* Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
8	*Glide Like Paper:* Gliding 8"
60	*Two-D Poke:* Armor Piercing (x2; +1) for up to 20 STR, Affects Physical World (+2)

Total cost: 100 points.

Options:

1) Two-Dimensional Body: The character has a two-dimensional form permanently. Change to:

Cost	Two-Dimensional Body
28	*Two-Dimensional Form:* Desolidification (affected by any attack), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼) (90 Active Points); Always On (-½), Only To Pass Through Long, Narrow Cracks (-¾), Does Not Protect Against Damage (-1)
18	*Edge-On Invisibility:* Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
8	*Glide Like Paper:* Gliding 8"
60	*Two-D Poke:* Armor Piercing (x2; +1) for up to 20 STR, Affects Physical World (+2)

Total cost: 114 points.

The character should also take the following Disadvantages:

30	Vulnerability: 2 x Effect from Knockback (Very Common)
30	Vulnerability: 2 x BODY from Killing Attacks (Very Common)

VOICE MANIPULATION

Effect: Shape Shift (Hearing Group), Imitation, Voice Only
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can change his voice at will, even flawlessly imitating other peoples' voices as well as other sounds.

> **Game Information:** *Shape Shift (Hearing Group, any humanoid voice), Imitation (25 Active Points); Voice Only (power doesn't change character's appearance to Sonar or the like, it just alters his voice; -¼). Total cost: 20 points.*

Options:

1) Weak Voice Manipulation: The character can change his voice, but not precisely enough to imitate other people. Remove Imitation. 15 Active Points; total cost 12 points.

2) Easy Voice Manipulation: Maintaining a change of voice doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). 31 Active Points; total cost 25 points.

3) Lengthy Voice Manipulation: It takes the character a little time to alter his voice. Add Extra Time (takes 1 Turn to alter voice; -¾). Total cost: 12 points.

4) Focused Voice Manipulation: The character has to concentrate to change his voice. Add Concentration (½ DCV; -¼). Total cost: 17 points.

SKIN ALTERATION POWERS

These powers represent the character's ability to change the color, feel, or other aspects of his skin (see also *Armor Up,* above). Usually this is done to make it easier to hide or conceal one's self, but it can also enhance disguises or simply be entertaining. See also the Hyper-Comeliness Powers on page 125.

APPEARANCE MANIPULATION

Effect: Shape Shift (Sight Group), Imitation
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter the cosmetic details of his appearance — hair color, eye color, facial shape, skin color, lack or presence of facial and body hair, and so forth. He cannot alter his appearance to change gender, size, or the like.

> **Game Information:** *Shape Shift (Sight Group), Imitation (20 Active Points); Cosmetic Details Only (-¼). Total cost: 16 points.*

Options:

1) Weak Appearance Manipulation: The character can change his appearance, but not precisely enough to imitate other people. Remove Imitation. 10 Active Points; total cost 8 points.

2) Easy Appearance Manipulation: Maintaining a change of appearance doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). 25 Active Points; total cost 20 points.

3) Lengthy Appearance Manipulation: It takes the character a little time to alter his appearance. Add Extra Time (takes 1 Turn to alter appearance; -¾). Total cost: 10 points.

4) Focused Appearance Manipulation: The character has to concentrate to change his appearance. Add Concentration (½ DCV; -¼). Total cost: 13 points.

5) You Can't See Me: The character's ability to manipulate his appearance is so good he can effectively make himself invisible. Substitute Invisibility to Sight Group (20 Active Points); Chameleon (-½). Total cost: 13 points. See also *Chameleon Camouflage,* page 93, for a similar ability.

DIVERSITY

Effect: Shape Shift (Sight Group), Only To Change Racial Appearance
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the ability to change the tone and color of his skin, and if necessary other general details (shape of the eyes and nose, color of the hair, and so on), so that he looks like a member of another race. He can't change his features beyond that, but a change of race alone is a foolproof disguise in many cases.

> **Game Information:** *Shape Shift (Sight Group) (10 Active Points); Only To Change Racial Appearance (-1). Total cost: 5 points.*

Options:

1) Lasting Diversity: The character's change of race remains in place until he decides to change back. Add Reduced Endurance (0 END; +½) and Persistent (+½). 20 Active Points; total cost 10 points.

SIZE ALTERATION POWERS

Characters with Size Alteration Powers can become much bigger or smaller than normal (sometimes both). The basic powers for doing this are, naturally enough, Growth and Shrinking, but characters can create many related powers based on the effects of being extremely large or extremely small.

GROWTH POWERS

These powers are appropriate for characters who are, or can become, taller and larger than normal humans.

Basic Growth Powers

GIGANTIC SIZE

Effect: Growth (32 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can grow to a height of as much as 32 meters (105 feet). While at that height, he becomes prodigiously strong and much tougher — but also easier to perceive and to hit in combat.

> **Game Information:** *Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide). Total cost: 60 points.*

Options:

1) Gargantuan Size: Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m [about 200 feet] tall, 32 m wide). Total cost: 75 points.

2) Enormous Size: Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide). Total cost: 45 points.

3) Easy Growth: Remaining at gigantic sizes doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.

4) Tiring Growth: Remaining at gigantic sizes places a terrible strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.

Offensive Growth Powers

GIGANTIC FISTS

Effect: Area Of Effect (One Hex) for up to STR 100
Target/Area Affected: One Hex
Duration: Instant
Range: Touch
END Cost: 0

Description: By the time the character reaches 32 meters (105 feet) in height, his hands have become so large that he has little difficulty hitting targets in HTH Combat. Sometimes he can smash more than one person under his gigantic palm.

> **Game Information:** *Area Of Effect (One Hex; +½) for up to STR 100, Reduced Endurance (0 END; +½) (75 Active Points); Linked (to Growth; only applies at 60 points' worth of Growth or more; -¼). Total cost: 60 points.*

GIGANTIC MUSCLES

Effect: +20 STR, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: As he grows, the character becomes even stronger than normal growing characters. He gains +5 STR per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

> **Game Information:** *+20 STR (20 Active Points); Linked (to Growth, gains +5 STR per 15 points of Growth; -¼). Total cost: 16 points.*

Options:

1) Really Gigantic Muscles: Increase to +40 STR (+10 STR per 15 points of Growth). 40 Active Points; total cost 32 points.

GIGANTIC SWING

Effect: +4 OCV with Sweep
Target/Area Affected: Self
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's large, strong arms can wield large weapons, and he's particularly skilled at at using weapons (or even his fists) to make a powerful, scything stroke that hits several foes at once.

In game terms, characters should only use these Levels to Sweep multiple opponents. However, since the rules for placing Limitations on CSLs would actually make this power cost *more* if it were so Limited, it's not actually built with any Limitation — the player just voluntarily agrees to only use the Levels that way, and the GM enforces that restriction as part of the power's special effect.

> **Game Information:** *+4 OCV with Sweep. Total cost: 8 points.*

Options:

1) Strong Power: Increase to +6 OCV with Sweep. Total cost: 12 points.

2) Weak Power: Decrease to +2 OCV with Sweep. Total cost: 4 points.

IMPRESSIVENESS

Effect: +20 PRE, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even more impressive than normal growing characters. He gains +5 PRE per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

> **Game Information:** *+20 PRE (20 Active Points); Linked (to Growth, gains +5 PRE per 15 points of Growth; -½). Total cost: 16 points.*

Options:

1) Really Impressive: Increase to +40 PRE (+10 PRE per 15 points of Growth). 40 Active Points; total cost 32 points.

MACROVERSAL ATTACK

Effect: Area Of Effect (One Hex; +½) for up to 60 STR, Transdimensional
Target/Area Affected: One Hex up to 10 billion km wide, deep, and broad
Duration: Instant
Range: No Range
END Cost: 0

Description: If the GM doesn't allow characters in the Macroverse to affect ordinary-sized reality normally "for free" as a way of defining how the Macroverse works (see page 217), characters who can enter the Macroverse (see below) must buy this attack. It defines how their hands and feet are so large that they can effortlessly crush planets and everything on them, sweep solar systems aside with a wave of their arms, cause artificial eclipses by placing their hands between the sun and a planet, protect a world by batting aside comets and meteors about to hit it, and so forth.

The power assumes the character has 60 STR; for other levels of STR, just recalculate the cost. It further assumes that a character who enters the Macroverse can become, at maximum, as tall as a light-year is long; you may need to adjust the cost if the GM sets different parameters.

If the character has other attacks, such as the power to fire energy beams, he should buy a similar ability for them as well (perhaps, with the GM's permission, in a Power Framework).

For purposes of this power, STR is assumed to have certain innately "Indirect" effects, in that a character's reach isn't necessarily direct.

Game Information: *Area Of Effect (One Hex; +½) for up to 60 STR, Transdimensional (can affect targets in normal-sized reality; +½), MegaArea (the hex is is up to 10 billion km [one solar system] wide, deep, and broad, can decrease to 1" = 1 km; +3), Reduced Endurance (0 END; +½) (150 Active Points); Can Only Be Used While Character's In The Macroverse (-¼). Total cost: 120 points.*

MACROVERSAL STRENGTH

Effect: +100 STR, Transdimensional
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 15

Description: When he becomes macroversally large, the character's ability to affect the normal-sized world with his STR also increases. Even if he's superhumanly strong at ordinary size, he's even stronger at Macroverse size. The character should also buy Macroversal Attack, above.

For purposes of this power, STR is assumed to have certain innately "Indirect" effects, in that a character's reach isn't necessarily direct.

Game Information: *+100 STR, Transdimensional (can affect targets in normal-sized reality; +½) (150 Active Points); Can Only Be Used While Character's In The Macroverse (-¼), Only Works Against Non-Macroversal Targets (-¼). Total cost: 100 points.*

Options:

1) Greater Strength: Increase to +120 STR. 180 Active Points; total cost 120 points.

2) Lesser Strength: Decrease to +80 STR. 120 Active Points; total cost 80 points.

MACROVERSAL WEATHER MANIPULATION

Effect: Change Environment (alter the weather), Transdimensional
Target/Area Affected: 800 km Radius
Duration: Constant
Range: No Range
END Cost: 23

Description: While in the Macroverse, the character can do various things to alter the weather over a vast area of a planet. By standing near the planet, he could act as a solar reflector, heating part of it up. By holding his hand over an area, he can cool that area down. He could even use one of his fingers to stir up storms, move storms from one area to another, stop a storm from happening, or the like.

Game Information: *Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (any type of weather; +1), Indirect (to allow for Transdimensional; +½), MegaArea (1" = 100 km broad and wide; +¾), Transdimensional (can affect targets in normal-sized reality; +½) (232 Active Points); Can Only Be Used While Character's In The Macroverse (-¼), No Range (-½), Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (minimum of 1 Minute per step on the Weather Change Table on page 252 of* The UNTIL Superpowers Database; *-1½). Total cost: 66 points.*

Defensive Growth Powers

GIGANTIC DEFENSE

Effect: +20 PD and ED, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even tougher to hurt than normal growing characters. He gains +5 PD and ED per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: *+20 PD (20 Active Points); Linked (to Growth, gains +5 PD per 15 points of Growth; -¼) (total cost: 16 points)* **plus** *+20 ED (20 Active Points); Linked (to Growth, gains +5 ED per 15 points of Growth; -¼) (total cost: 16 points). Total cost: 32 points.*

Options:

1) Really Gigantic Defenses: Increase to +40 PD and ED (+10 PD/ED per 15 points of Growth). 40 and 40 Active Points; total cost 32 and 32 points.

GIGANTIC PHYSIQUE

Effect: +20 CON, No Figured Characteristics, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even hardier and more resistant to being stunned than normal growing characters. He gains +5 CON per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

> **Game Information:** *+20 CON (40 Active Points); Linked (to Growth, gains +5 CON per 15 points of Growth; -¼), No Figured Characteristics (-½). Total cost: 23 points.*

Options:

1) Really Gigantic Physique: Increase to +40 CON (+10 CON per 15 points of Growth). 80 Active Points; total cost 46 points.

2) And Tougher, Too: Remove No Figured Characteristics (-½). Total cost: 32 points.

GIGANTIC RESILIENCE

Effect: Damage Resistance (20 PD/20 ED), Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even more resistant to lethal damage than normal growing characters. He gains +5 PD and ED Damage Resistance per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

> **Game Information:** *Damage Resistance (20 PD/20 ED) (20 Active Points); Linked (to Growth, gains 5 PD/5 ED Damage Resistance per 15 points of Growth; -¼). Total cost: 16 points.*

Options:

1) Really Gigantic Resilience: Increase to Damage Resistance (40 PD/40 ED) (10 PD/10 ED per 15 points of Growth). 40 Active Points; total cost 32 points.

GIGANTIC TOUGHNESS

Effect: Physical and Energy Damage Reduction, Resistant, 25%, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes harder to hurt. He has to become at least 4" (8 meters) tall before this ability applies.

> **Game Information:** *Physical and Energy Damage Reduction, Resistant, 25% (30 Active Points); Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼). Total cost: 24 points.*

Options:

1) Really Gigantic Toughness: Increase to Damage Reduction 50%. 60 Active Points; total cost 48 points.

2) Macroversal Toughness: When the character is macroversally large, it's almost impossible to hurt him with normal-sized attacks (which have to be bought with Transdimensional so they have some chance of affecting him at all). Character buys Physical and Energy Damage Reduction, Resistant, 75% (120 Active Points); Only Applies Against Normal-Size Attacks Made Against Character When He's In The Macroverse (-2). Total cost: 40 points.

NICE TRY, LITTLE MAN

Effect: +15 PD and ED versus smaller attackers
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Smaller beings just don't cause as much harm as those of the character's size.

> **Game Information:** *+15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points) **plus** +15 ED (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points). Total cost: 24 points.*

Options:

1) Even Tougher: Increase both Characteristics to +20. 20 + 20 = 40 Active Points; total cost 16 + 16 = 32 points.

2) Weaker Defenses: Decrease both Characteristics to +10. 10 + 10 = 20 Active Points; total cost 8 + 8 = 16 points.

3) What Was That, A Mosquito?: The base power assumes the character's toughness due to size doesn't work as well against Killing Attacks. Some characters don't suffer from that problem. Change to Armor (15 PD/15 ED) (45 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼). Total cost: 36 points.

Movement Growth Powers

ENTER THE MACROVERSE!

Effect: Extra-Dimensional Movement
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can grow to such enormous sizes that he enters the Macroverse — the level of reality where he's so gigantic that ordinary-scaled attacks, powers, and phenomena can't affect him in any meaningful way. Characters buying this ability should also buy Macroversal Attack and Macroversal Perception unless the GM rules otherwise (see page 217 for more information).

> **Game Information:** *Extra-Dimensional Movement (any location in a single dimension [the Macroverse] corresponding to the point character is at in this dimension). Total cost: 22 points.*

Options:

1) Come See The Macroverse: The character can increase some of his friends' size and bring them into the Macroverse with him. Add x8 Increased Mass. Total cost: 37 points.

2) Restricted Macroversality: The character's range of sizes isn't unlimited. Apply the *Restricted Size* Limitation:

> **Restricted to Earth size (-1):** 22 Active Points; total cost 11 points.

> **Restricted to Jupiter size (-¾):** 22 Active Points; total cost 13 points.

> **Restricted to solar system size (-½):** 22 Active Points; total cost 15 points.

> **Restricted to light-day size (-¼):** 22 Active Points; total cost 18 points.

GIGANTIC LEGS

Effect: Running +24", Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: As he grows, the character's legs become longer, and thus so do his strides. In game terms, this means he can cross ground more quickly, which is represented by giving him more inches of Running. He gains Running +6" per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth). If he starts out with more than the base 6" of Running, you should alter this power to add his total normal inches of Running per 15 points' worth of Growth.

> **Game Information:** *Running +24", Reduced Endurance (½ END; +¼) (60 Active Points); Linked (to Growth; -¼). Total cost: 48 points.*

Options:

1) Macroversal Legs: When he's in the Macroverse, the character can "walk" across a planet or the cosmos at tremendous speeds because his legs are so large. This option assumes that a character who enters the Macroverse can become, at maximum, as tall as a light-year is long; you may need to adjust the cost if the GM sets different parameters. You should also buy more than 6" of Flight if the character has more Running than the standard 6" (*i.e.,* the Flight should equal his Running). Character buys Flight 6", MegaScale (1" = 10 billion km [one solar system] long, can decrease to 1" = 1 km, but character must use MegaScale proportionately to his size; +3), No Turn Mode (+¼) (51 Active Points); Can Only Be Used While Character's In The Macroverse (-¼). Total cost: 41 points.

Sensory Growth Powers

GIGANTIC EYES

Effect: See below
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When the character becomes taller, his eyes become larger, making them more efficient at seeing things and gathering light.

Characters can buy similar abilities for their other Senses. A Gigantic Nose would provide bonuses to Smell/Taste PER Rolls, and perhaps Tracking for that Sense Group; Gigantic Ears give Hearing bonuses and perhaps some Ultrasonic Perception; and so forth.

Game Information:

Cost	Power
3	*Gigantic Eyes:* +2 PER with Sight Group; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)
4	*Gigantic Eyes:* Nightvision; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)

Total cost: 7 points.

MACROVERSAL PERCEPTION

Effect: Dimensional (can perceive into the dimension of normal-sized objects) for Normal Sight, Hearing, Smell/Taste, and Touch
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When a character enters the Macroverse, he doesn't lose the ability to perceive normal-sized reality — though what constitutes a "detail" too fine for him to perceive changes (to a character in the Macroverse, Mt. Everest might look like nothing more than a tiny bump at best). This ability allows the character to perceive into the "dimension" of normal size. If a character has more than the five standard human Senses, he may need to upgrade some of the Dimensional Sense Modifiers to cover entire Sense Groups.

> **Game Information:** *Dimensional (can perceive into the dimension of normal-sized objects) for Normal Sight, Hearing, Smell/Taste, and Touch. Total cost: 25 points.*

MACROVERSAL VISION

Effect: Macroversal Microscopic (x1,000,000) for Sight Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When in the Macroverse, the character has a much easier time seeing small objects, even individuals on the face of planets. This power provides a +60 PER Roll bonus to help overcome the standard PER Roll penalty for looking into the normal-sized world (see pages 59, 220).

> **Game Information:** *Macroversal Microscopic (x1,000,000) for Sight Group. Total cost: 30 points.*

Options:

1) Strong Vision: Increase to Macroversal Microscopic (x10,000,000) for Sight Group. Total cost: 35 points.

2) Weak Vision: Decrease to Macroversal Microscopic (x100,000) for Sight Group. Total cost: 25 points.

Miscellaneous Growth Powers

STENTORIAN VOICE

Effect: Images to Hearing Group, +4 to PER Rolls, Only To Make Character's Voice Really Loud
Target/Area Affected: 1,000" Radius
Duration: Instant
Range: No Range
END Cost: 0

Description: The character's voice is truly stentorian. People can hear him shout over a mile away if he really puts some effort into it.

Game Information: *Images to Hearing Group, +4 to PER Rolls, Increased Size (1,000" radius; +2½), Reduced Endurance (0 END; +½) (68 Active Points); Instant (-½), Limited Effect (Normal Hearing only; -¼), No Range (-½), Set Effect (only to make character's voice really loud; -1). Total cost: 21 points.*

SHRINKING POWERS

These powers are appropriate for characters who are, or can become, shorter and smaller than normal humans.

At the GM's option, a character small enough to get inside someone and attack them (as with the power *Internal Agony* might also be able to help them by stimulating the adrenal gland, repairing damaged cells, and so forth. You can simulate this with some of the "internal metamorph"-style powers from the Body Control Powers section bought Usable As Attack.

Basic Shrinking Powers

MICROSIZE

Effect: Shrinking (.032 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can shrink to a height of as little as .032 meters (about 1 inch). While at that height, he's much harder to perceive, or to hit in combat, but he gets knocked around easily if an attack does hit him.

Game Information: *Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 60 points.*

Options:

1) Picosize: Increase to (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24" KB). Total cost: 80 points.

2) Miniature Size: Decrease to (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). Total cost: 40 points.

3) Easy Microsize: Changing size only stresses the character's metabolism while he's doing it; once he stops shrinking, he can remain at reduced height without difficulty. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.

4) Tiring Microsize: Remaining at tiny sizes places a significant strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.

5) Small But Slow: While small, the character can't run very fast. Add Side Effect (reduce Running by -1" per 10 points of Shrinking, to a minimum of 1", always occurs; -½). 60 Active Points; total cost 40 points.

6) Small But Weak: While small, the character can't exert his full Strength. Add Side Effect (reduce STR by 5 points per 10 points of Shrinking, to a minimum of -30, always occurs; -½). 60 Active Points; total cost 40 points.

7) Let's Get Small: The character can make his friends tiny, too. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 105 points.

8) Stayin' Heavy I: Although the character Shrinks, he retains his normal mass. Add Normal Mass (+½). Total cost: 90 points.

9) Stayin' Heavy II: The character can choose whether to have normal mass or Shrunk mass. Add Normal Mass (+1). Total cost: 120 points.

Offensive Shrinking Powers

DIMINUTION

Effect: Shrinking, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 12

Description: The character has the power to shrink other people and objects down to as little as four inches in height. The target remains tiny as long as the character keeps paying END to maintain the effect.

   To reduce someone's STR or Running by Shrinking them, buy some Linked Drains or a Transform.

   Game Information: *Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB), Usable As Attack (defense is Growth, Shrinking, or Power Defense; +1). Total cost: 80 points.*

Options:

1) Tiny Enemies: The character can reduce targets to as little as one inch tall. Increase to Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 120 points.

2) Easy Diminution: The character can maintain the Diminution effect without difficulty. It still stops working if he's Stunned, Knocked Out, or killed. Add Reduced Endurance (0 END; +½). Total cost: 100 points.

INTERNAL AGONY

Effect: Energy Blast 6d6, Affects Physical World, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: Special
END Cost: 10

Description: This power depends on the character's ability to become so small that he can move among the molecules of a target's body (see the Walking Between Molecules power, below). The character moves into the target and begins punching, kicking, and generally wreaking havoc. Despite the character's microscopic size, he can inflict serious damage because of the sensitive internal places he attacks.

   In game terms, an Internal Agony attack qualifies as an Energy Blast 6d6 — though the amount of "energy" released by the attack isn't nearly equal to that of most EBs 6d6, it has an equivalent effect on the target's body because it hits such a vulnerable location. The target still gets to apply his defenses normally against the attack, but it is Penetrating, so in most cases the character can inflict at least a little damage each time.

   Game Information: *Energy Blast 6d6, Affects Physical World (+2), Penetrating (+½) (105 Active Points); Only When Desolidified Inside Target (-1), No Knockback (-¼). Total cost: 47 points.*

Options:

1) Strong Internal Agony: Increase to Energy Blast 8d6. 140 Active Points; total cost 62 points.

2) Weak Internal Agony: Decrease to Energy Blast 4d6. 70 Active Points; total cost 31 points.

3) Weakening Agony: The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Decrease to Energy Blast 4d6, remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Damage Resistance; +1). 80 Active Points; total cost 40 points.

4) Deadly Internal Agony I: The character can inflict serious, even deadly, injuries while inside a target. Change to HKA 2d6 and add No STR Bonus (-½). 105 Active Points; total cost 38 points.

5) Deadly Internal Agony II: As Deadly Internal Agony I, but reduce to HKA 1d6 and add NND (defense is Desolidification or natural PD Damage Resistance; +1) and Does BODY (+1). 75 Active Points; total cost 27 points.

MICRO-COMBAT

Effect: Energy Blast 6d6, Penetrating, Transdimensional
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: This attack resembles Internal Agony; it's a way of achieving the same result (becoming small enough to enter the victim and attack him "from inside") using different mechanics. Characters often buy both powers as part of a Multipower. In this case, the character doesn't need to have size-based Desolidification, but instead must have the ability to go into the Microverse (see Enter The Microverse!, below). Once in the Microverse, he can get inside the target and attack with impunity from another "dimension." Because the character has to be "inside" the target, the attack's assumed to be sufficiently "inherently Indirect" to allow it to be made Transdimensional.

> **Game Information:** *Energy Blast 6d6, Penetrating (+½), Transdimensional (from the Microverse to the normal-sized world; +½) (60 Active Points); No Range (must be "inside" target; -½), No Knockback (-¼). Total cost: 34 points.*

Options:

1) Strong Micro-Combat: Increase to Energy Blast 8d6. 80 Active Points; total cost 46 points.

2) Weak Micro-Combat: Decrease to Energy Blast 4d6. 40 Active Points; total cost 23 points.

3) Weakening Micro-Combat: The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Damage Resistance; +1). 75 Active Points; total cost 50 points.

4) Deadly Micro-Combat I: The character can inflict serious, even deadly, injuries while inside a target. Change to RKA 2d6. 60 Active Points; total cost 34 points.

5) Deadly Micro-Combat II: As Deadly Micro-Combat I, but reduce to RKA 1d6, remove Penetrating (+½), and add NND (defense is Desolidification or natural PD Damage Resistance; +1) and Does BODY (+1). 52 Active Points; total cost 30 points.

OPTIC NERVE TRAMPOLINE

Effect: Sight Group Flash 6d6, NND, Transdimensional
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: This power is similar to Micro-Combat; characters often buy it with that power in a Multipower or the like. It allows the character to get inside the character's nervous system and assault his optic nerve, creating temporary blindness. Because the character has to be "inside" the target, the attack's assumed to be sufficiently "inherently Indirect" to allow it to be made Transdimensional.

> **Game Information:** *Sight Group Flash 6d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +½), Transdimensional (from the Microverse to the normal-sized world; +½) (60 Active Points); No Range (must be "inside" target; -½). Total cost: 40 points.*

Options:

1) Strong Assault: Increase to Sight Group Flash 8d6. 80 Active Points; total cost 53 points.

2) Weak Assault: Decrease to Sight Group Flash 4d6. 40 Active Points; total cost 27 points.

3) Auditory Nerve Trampoline: Instead of impairing the target's sight, the character can disrupt his hearing. (Characters often buy this power in a Multipower with Optic Nerve Trampoline; they can also include other slots for other senses.) Change to Hearing Group Flash 10d6 (and change "Sight Group Flash Defense" to Hearing Group Flash Defense as a defense to the NND). 60 Active Points; total cost: 40 points.

4) Optic Internal Agony: This variant accomplishes the same thing, but uses the "Internal Agony" power structure instead. Change to Sight Group Flash 5d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +½), Affects Physical World (+2) (87 Active Points); Only When Desolidified Inside Target (-1). Total cost: 43 points.

Defensive Shrinking Powers

FORM COHESION

Effect: Damage Resistance (12 PD/12 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As the character shrinks in size, his molecules become more compact, making him more resistant to damage. He gains Damage Resistance (2 PD/2 ED) for every 10 points' worth of Shrinking he uses (this power, as built, assumes the character as 60 points' worth of Shrinking total).

> **Game Information:** *Damage Resistance (12 PD/12 ED) (12 Active Points); Linked (to Shrinking; -¼). Total cost: 10 points.*

Options:

1) Form Cohesion Variant: Instead of becoming more resistant to lethal damage, the character just becomes generally tougher. Substitute +12 PD. 12 Active Points; total cost 10 points.

2) Neural Cohesion: The character's mind also becomes more compact, and thus tougher to hurt or probe mentally. When he uses his first 10 points of Shrinking, he gains 2 points of Mental Defense, plus his natural EGO/5 in Mental Defense. Each additional level of Shrinking he uses adds +2 Mental Defense. Character also buys Mental Defense (12 points plus EGO/5); Linked (-½). 12 Active Points; total cost 8 points.

Movement Shrinking Powers

ENTER THE MICROVERSE!

Effect: Extra-Dimensional Movement
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can shrink down to such tiny sizes that he enters the Microverse — the atomic and sub-atomic level of reality, where a single molecule can be an island, or even a solar system! This effectively means the character is in another reality altogether, since normal-size persons cannot perceive or interact with him in any way. However, he needs special powers (such as the Transdimensional Energy Blasts described above) to affect normal-sized reality, and also a special sense (Spatial Correspondence Detection, below) to keep himself oriented with regard to normal-sized space.

> **Game Information:** *Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point character is at in this dimension). Total cost: 22 points.*

Options:

1) Come See The Microverse: The character can shrink some of his comrades down and bring them into the Microverse with him. Add x8 Increased Mass. Total cost: 37 points.

2) Restricted Microversality: The character's range of sizes isn't unlimited. Apply the *Restricted Size* Limitation:

> **Restricted to 1 micron size (-1):** 22 Active Points; total cost 11 points.

> **Restricted to average virus size (-¾):** 22 Active Points; total cost 13 points.

> **Restricted to molecule size (-½):** 22 Active Points; total cost 15 points.

> **Restricted to atomic nucleus size (-¼):** 22 Active Points; total cost 18 points.

MICROFLIGHT

Effect: Flight 12", Linked to Shrinking
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: As the character shrinks in size, he can harness the kinetic power from compacting his molecules to propel himself through the air. He gains Flight 2" per 10 points of Shrinking (adjust the cost to suit if the character has less than 60 points' worth of Shrinking).

> **Game Information:** *Flight 12" (24 Active Points); Linked (to Shrinking, gains 2" Flight per 10 points of Shrinking used; -¼). Total cost: 19 points.*

Options:

1) Faster Microflight: Increase to Flight 18" (3" per 10 points of Shrinking). 36 Active Points; total cost 29 points.

2) Slower Microflight: Decrease to Flight 6" (1" per 10 points of Shrinking). 12 Active Points; total cost 10 points.

SURFING THE 'NET

Effect: Teleportation 10", MegaScale, Only Through Phone Lines
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 3

Description: The character shrinks down to such tiny size that he can ride the electronic and light impulses that carry telephone messages through phone and fiber optic cables. The GM may require him to buy an appropriate Knowledge Skill, Navigation Skill, or Power (such as Clairsentience) to properly discern where he's going when he wants to travel to places he's never been to before.

> **Game Information:** *Teleportation 10", MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾) (35 Active Points); Only Through Phone Lines (-1). Total cost: 17 points.*

Options:

1) Faster Surfing: Increase to MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 40 Active Points; total cost 20 points.

2) Slower Surfing: Decrease to Teleportation 5". 17 Active Points; total cost 8 points.

Sensory Shrinking Powers

SPATIAL CORRESPONDENCE DETECTION

Effect: Detect Point In Normal-Sized Space
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When the character is in the Microverse, he can stop, concentrate for a moment, and gain an exact understanding of where he currently is in relation to normal space. This allows him to target Transdimensional attacks accurately and travel to desired locations without error.

> **Game Information:** *Detect Point In Normal-Sized Space Corresponding To Current Position In The Microverse (INT Roll +6) (no Sense Group), Targeting. Total cost: 19 points.*

Miscellaneous Shrinking Powers

I'M IN HERE

Effect: Sight and Hearing Group Images, Set Effect, Only When Inside Appropriate Machinery
Target/Area Affected: 1" Radius
Duration: Constant
Range: No Range
END Cost: 3

Description: When the character becomes tiny and gets inside a machine with audio speakers and/or a viewscreen (such as a computer, a stereo, a television, or a security camera), the character can manipulate the machine so that normal-sized people can see him on the screen and hear him through the speakers.

> **Game Information:** *Sight and Hearing Group Images, Indirect (to allow for Transdimensional; +½), Transdimensional (from the Microverse to the normal-sized world; +½) (30 Active Points); Set Effect (only creates Images of what character's saying and doing; -1), Only When Inside Appropriate Machinery (-1), No Range (-½). Total cost: 9 points.*

Options:

1) Can You Hear Me?: If the character's small enough to be inside someone's body, he can stimulate their auditory nerve to "speak" to them. Because the character has to be "inside" the target, the attack's assumed to be sufficiently "inherently Indirect" to allow it to be made Transdimensional. Telepathy 6d6 (30 Active Points); Communication Only (-¼), Incantations (must speak throughout; -½), No Range (character must be "inside" target; -½), Only Works If Character Is Next To Auditory Nerve (-2), Language Barrier (-½). Total cost: 6 points.

WALKING BETWEEN MOLECULES

Effect: Desolidification, Only To Pass Through Solid Objects (-½) and Clinging
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shrink down to the point where he's small enough to slip between the molecules of solid matter and walk through walls, get inside peoples' bodies to attack them, and so forth.

> **Game Information:**

Cost	Power
27	*Walking Between Molecules:* Desolidification (affected by any attack that breaks the object character is in); Only To Pass Through Solid Objects (-½)
3	*Walking Between Molecules:* Clinging (normal STR); Only To Remain Merged With A Body/Object If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)

Total cost: 30 points.

Options:

1) Come Along For The Trip: The character can shrink some of his comrades down and bring them through the walls with him. Add Usable Simultaneously (up to four people at once; +¾) to both powers. 70 and 17 Active Points; total cost 47 + 5 = 52 points.

STRETCHING POWERS

This category of powers includes abilities common to characters with malleable, stretchable bodies. In addition to the ones listed here, many powers in the Shape Alteration and Size Alteration categories, such as Human Mimicry, might be appropriate for stretching characters.

At the GM's option, a malleable character may be able to use some of these powers one time only by making a *Power: Stretching Tricks* Skill Roll at an appropriate penalty (typically -1 per 10 Active Points in the power). If a character wants to use a trick repeatedly, he should pay Character Points for it, but a one-time use is just what the *Power* Skill is meant for.

BASIC POWERS

MALLEABLE BODY

Effect: Stretching 8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can stretch and contort his malleable body, reaching distances of up to 8" away from where he's standing (or even 16" in some situations).

> **Game Information:** *Stretching 8". Total cost: 40 points.*

Options:

1) Longer Stretching I: Increase to Stretching 12". Total cost: 60 points.

2) Longer Stretching II: Increase to Stretching 20". Total cost: 100 points.

3) Longer Stretching III: Add x8 Noncombat. Total cost: 50 points.

4) Mega-Stretching: The character can Stretch for, literally, miles. Add MegaScale (1" = 1 km; +¼). Total cost: 75 points.

5) Shorter Stretching: Decrease to Stretching 6". Total cost: 30 points.

6) Easy Stretching: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

7) Stretching Beyond My Limits: The character can Stretch up to 8" effortlessly. He can go beyond that, up to 16", but doing so tires him out and may even hurt. Character buys Stretching 8", Reduced Endurance (0 END; +½) (total cost: 60 points) **plus** Stretching +8" (40 Active Points); Increased Endurance Cost (x3 END; -1), Requires A Stretching Tricks Roll (-½), Side Effects (Drain BODY 1d6, points return at the rate of 5 per 1 Hour; -¼) (total cost: 14 points). Total cost: 74 points.

OFFENSIVE POWERS

BIG FIST

Effect: HA +4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can make his fist larger and tougher, so that when he hits someone he inflicts more damage.

> **Game Information:** *HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½). Total cost: 13 points.*

Options:

1) Bigger Fist: Increase to HA +6d6. 30 Active Points; total cost 20 points.

2) Smaller Fist: Decrease to HA +3d6. 15 Active Points; total cost 10 points.

3) Really Big Fist: Add Area Of Effect (One Hex; +½). 30 Active Points; total cost 20 points.

4) Really, Really Big Fist: Add Area Of Effect (4" Radius; +1) for 40 STR (adjust Radius and cost for other levels of STR). Total cost: 20 points.

5) Big Spiky Fist: The character also makes his fist sprout small spikes that allow his punch to penetrate armor and other defenses more easily. Add Armor Piercing (+½). 30 Active Points; total cost 20 points.

6) Mace-Hand: Instead of making his fist bigger, the character makes it sprout sharp spikes. Change to HKA 1d6+1 (up to 2½d6 with STR). Total cost: 20 points.

BOUNCEBACK BODY

Effect: Energy Blast 6d6, Damage Shield, Double Knockback, Only Against Move Through Attacks
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's body is so springy that when he wants to, he can make other characters running into him bounce back.

Game Information: *Energy Blast 6d6, Continuous (+1), Damage Shield (+½), Double Knockback (+¾), Reduced Endurance (0 END; +½) (112 Active Points); Only Against Move Through Attacks (-1½). Total cost: 45 points.*

Options:

1) **Strong Bounce:** Increase to Energy Blast 8d6. 150 Active Points; total cost 60 points.

2) **Weak Bounce:** Decrease to Energy Blast 4d6. 75 Active Points; total cost 30 points.

3) **Skilled Bounce:** The character's power doesn't always work. Add Requires A Stretching Tricks Roll (penalty is -1 per 20 Active Points; -¼). Total cost: 41 points.

BOUNCING BASH

Effect: Energy Blast 6d6, Only In Enclosed Areas
Target/Area Affected: 16" Radius
Duration: Instant
Range: No Range
END Cost: 8

Description: Also known as Bowl 'Em Over when the character assumes a sphere-like form to make the attack, this power allows a character to bounce around in an enclosed area (such as most rooms, but few outdoor locations) hitting opponents as he goes. He's skilled enough to miss his friends and only hit his enemies. When he's done bouncing around he ends up back in the hex where he started the attack.

Game Information: *Energy Blast 6d6, Area Of Effect (16" Radius; +1½), Selective (+¼) (82 Active Points); No Range (-½), Limited Power (only works in enclosed areas, see text; -½). Total cost: 41 points.*

Options:

1) **Strong Bounce:** Increase to Energy Blast 8d6. 110 Active Points; total cost 55 points.

2) **Weak Bounce:** Decrease to Energy Blast 4d6. 55 Active Points; total cost 27 points.

3) **Awkward Bounce:** The character's not always so good at avoiding hitting his friends. Change Selective (+¼) to Nonselective (-¼). 75 Active Points; total cost 33 points.

4) **Skilled Bounce:** Sometimes the character doesn't get the bounce quite right and this power doesn't work properly. Add Requires A Stretching Tricks

Roll (penalty is -1 per 20 Active Points; -¼) and Side Effects (character inflicts the damage on the nearby environment, usually in some humorous or disadvantageous way; -0). Total cost: 36 points.

GOTCHA!

Effect: Entangle 2d6, 2 DEF, Damage Shield
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's body is so malleable and flexible that anyone who strikes him gets stuck in him. Pulling free isn't too difficult (and may hurt the character), but in the meantime the victim is unable to move and thus easy prey for the character's attacks.

Game Information: *Entangle 2d6, 2 DEF, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Form Barriers (-¼), Feedback (character takes all damage done by victim or anyone else to break victim out of the Entangle; -1). Total cost: 27 points.*

Options:

1) **Strong Gotcha:** Increase to Entangle 3d6, 3 DEF. 90 Active Points; total cost 40 points.

2) **Safe Gotcha:** Breaking free from the Entangle doesn't harm the character. Remove Feedback (-1). 60 Active Points; total cost 48 points.

3) **Skillful Gotcha:** The character has to do the "capturing" just right or it doesn't work. Add Requires A Stretching Tricks Roll (-½). Total cost: 22 points.

POKE IN THE EYE

Effect: Sight Group Flash 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character can stretch out his fingers and give his opponent a debilitating (though not directly harmful) poke in the eyes.

Game Information: *Sight Group Flash 8d6, NND (defense is rigid eye protection; +½) (60 Active Points); Activation Roll 14- (-½), Linked (to Stretching, range of power depends upon length of Stretching; -½). Total cost: 30 points.*

Options:

1) **Strong Poke:** Increase to Sight Group Flash 10d6. 75 Active Points; total cost 37 points.

2) **Weak Poke:** Decrease to Sight Group Flash 6d6. 45 Active Points; total cost 22 points.

SPIKY BODY	STRETCHING SLINGSHOT

Effect: RKA 1½d6, Damage Shield, No Knockback
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 6

Description: The character causes his entire body to sprout sharp spikes, making it dangerous to hit him or try to hold on to him.

> **Game Information:** *RKA 1½d6, Continuous (+1), Damage Shield (+½) (62 Active Points); No Knockback (-¼). Total cost: 50 points.*

Options:

1) Bigger Spikes: Increase to RKA 2d6. 75 Active Points; total cost 60 points.

2) Smaller Spikes: Decrease to RKA 1d6. 37 Active Points; total cost 30 points.

3) Sharper Spikes: Add Armor Piercing (+½). 75 Active Points; total cost 60 points.

Effect: +30 STR, Only For Throwing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: After the character picks up something he can throw, he stretches his arm around some appropriate fixed object (such as a lamppost or telephone pole), pulls his arm tight so it's like the rubber strip in a slingshot, then uses his arm to throw or fling the object much further, and with much greater force, then he ordinarily could.

> **Game Information:** *+30 STR (30 Active Points); OIF (requires appropriate "pivot point" of opportunity; -½), Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 10 points.*

Options:

1) Strong Throw: Increase to +40 STR. 40 Active Points; total cost 13 points.

2) Weak Throw: Decrease to +20 STR. 20 Active Points; total cost 7 points.

STRETCH-PUNCH

Effect: HA +3d6, Only Works With Stretching Velocity
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 0

Description: Most characters with Stretching can punch harder than normal using their "Stretching velocity" when they hit someone directly. A character with this power has practiced that maneuver so that he hits really hard.

> **Game Information:** *HA +3d6 (15 Active Points); Hand-To-Hand Attack (-½), Only Works With Stretching Velocity Bonus Damage (-½). Total cost: 7 points.*

Options:

1) Strong Punch: Increase to HA +4d6. 20 Active Points; total cost 10 points.

2) Weak Punch: Decrease to HA +2d6. 10 Active Points; total cost 5 points.

SUFFOCATE

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 6

Description: Most people need air to breathe. After Grabbing someone (or Entangling him with Wraparoud or its variants), the character can cause part of his body to flow over their mouth and nose, quickly causing the victim to pass out.

For possible variations on this power, see *Suffocation* and *Strangulation Bubble* (pages 15 and 99, respectively, of *The UNTIL Superpowers Database*).

> **Game Information:** *Energy Blast 4d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1) (60 Active Points); No Range (-½), Must Follow Grab Or Entangle (-½). Total cost: 30 points.*

Options:

1) Constriction: This form of Suffocation lets the character apply a slow, gradual squeeze that eventually bypasses the target's defenses to inflict both STUN and BODY damage. However, he has to keep the target Grabbed or Entangled during that entire time. Energy Blast 12d6 (60 Active Points); No Range (-½), Gradual Effect (5 Minutes, 1d6 immediately plus 1d6/minute thereafter; -¾), Must Follow Grab Or Entangle (-½), Must Maintain Grab Or Entangle (-½). Total cost: 18 points.

2) Over The Teeth And Past The Gums...: Instead of just squeezing someone unconscious, the character lets his malleable form flow into their mouth and nose and down the throat so he can inflict grievous damage internally. Change to: Energy Blast 4d6, Continuous (+1), Penetrating (+½) (50 Active Points); No Range (-½), Must Follow Grab Or Entangle (-½). Total cost: 25 points.

WRAPAROUND

Effect: Entangle 5d6, 5 DEF
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 5

Description: The character can wrap another person up in his malleable body, preventing that person from moving. Any efforts to cut the trapped person free also inflicts damage on the character, so he needs to be careful when and on whom he uses this power. Another drawback to it is that it prevents him from using any other stretching powers while he maintains it.

> **Game Information:** *Entangle 5d6, 5 DEF (50 Active Points); Feedback (character takes all damage done to break out of the Entangle by victim or anyone else; -1), Lockout (character can only Entangle one person, and cannot use other stretching powers, while the Entangle remains in effect; -½), No Range (-½), Cannot Form Barriers (-¼). Total cost: 15 points.*

Options:

1) Strong Wrapping: Increase to Entangle 6d6, 8 DEF. 70 Active Points; total cost 21 points.

2) Weak Wrapping: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 12 points.

3) Unhindering Wraparound: The character only uses part of his malleable body to wrap up the victim, leaving other parts free to Entangle other characters or perform other tasks. Remove Lockout (-½). Total cost: 18 points.

4) I'm Sorry, Did That Hurt?: The character's flexible body "reflects" the victim's efforts to escape back at him, causing him to hurt himself in the process. Add Backlash (+½) and change Feedback to (character takes all damage done to break victim out of the Entangle by anyone other than victim; -1). 75 Active Points; total cost 23 points.

5) Engulf: The character so thoroughly wraps up the victim that the victim can neither see nor hear. Add Stops A Given Sense (Sight Group, Hearing Group). 70 Active Points; total cost 21 points.

6) Big Wraparound: The character can stretch his body enough to wrap up a lot of people. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 25 points.

7) Skillful Wraparound: The character has to get the wrapping-up just right or it doesn't work. Add Requires A Stretching Tricks Roll (-½). Total cost: 13 points.

8) Suffocating Wraparound: The character can cut off a target's breathing while Entangling him. Link (-¼) Suffocate to Wraparound. 50 + 60 = 110 Active Points; total cost 15 + 27 = 42 points.

9) Adhesive Wraparound: Anyone who touches the character also gets wrapped up. Add Sticky (+½). 75 Active Points; total cost 23 points.

10) Alternate Wraparound: Instead of buying this ability as an Entangle, the character buys an improved ability to Grab. This is particularly effective if the character has lots of Extra Limbs. On the other hand (no pun intended!), unlike the Entangle the extra STR costs END every Phase. Change to: +50 STR (50 Active Points); Only To Grab (-½). Total cost: 33 points.

DEFENSIVE POWERS

BODY BARRIER

Effect: Force Wall (8 PD/6 ED), Opaque
Target/Area Affected: Varies
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can stretch and flatten his body to form a sort of "living wall" to protect his friends or block access to an area. Unfortunately he takes damage from the attacks he blocks, and one that's powerful enough to "break through" him causes his body to collapse into a rubbery heap until he can reform the wall (or his body).

> **Game Information:** *Force Wall (8 PD/6 ED), Opaque (Sight Group) (45 Active Points); No Range (-½), Feedback (-1). Total cost: 18 points.*

Options:

1) Strong Barrier: Increase to Force Wall (11 PD/9 ED). 60 Active Points; total cost 24 points.

2) Longer Barrier: Increase to 3" long, 2" high. 51 Active Points; total cost 20 points.

3) Lockout Barrier: The character can do nothing but maintain his Barrier. Add Lockout (-½). 45 Active Points; total cost 15 points.

FLEXIBLE DODGING

Effect: Missile Deflection (all Ranged attacks)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can, easily and almost reflexively, stretch and contort his body to avoid missiles and energy beams.

> **Game Information:** *Missile Deflection (all Ranged attacks). Total cost: 20 points.*

Options:

1) Bounce Attacks Back: The character can "catch" physical missiles in his malleable body and then bounce them back at whoever fired them. Add Missile Reflection (20 Active Points); Only Physical Missiles (-½) (total cost: 13 points). 20 + 20 = 40 Active Points; total cost 20 + 13 = 33 Active Points.

2) Tiring Flexible Dodging: The character has to exert himself to flexibly dodge attacks. Add Costs Endurance (-½). 20 Active Points; total cost 13 points.

3) Variant Dodging: Instead of defining his ability to "stretch" out of the way of an attack, the character buys DCV Combat Skill Levels, which also apply against HTH Combat attacks. Change to: +4 DCV. Total cost: 20 points.

IMPACT ABSORPTION

Effect: Knockback Resistance -5"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's body is so malleable that it "gives" with physical impact rather than getting Knocked Back. For example, if the character's punched in the face at takes 4" of Knockback, his head flies back 4" while his body remains where it is, then his head snaps back into place instantly. Even if the character hits something while part of him is moving backwards, he just bounces off of it, taking no (or less) damage.

> **Game Information:** *Knockback Resistance -5" (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.*

Options:

1) Strong Absorption: Increase to Knockback Resistance -8". 16 Active Points; total cost 13 points.

2) Weak Absorption: Decrease to Knockback Resistance -2". 4 Active Points; total cost 3 points.

3) Lesser Absorption: Whenever parts of the character's body are Knocked Back out of place, he has to spend a little time "retracting" them back to where they should be. Until he does this, he usually suffers -2 CV or other penalties established by the GM. Add Requires Half Phase Action To "Retract" Knocked Back Body Parts (-½). Total cost: 6 points.

MISSILE GRABBING

Effect: Missile Deflection
Target/Area Affected: One character
Duration: Constant
Range: 8"
END Cost: 2

Description: The character can reach out and grab relatively slow-moving physical missiles to keep them from hitting himself, or his friends.

The range for this power depends on the character's inches of Stretching. As built, it assumes Stretching 8".

> **Game Information:** *Missile Deflection (non-gunpowder projectiles), Range (+1) (20 Active Points); Costs Endurance (-½), Limited Range (8"; -¼). Total cost: 11 points.*

RUBBERY BODY

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Attacks just bounce off the character's malleable body, or have difficulty affecting so flexible a form. The effect is much more pronounced with physical attacks than energy ones.

> **Game Information:** *Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%. Total cost: 30 + 15 = 45 points.*

Options:

1) Tiring Rubbery Body: The character has to exert himself to diminish the effect of attacks. Add Costs Endurance (-½) to both. 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.

2) Restricted Rubbery Body: The character cannot bounce or avoid the effects of sharp, cutting, slashing, or piercing attacks. Change to Normal Damage Reduction. Total cost: 20 + 10 = 30 points.

3) Skillful Rubbery Body: The character has to use his body in just the right way to absorb or bounce attacks, or he gets hurt. Add Requires A Stretching Tricks Roll (-½). 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.

SAFETY PILLOW

Effect: Breakfall DEX +10
Target/Area Affected: One character
Duration: Constant
Range: Self/Touch
END Cost: 2

Description: The character can form his body into a big, soft pillow to either minimize the damage he takes from falls, or "catch" other people as they fall. See also Caught Ya!, below.

> **Game Information:** *Breakfall DEX +10, Usable By Other (+¼) (29 Active Points); Costs Endurance (-½). Total cost: 19 points.*

UNIFORM FORM I

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character's malleability powers mean he has a uniform body throughout, making it difficult to detect weaknesses because every part is as defensive as any other. This only applies to innate defenses, such as the character's own PD, ED, and Damage Resistance; it has no effect on worn armors, force fields the character generates, or the like (the Limitation that reflects this should be removed if the character has no non-innate defenses).

Characters with this power often buy *Look, Ma, No Organs!* as well, and GMs sometimes allow them to buy the Automaton Power *No Hit Locations.*

> **Game Information:** *Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-½), Only Applies To Character's Innate Defenses (-¼). Total cost: 11 points.*

Options:

1) Greater Uniformity: Increase to Lack Of Weakness (-15). 30 Active Points; total cost 17 points.

2) Lesser Uniformity: Decrease to Lack of Weakness (-5). 10 Active Points; total cost 6 points.

UNIFORM FORM II

Effect: +6 DCV, Only To Increase Hit Location Penalties
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: In games where the GM won't let malleable metamorphs buy the Automaton Power *No Hit Locations* (see page 59), this power acts as a reasonable substitute — it makes it much, much harder for an attacker to target any specific Hit Location successfully.

> **Game Information:** *+6 DCV (30 Active Points); Only To Increase Hit Location Penalties (-2). Total cost: 10 points.*

Options:

1) Greater Uniformity: Increase to +8 DCV. 40 Active Points; total cost 13 points.

2) Lesser Uniformity: Decrease to +4 DCV. 20 Active Points; total cost 7 points.

MOVEMENT POWERS

CARRYALL

Effect: Shape Shift (Sight and Touch Groups, any simple shape or container)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can contort and reshape his body into simple shapes and containers. For example he could form a boat or sled for other characters to ride in, a large box or bag to store things in, or the like.

> **Game Information:** *Shape Shift (Sight and Touch Groups, any simple shape or container). Total cost: 23 points.*

Options:

1) Easy Carryall: Add Reduced Endurance (0 END; +½). Total cost: 34 points.

ELASTIC ARMS

Effect: Climbing (DEX Roll +5)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's ability to stretch out his arms makes it easy for him to climb just about any surface, since he can use handholds beyond the reach of ordinary climbers. (See also Molding To Surfaces, below.)

> **Game Information:** *Climbing (DEX Roll +5). Total cost: 13 points.*

Options:

1) Longer Arms: Increase to DEX Roll +7. Total cost: 17 points.

2) Shorter Arms: Decrease to DEX Roll +3. Total cost: 9 points.

JET FORM

Effect: Flight 10", Side Effect (-3 DCV) plus +10 STR, Only To Carry "Passengers"
Target/Area Affected: Self + "passengers"
Duration: Constant
Range: Self
END Cost: 2 + 1

Description: Uncontrained by reality or logic, the character can actually stretch his form into a working jet plane! The size of the jet depends on the number of people he wants to carry with him ("passengers"), which is typically restricted by his STR.

> **Game Information:** *Flight 10" (20 Active Points); Side Effect (character is at -3 DCV, always occurs; -½) (13 Active Points) **plus** +10 STR (10 Active Points); Linked (to Flight; -½), Only To Carry "Passengers" While Flying (-½) (total cost: 5 points). Total cost: 18 points.*

Options:

1) Fast Jet I: Increase to Flight 15". 30 + 10 = 40 Active Points; total cost 20 + 5 = 25 points.

2) Fast Jet II: Add x8 Noncombat. 30 + 10 = 40 Active Points; total cost 20 + 5 = 25 points.

3) Slow Jet: Decrease to Flight 8". 16 + 10 = 26 Active Points; total cost 11 + 5 = 16 points.

4) More Passengers: Increase to +20 STR. 20 + 20 = 40 Active Points; total cost 13 + 10 = 23 points.

5) Fewer Passengers: Decrease to +5 STR. 20 + 5 = 25 Active Points; total cost 13 + 2 = 15 points.

MOLDING TO SURFACES

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: By carefully molding his malleable hands and feet into the cracks and rough spots of a surface (even a surface that seems smooth to the touch), the character can climb up walls, cling to ceilings, and the like. (Alternately, he may shape his hands into suction cups.)

> **Game Information:** *Clinging (normal STR) (10 Active Points); Costs Endurance (-½), Cannot Resist Knockback (-¼), Requires A Stretching Tricks Roll (-½). Total cost: 4 points.*

PARASAIL FORM

Effect: Gliding 6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character flattens his body out into a parasail-like form so he can glide through the air. He has to keep his body in the proper shape to stay airborne, which means he can't use other stretching powers.

> **Game Information:** *Gliding 6" (6 Active Points); Lockout (character cannot use other stretching powers while Gliding; -½). Total cost: 4 points.*

Options:

1) Parachute Form: The character shapes his malleable body into a parachute-like form, allowing him (and up to one person holding onto his arms and legs) to drift gently to the ground. Add Usable Simultaneously (character and one other person; +½) and Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½). 9 Active Points; total cost 4 points.

2) Gliding Membranes: The character can create "wings" under his arms that allow him to glide, but keep his arms and legs free to do things (within reason). Remove Lockout (-½). Total cost: 6 points.

PERSONAL BRACHIATION

Effect: Swinging 10"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character uses his stretchable, malleable limbs as swinglines. He reaches out, grabs a branch, cornice, overhang, flagpole, or the like and swings swiftly to wherever he wants to go. The big difference between this type of Swinging and a version involving a external swingline that it uses the character's own body — if someone attacks the "swingline," the character takes the damage.

> **Game Information:** *Swinging 10". Total cost: 10 points.*

Options:

1) Faster Brachiation: Increase to Swinging 15". Total cost: 15 points.

2) Slower Brachiation: Decrease to Swinging 5". Total cost: 5 points.

SPRING-LEAPING

Effect: Leaping +10"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character changes shape to give his lower body some elasticity so he can travel by bouncing. He may change his legs into springs or his entire body into a giant rubber ball, or he may simply use his Stretching to aid his ability to jump — but whatever he does, it allows him to make enormous leaps.

> **Game Information:** *Leaping +10". Total cost: 10 points.*

Options:

1) Super-Springiness: Increase to Leaping +20". Total cost: 20 points.

2) Less Springy: Decrease to Leaping +6". Total cost: 6 points.

3) Stretch-Leaping: The character's Leaping depends entirely on his Stretching. Add Linked (to Stretching; -½). Total cost: 7 points.

STRETCH-SPRINTING

Effect: Running +5"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character stretches his legs so he can take longer strides and thus run faster.

> **Game Information:** *Running +5". Total cost: 10 points.*

Options:

1) Really Stretched Legs: Increase to Running +8". Total cost: 16 points.

2) Less Stretched Legs: Decrease to Running +3". Total cost: 6 points.

3) Wheels: The character can change his legs or lower body into an axle and wheels for really fast movement. Change to Running +8", x8 Noncombat. Total cost: 26 points.

SENSORY POWERS

PEEKING AROUND CORNERS

Effect: Clairsentience (Sight and Hearing Group), Visible
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 3

Description: The character can stretch his head, or perhaps just an eye and an ear, around corners and under doors to perceive where he normally could not.

> **Game Information:** *Clairsentience (Sight and Hearing Group) (30 Active Points); No Range (-½), Visible (perception point can be perceived; -¼). Total cost: 17 points.*

MISCELLANEOUS POWERS

BRIDGEWORK

Effect: Flight 8", Usable By Other, Not Usable By Character
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 2

Description: The character can stretch his body between two places (typically two rooftops, or two banks of a river), forming an impromptu bridge for others to use. One person can walk over him at a time, and his weight must not exceed the character's STR lifting limit, or else the "bridge" collapses in the middle, probably causing injury to both characters. (The collapse also occurs if two or more characters try to use the "bridge" at once.) The persons granted the power can only use it to "fly" back and forth along one specific path of no more than 8" in length.

> **Game Information:** *Flight 8", Usable By Other (+¼) (20 Active Points); No Noncombat Movement (-¼), Not Usable By Character (-½), Can Only Travel 8" Maximum Along Specified Path (-1), Weight Load Must Not Exceed Character's STR (-¼). Total cost: 7 points.*

Options:

1) Long Bridge: Increase to Flight 12". 30 Active Points; total cost 10 points.

2) Short Bridge: Decrease to Flight 5". 12 Active Points; total cost 4 points.

CAUGHT YA!

Effect: +50 STR, Only To Catch Falling Objects/Characters plus +3 OCV, Only With Grabbing Falling Characters
Target/Area Affected: Self
Duration: Persistent/Constant
Range: Self
END Cost: 5

Description: The character's particularly skilled at using his elastic form to catch falling objects and characters. Maybe he stretches his body out into a "chute" to catch them and lower them safely to the ground, or he makes his hands so large and pillow-like that it's easy to grab them as they plummet to Earth. Whatever the special effect, the end result is that both the falling object/person and the character are much less likely to be hurt by the maneuver than normal.

> **Game Information:** *+50 STR (30 Active Points); Only To Catch Falling Objects/ Characters (-2) (total cost: 17 points) **plus** +3 OCV (15 Active Points); Only With Grabbing Falling Characters (-2) (total cost: 5 points). Total cost: 22 points.*

Options:

1) Strong Catching: Increase to +75 STR. 75 + 15 = 90 Active Points; total cost 25 + 5 = 30 points.

2) Weak Catching: Decrease to +30 STR. 30 + 15 = 45 Active Points; total cost 10 + 5 = 15 points.

FEATURE MOLDING

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can mold and reshape his elastic flesh to change his appearance (and, by changing the shape of his mouth and vocal chords, his voice as well). He can't imitate other people (unless he makes a Disguise roll), but he can make himself look like a completely different person.

> **Game Information:** *Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form). Total cost: 26 points.*

Options:

1) Strong Molding: The character has fine enough control to imitate other people. Add Imitation. Total cost: 36 points.

2) Weak Molding: The character can't change his voice significantly. Remove Hearing Group. Total cost: 23 points.

3) Lasting Molding: The character's features remain in altered form until he decides to change them. Add Reduced Endurance (0 END; +½) and Persistent (+½). Total cost: 52 points.

4) Lengthy Molding: The character has to take some time to mold his features into shape, almost like sculpting with clay. Add Extra Time (1 Minute to activate; -¾). 26 Active Points; total cost 15 points.

HUMAN AIR BUBBLE

Effect: Force Wall (2 PD/2 ED, 2" long), Opaque, Only To Form Oxygen Bubble
Target/Area Affected: One Hex
Duration: Constant
Range: No Range
END Cost: 0

Description: The character can form himself into a 1" radius bubble (with his head on the inside) to surround several people and maintain an envelope of oxygen around them if they're trapped underwater or in a cloud of gas. How long the oxygen lasts depends on how many people are breathing it, of course, but usually this is just an emergency measure to allow the group time to devise a solution to the problem.

> **Game Information:** *Force Wall (2 PD/2 ED, 2" long), Opaque (22 Active Points); No Range (-½), Only To Form Oxygen Bubble (see text; -¼). Total cost: 13 points.*

LOOK, MA, NO ORGANS!

Effect: Life Support (Total)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's rubbery form has no internal organs — somehow he can survive with nothing but tissue, muscles, and malleable bones. As a result he can't be poisoned, doesn't have to sleep or eat, and can survive extreme environmental conditions.

> **Game Information:** *Life Support (Total). Total cost: 45 points.*

PSEUDOPODS

Effect: Extra Limbs
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can extrude additional limbs from his body at will — as many as desired. Alternately, you can use this power to represent the difficulty of fighting someone who has a malleable body — even when his hands are occupied, he can always form another "loop" to wrap around a foe or Grab someone with.

> **Game Information:** *Extra Limbs (however many the character wants) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.*

SQUEEZING THROUGH CRACKS

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can squeeze his malleable body through the tiniest of openings — between jail bars, underneath doors, through mouseholes, even through chicken wire.

> **Game Information:** *Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½). Total cost: 16 points.*

Options:

1) Easy Squeezing: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.

2) Taxing Squeezing: The character has to focus his attention and take extra time to fit through small openings. Add Concentration (0 DCV; -½), Extra Time (Extra Phase; -¾). Total cost: 11 points.

3) Malleable Skeleton: The character doesn't have a fully malleable form; only his skeleton is truly malleable. Thus, while he can squeeze through cracks and crevices ordinary humans can't, he cannot fit through narrow pipes, underneath doors, or the like. Change Cannot Pass Through Solid Objects (-½) to Cannot Pass Through Solid Objects (see text; -1). Total cost: 13 points.

MISCELLANEOUS POWERS

BERSERKER FURY

Effect: +10 STR, +10 CON, and +4 PD, Side Effects (become Berserk)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1 + 0

Description: The character can drive himself into a berserk frenzy during which he becomes much stronger and harder to hurt... but also likely to attack his friends in his blind rage.

> **Game Information:** *+10 STR (10 Active Points); Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½) (total cost: 6 points)* **plus** *+10 CON (20 Active Points); Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½) (total cost: 11 points)* **plus** *+4 PD (4 Active Points); Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½) (total cost: 2 points). Total cost: 19 points.*

Options:

1) Strong Berserker: Increase to +15 STR, +15 CON, and +6 PD. 15 + 30 + 6 = 51 Active Points; total cost 9 + 17 + 3 = 29 points.

2) Weak Berserker: Decrease to +5 STR, +5 CON, and +2 PD. 5 + 10 + 2 = 17 Active Points; total cost 3 + 6 + 1 = 10 points.

3) Lengthy Berserker: It takes the character a little while to work himself into a berserk fury. Add to each Characteristic Extra Time (Extra Phase to activate; -½). 10 + 20 + 4 = 34 Active Points; total cost 4 + 9 + 2 = 15 points.

4) Alternate Berserker I: This form of Berserker Fury is Triggered by going Berserk, rather than automatically causing the character to go Berserk. Change to: +10 STR, Trigger (whenever character goes Berserk, activating Trigger takes no time, character does not control activation of Trigger, Trigger requires a Turn or more of rest to reset after Berserk fades; +0) (10 Active Points); Nonpersistent (-¼), STR Fades Immediately When Character Stops Being Berserk (-¼) (total cost: 7 points) **plus** +10 CON, Trigger (see above; +0) (20 Active Points); Nonpersistent (-¼), CON Fades Immediately When Character Stops Being Berserk (-¼) (total cost: 13 points) **plus** +4 PD, Trigger (see above; +0) (4 Active Points); Nonpersistent (-¼), PD Fades Immediately When Character Stops Being Berserk (-¼) (total cost: 3 points). Total cost: 23 points.

5) Alternate Berserker II: This version of Berserker Fury is built with Aid STR and Damage Reduction, like the *Berserk Fury* Talent in *Fantasy Hero:* Aid STR 3d6 (30 Active Points); Self Only (-½), Only When Fighting (-½), Side Effect (automatically becomes Berserk in combat while Aid remains in effect, can only make 11- recovery rolls after all Aided points fade; -½), Cannot Be Used Again Until All Points Fade (-¼) (total cost: 11 points) **plus** Physical Damage Reduction, Resistant, 25% (15 Active Points); STUN Only (-½), Only When Fighting (-½), Side Effect (-½), Linked (lasts only as long as Aid lasts; -½) (total cost: 5 points). Total cost: 16 points.

BODYJACKING

Effect: Mind Control 18d6 plus Desolidification plus Clinging
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can merge with and take over another person's body. He converts his own body to psychic energy and invades the mind of his target, "imprinting" himself on the target's mind and controlling his body. (Alternately, he may not have a physical form, but simply exist as a coherent pattern of psychic energy.) He must touch the person to do this.

In game terms, this power consists of high-powered Mind Control Linked to Desolidification. When the character attacks, he touches his potential victim and makes his ECV Attack Roll (the GM may require a DEX Roll to touch the victim, if appropriate). If he hits, he makes his Effect Roll, and he must achieve an EGO +30 or greater result. If he fails, the power doesn't work at all, leaving him standing there looking foolish (and vulnerable). If the victim ever succeeds with a Breakout Roll, the character is ejected from the victim's body immediately, appearing next to him as described below.

If he succeeds, his Desolidification activates and he automatically "merges" with the person he's just taken control of. His Desolidification and Clinging only allow him to enter a victim's body and move with it as it moves; while Desolidified, he cannot use his own equipment (except for Foci that provide defense, such as an armored costume or suit), physical abilities, or mental/psionic abilities. The character can do nothing but control the body and communicate with it telepathically while inside it. Standard rules about changing orders with Mind Control apply.

While in control of the victim, the character can make use of any of the victim's Skills, Perks, Talents, Powers, or other abilities he knows about (whether through experience, study, or use of Telepathy). The victim moves and acts with his own SPD or the character's SPD, whichever is lower. If the victim attacks, he does so with his own DEX/EGO or the character's DEX/EGO, whichever is lower.

If the victim takes any damage after applying his (the victim's) defenses, the character takes that damage, too (though he can apply his own defenses to it). Any Mental Powers used on the victim automatically affect only the character, not the victim. If the victim becomes Stunned, the character becomes Stunned as well; if the victim is Knocked Out, the character is immediately ejected from the body (and may take damage, as discussed above). If a victim dies while the character possesses him, the character dies as well. If the character is Stunned, Knocked Out, or killed separately from the victim, he automatically re-appears next to the victim in that state.

When the character fails an Effect Roll or voluntarily ends his possession of a victim, he appears in physical form right next to the victim, in the same spatial relationship they had when he attacked. For example, if he touched a victim from the left side, he'll re-appear to the left of that person.

If the character wants to move from one body to another without re-appearing, he must touch the potential victim while still possessing the current victim. If he fails his ECV Attack Roll or Effect Roll, he's immediately ejected from his current victim and re-appears. If everything goes as planned, he merges from the first victim to the second, leaving the first person once again in control of himself.

Game Information:

Cost	Power
135	*Bodily Possession:* Mind Control 18d6, Reduced Endurance (0 END; +½), Telepathic (+¼), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼), Mandatory Effect (must achieve EGO +30 result; -¾), Side Effects (potential negative effects while controlling victim, see text; -0)
24	*Bodily Possession:* Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½), Only To "Merge" With Possessed Body (see text; -1)
9	*Bodily Possession:* Clinging (normal STR), Affects Physical World (+2); Only To Remain Merged With A Body If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)
61	*Thought Reading:* Telepathy 7d6, Reduced Endurance (0 END; +½), Affects Physical World (+2); No Range (-½), Only On Possessed Target (-½)

Total cost: 229 points.

Options:

1) Ranged Bodyjacking: The character doesn't have to touch his victim to possess him; he can do so from up to 15" distance, instantly transforming to psychic energy and traveling into the victim's mind if his attack succeeds. Remove No Range (-½) from Mind Control (total cost: 168 points) and add Teleportation 15" (30 Active Points); Linked (to Mind Control; -½), No Noncombat Multiple (-¼) (total cost: 17 points). Total cost: 279 points.

2) Corporeal Remnant: Instead of transforming wholly into psychic energy, the character leaves his body behind when he projects his mind into another person's body. Any harm inflicted on the body affects the character. To the Mind Control power add Character's Body Is Helpless And Incapacitated While Character Uses Mind Control (-1) (total cost: 96 points). Total cost: 190 points.

3) Psychic Energy Form: The character doesn't have a physical form, his "body" is made of pure psychic energy. Change power as follows:

Cost	Power
53	*Psychic Energy Form:* Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)
150	*Bodily Possession:* Mind Control 18d6, Reduced Endurance (0 END; +½), Telepathic (+¼), Affects Physical World (+2); No Range (must "merge" with target to establish and maintain Mind Control; -½), Mandatory Effect (must achieve EGO +30 result; -¾), Side Effects (potential negative effects while controlling victim, see text; -0)
10	*Bodily Possession:* Clinging (normal STR), Affects Physical World (+2); Only To Remain Merged With A Body If It's Moved Involuntarily (-2)
61	*Thought Reading:* Telepathy 7d6, Reduced Endurance (0 END; +½), Affects Physical World (+2); No Range (-½), Only On Possessed Target (-½)

Total cost: 274 points.

DISEMBODIED MIND

Effect: Variable Power Pool (Disembodied Mind Pool), Only For Multiform, No Conscious Control
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is a disembodied mind that "jumps" from physical form to physical form at random. The character can't control the jump — neither when it occurs, nor who he'll jump into — and thus may be stuck in an undesireable body for a long time. The character may have the means to predict when a jump will occur (for example, he knows he usually won't remain in a body for more than three days), but he can never be certain. The GM determines when a jump occurs, and whose body the character ends up with. (If you want the character to be able to control his jumps, he needs powers like Bodyjacking or Mind Transfer.)

As constructed, this power assumes the character's only going to be jumping into the bodies of mostly trivial NPCs — player characters and important NPCs are immune. To put it another way, this power isn't a form of Mind Control, so the GM should only allow a jump into a significant character if doing so furthers the story or contributes to everyone's enjoyment of the game.

The cost of this power assumes a world with superhumans or other people of such great power that they could be built on up to 1,000 Character Points. If that's not the case (*i.e.*, if the character's limited to weaker people, or there are lots of characters built on more points than that), adjust the cost of the power appropriately.

> **Game Information:** *Variable Power Pool (Disembodied Mind Pool), 200 base + 100 control cost; Only For Human Multiforms (see text; -½), No Conscious Control (see text; -2). Total cost: 200 + 29 = 229 points.*

MASTER OF DISGUISE

Effect: Shape Shift (Sight Group, any human form, Imitation), Extra Time (1 Hour)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: -6

Description: A character with this ability is a master of disguise. Give him an hour and the right supplies, and he can make himself look like anyone of roughly the same height and weight. The disguise remains in effect even if he's Knocked Out or goes to sleep (i.e., it's Persistent), but can be damaged by punches to the face (or similar impacts), and will start to fall apart after a few days (at the latest) if the character can't "touch it up" periodically.

> **Game Information:** *Shape Shift (Sight Group, any human form), Imitation, Reduced Endurance (0 END; +½), Persistent (+½) (60 Active Points); OIF (disguise supplies of opportunity; -½), Extra Time (1 Hour; -3), Requires A Disguise Roll (-½). Total cost: 12 points.*

Options:

1) Strong Disguise: Change to Extra Time (20 Minutes; -2½). Total cost: 13 points.

2) Weak Disguise: Change to Extra Time (6 Hours; -3½). Total cost: 11 points.

3) Easier Disguise: Change to Requires A Disguise Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

4) Tougher Disguise: Change to Requires A Disguise Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

5) Master's Disguise: Remove Requires A Disguise Roll (-½). Total cost: 13 points.

6) Challengeable Disguise: Add "is subject to Skill Versus Skill Contests" to Requires A Disguise Roll (-¼). Total cost: 11 points.

7) Rapid Disguise: So skilled is the character, and/or so high-quality his equipment, that he can prepare a disguise much faster than even other experts. Change to Extra Time (5 Minutes; -2). Total cost: 15 points.

MASTER OF MIMICRY

Effect: Shape Shift (Hearing Group, any human voice, Imitation)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: -6

Description: A character with this ability has an amazingly — sometimes frighteningly — accurate ability to imitate the voices of others. To any human ear his voice is an exact duplicate of the one he imitates. The character must have heard a voice before (either in person or on tape) to imitate it, but he can change his voice so it's not recognizable as his any time.

> **Game Information:** *Shape Shift (Hearing Group, any human voice), Imitation, Reduced Endurance (0 END; +½) (37 Active Points); Requires A Mimicry Roll (-½). Total cost: 25 points.*

Options:

1) Strong Mimicry: The character can not only imitate human voices, he can mimic other sounds — bird calls, sirens, and so forth — as long as they're within the decibel and octave range of the human voice. Change to any sound. 52 Active Points; total cost 35 points.

2) Weak Mimicry: The character can disguise his own voice, but lacks the skill to imitate other voices. Remove Imitation. 22 Active Points; total cost 15 points.

3) Easier Mimicry: Change to Requires A Mimicry Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.

4) Tougher Mimicry: Change to Requires A Mimicry Roll (-1 per 5 Active Points; -1). Total cost: 18 points.

5) Master's Mimicry: Remove Requires A Mimicry Roll (-½). Total cost: 37 points.

6) Challengeable Mimicry: Add "is subject to Skill Versus Skill Contests" to Requires A Mimicry Roll (-¼). Total cost: 21 points.

MEMORY THEFT

Effect: Telepathy 20d6, Mandatory Effect
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: Some types of mimic and doppelganger characters have the ability to copy the memories of the victims whose forms they copy. Despite the power's name, they don't literally "steal" the memories, they just learn them well enough to imitate the victim to a T.

When using this power, the character must achieve a minimum of EGO +20 (for the "memories" level of Telepathy) +20 (so that the victim doesn't detect the Telepathy).

> **Game Information:** *Telepathy 20d6, Reduced Endurance (0 END; +½) (150 Active Points); Mandatory Effect (must achieve EGO +40, see text; -¾), Skin Contact Required (-1). Total cost: 54 points.*

Options:

1) Strong Theft: Increase to Telepathy 24d6. 180 Active Points; total cost 65 points.

2) Weak Theft: Decrease to Telepathy 16d6. 120 Active Points; total cost 44 points.

3) Perceivable Theft: The character doesn't care if the victim knows his memories have been copied. Change to Mandatory Effect (must achieve EGO +20; -½). Total cost: 60 points.

4) True Memory Theft: The character actually steals the target's memories, leaving him a total amnesiac. Character also buys Major Transform 6d6 (human into human without any of his memories; heals back through application of this power, a similar power, or Telepathy with an EGO +30 roll), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (202 Active Points); Limited Target (humans; -½), Linked (to Telepathy; -¼), No Range (-½). Total cost: 90 points.

MIMICKING

Effect: Variable Power Pool for copying another character's powers
Target/Area Affected: Self
Duration: Varies
Range: Touch
END Cost: Varies

Description: The character has the ability to touch another character and "copy" his powers (and, at the GM's option, other abilities, such as Skills and Talents). For example, if the target had five Ice/Cold Powers, the character would, by touching him, manifest those exact same powers. Typically this power only copies a target's innate abilities; it doesn't mimic Foci or the like.

In game terms, Mimicking is built with a large Variable Power Pool. The Pool has to be large enough to copy lots of powers — and to copy them individually, since a character cannot build other Power Frameworks with his VPP (though the GM may waive this rule if he wants to, of course). Due to the cost, in many cases a character with Mimicking has this as his only superpower; otherwise he's mostly a normal person.

When the character activates the power and makes an Attack Roll in HTH Combat to touch the skin of the character whose powers he wants to copy, the VPP copies those powers, starting with the one with the highest Active Point total. It continues copying, moving from the highest Active Point total to the next highest, then the next highest, and so on until the Pool has used up all of its points. The Pool can only make the powers as powerful as the targets'; it cannot create a Flash 12d6 if the target's Power is only a Flash 6d6.

The character retains the copied powers as long as he wants, or until he uses the VPP to copy another character's powers. When he copies more powers, he immediately loses all the powers currently built with the Pool, even if copying the new powers doesn't use up all of the Pool's points. If he wants to get the previous powers back, he has to touch the person who has them again.

Game Information: *Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Innate Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest Active Point power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 21 = 221 points.*

Options:

1) Greater Mimicking I: Increase to 250 base + 125 control cost. Total cost: 250 + 26 = 276 points.

2) Greater Mimicking II: Increase to 300 base + 150 control cost. Total cost: 300 + 32 = 332 points.

3) Lesser Mimicking: Decrease to 150 base + 75 control cost. Total cost: 150 + 16 = 166 points.

4) Ranged Mimicking: The character doesn't have to touch a character to copy his powers, he only has to be within 10" of him and have Line Of Sight to him. Replace Successful HTH Attack Roll (-½) and Skin

Contact Required (-1) with Can Only Copy Powers From Characters Within 10" And LOS (-½). Total cost: 200 + 27 = 227 points.

5) Mimic Memory I: If the character has already mimicked some powers, and then decides to copy another person's powers, but the second person's powers don't take up the entire Pool, he can keep the "excess" powers from the first person. Remove Cannot Retain Copied Powers (-¼). Total cost: 200 + 22 = 222 points.

6) Mimic Memory II: The character can manifest the powers of anyone he's ever touched, regardless of how long ago it was. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll And Skin Contact To First Acquire A Target's Powers (-¼), Only To Create Powers Copied From Persons Touched (-¼), Powers May Only Be As Powerful As Targets' Powers (-½). Total cost: 200 + 50 = 250 points.

7) Uncontrollable Mimicking: Any time the character makes skin-to-skin contact with someone, he copies that person's abilities whether he wants to or not. Increase No Conscious Control to -2. Total cost: 200 + 17 = 217 points.

8) Mimicking Variant: This form of Mimicking uses a Variable Power Pool of Multiforms rather than a Pool which directly copies powers. When the character uses the power, he "changes form" into a character with all of his own abilities (including this one) *and* all the abilities copied from the target. This makes it easy to copy Power Frameworks, for example. However, this has two drawbacks. First, it limits the character to an "alternate form" with no more than 1,000 Character Points — if his points, plus the target's points, exceed 1,000, the power fails to work. Second, he also copies the target's power-related Disadvantages. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Only For Multiform (Multiform is "alternate" form with all of character's powers and exact copies of target's powers and power-related Disadvantages; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," he immediately loses all previously-copied powers; -¼). Total cost: 200 + 29 = 229 points.

9) And I Look Like Them, Too!: The character also mimics the target's appearance. Character also buys Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Reduced Endurance (0 END; +½), Trigger (when character mimics someone with his VPP; +¼) (68 Active Points); Only To Copy Person Whose Power's Being Mimicked (-1). Total cost: 34 points.

MIND TRANSFER

Effect: Major Transform 6d6 (transfer character's mind to victim's body), Side Effects (transfer victim's mind into character's body)
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 20

Description: The character has the ability to "switch minds" with the target, in effect "transforming" himself by switching bodies: the character's mind ends up in the target's body, while the target's mind ends up in the character's body.

If Mind Transfer succeeds, the character shifts his mind into the victim's body (the "host body"). He retains the following: his own EGO, INT, and PRE Characteristics; all INT-, EGO-, and PRE-based Skills; all Skills which are not necessarily based on INT or EGO but which reflect intellectual learning with no physical skills (for example, Languages transfer; TFs, which require some physical abilities, do not); and all of his mental and psionic powers. However, he retains none of his physical Characteristics or abilities. Instead, he can use all of the host body's physical Characteristics and abilities (even superpowers), including physical Skills (such as Climbing, Combat Driving, and most types of Skill Level). In some cases the GM may require the character to succeed with EGO Rolls to make the host body function properly, at least for the first few Turns of use.

Meanwhile, the mind that used to inhabit the host body has been shunted to the character's body. It has the same benefits — it keeps its mental-oriented abilities, but uses the physical abilities of the character's body. If possible, characters often have themselves restrained before they use this power; that way the victim can't wander off and harm the character's body somehow. If either body becomes Stunned or Knocked Out, the mind within it suffers the same effect; if for some reason the character transfers his mind into a body that's already Stunned or Knocked Out, he instantly suffers the same fate when the transfer succeeds (and the victim's mind becomes conscious or not Stunned, since it's now in a conscious and aware body). If either body dies, the mind within it dies as well.

Once the character's mind is in the host body, he can, if he so desires, use Mind Transfer again to "jump" from the host body to another host body. The mind of host body #2 would then take up residence in host body #1, while the character's mind occupied host body #2. A character could mentally "jump" through an entire crowd of people this way, possibly leaving a mighty confused group of victims in his wake.

For the purposes of Mind Transfer, SPD is a physical Characteristic. If a change in SPDs is involved, the GM should use the Optional Speed Change rules on page 357 of the *HERO System 5th Edition, Revised.* If the GM does not use those rules, he should adjudicate the situation fairly and not cheat either of the characters involved out of any Phases.

To reverse a Mind Transfer, the character simply uses the power again. For ease of game play, the GM can assume this succeeds unless the victim does not want to leave the character's body for some reason.

Mind Transfer is a rare, and rarely-used, power. While it is extremely powerful, it poses a lot of dangers for the character — even most heroes find the risk of being trapped outside their own bodies terrifying.

Game Information: *Major Transform 6d6 (transfer character's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (202 Active Points); Limited Target (humans; -½), All Or Nothing (-½), Side Effects (transfer victim's mind into character's body, automatically happens; -2). Total cost: 50 points.*

Options:

1) Transfer Touch I: The character must touch the victim to accomplish a Mind Transfer. Add No Range (-½). Total cost: 45 points.

2) Transfer Touch II: The character must touch the victim skin-to-skin to accomplish a Mind Transfer. Add Skin Contact Required (-1). Total cost: 40 points.

3) Tiring Transfer: The transferral process is particularly tiresome. However, if it works, it leaves the victim's mind in a body that's weary. Add Increased Endurance Cost (x2 END; -½). Total cost: 45 points.

4) Easy Transfer: Effecting a Mind Transfer doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). 247 Active Points; total cost 62 points.

5) Slow Mind Transfer: The character may have to spend a little longer attacking the victim to accomplish the Mind Transfer, but he usually succeeds eventually. Decrease to Major Transform 4d6 and remove All Or Nothing (-½). 135 Active Points; total cost 39 points.

6) Mind Shunting: Some extremely powerful psionics have perfected the ability of "mind shunting" (also called "possession"), in which they project their mind into a host body while ejecting the victim's mind into some nearby object or "the back of" the host body's mind where it can do nothing. Change Side Effect to Character's Body Is Helpless And Incapacitated While Character Uses Mind Shunting (-1). Total cost: 67 points.

7) Mind Switch I: Instead of transferring his mind into someone else's body, the character can switch the minds of two other people. Remove Side Effects (-2) and add Must Be Rapid Fired (character must attack both targets in the same Phase with this power; -0). Total cost: 101 points.

8) Mind Switch II: As Mind Switch I, but the character must touch each of the victims to accomplish the switch. Change Must Be Rapid Fired to Must Use Sweep (-0) and add No Range (-½). Total cost: 81 points.

Effect: Extra Limbs, plus various powers reflecting having multiple limbs
Target/Area Affected: Self
Duration: Varies
Range: Self
END Cost: 0

Description: Some characters, such as Grond in the Champions Universe, can fight their foes with more than just two arms — they have tails, extra arms, or other appendages that make them more effective brawlers. The powers listed below provide several possible ways to represent the added combat effectiveness of multiple limbs. With the exception of Extra Limbs, none of them are mandatory; a character can buy as many of them as he wishes (or none of them).

Game Information:

Cost	Power
6	*More Limbs:* Extra Limbs (number varies), Inherent (+¼)
13	*Even Stronger Extra Limbs:* +20 STR; Only With Extra Limbs (-½)
6	*Four-Armed Combatant:* +2 SPD; Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1)
12	*Hitting Lots Of Targets:* +6 OCV with Sweep (assumes four manipulatory limbs; character should buy two Levels per limb after the first)
30	*Many Fists, Many Punches:* Autofire (4 shots [assumes four manipulatory limbs]; +½) for up to 60 STR
20	*Too Many Fists To Avoid I:* +4 HTH
45	*Too Many Fists To Avoid II:* The character has so many limbs moving around that being near him almost certainly means getting hit at least once. Energy Blast 6d6 (dice of damage should equal at least half of character's STR damage, and cannot exceed that damage), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-1)
18	*Grasping Limbs:* For characters that have dozens or hundreds of limbs, grabbing and restraining their foes becomes a simple and effective combat tactic. Entangle 5d6, 5 DEF; Feedback (character takes all damage done to try to break victim free from Entangle; -1), No Range (-½), Cannot Form Barriers (-¼)
10	*Two-Fisted Fighting:* Two-Weapon Fighting (HTH)

RUGGELS 03

RAGE-AUGMENTED STRENGTH

Effect: Aid STR 2d6, Only While Enraged/Berserk
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Brick Tricks Roll Penalty: -13

Description: The madder the character gets, the stronger he gets — his rage transform him from his normal self to a superhumanly-strong self (or a more superhumanly-strong self). As soon as he becomes Enraged (or Berserk), his fury triggers a reaction in his body that starts making him stronger. He rolls Aid 2d6 each Phase and applies it to his STR until he reaches a maximum of +60 STR. The points gained fade 20 minutes after he gains them, or immediately if he recovers from being Enraged/Berserk.

> **Game Information:** *Aid STR 2d6, Can Add A Maximum Of 60 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +¾), Trigger (becoming Enraged/Berserk; +¼) (132 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Self Only (-½), Points Fade Immediately If Character Recovers From Being Enraged/Berserk (-½). Total cost: 44 points.*

Options:

1) Greater Enragement: Increase to Aid STR 3d6, Can Add A Maximum Of 90 Points' Worth Of Strength. 198 Active Points; total cost 66 points.

2) Lesser Enragement: Decrease to Aid STR 1d6, Can Add A Maximum Of 30 Points' Worth Of Strength. 66 Active Points; total cost 22 points.

3) Berserk Strength: The character can trigger his increased STR at will, but this causes him to become uncontrollably angry. Change to Aid STR 1d6, Can Add A Maximum Of 40 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼), Trigger (mental command; +¼) (67 Active Points); Self Only (-½), Only In Combat (-½), Side Effect (automatically activates character's Berserk [or gives him the Disadvantage Berserk In Combat, go 14-, recover 8-, and activates it]; -1), Points Fade Immediately If Character Recovers From Being Berserk (-½). Total cost: 19 points.

REFLEX MEMORY

Effect: Variable Power Pool for copying another person's used physical skills
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: Varies

Description: The character can copy, mimic, or otherwise use the physical skills and abilities of any person, provided he observes the target using them. Once he's copied them into his own "reflex memory," he can use them again whenever he wants (assuming he allocates Variable Power Pool points to them). "Physical skills" include, but are not necessarily limited to, the following:

▪ Skills such as Acrobatics, Breakfall, Climbing, Combat Skill Levels, Contortionist, Defense Maneuver, Fast Draw, Martial Arts, Skill Levels with Agility Skills, Sleight Of Hand, and Two-Weapon Fighting

▪ Powers and abilities defined as "super-skills" or "enhanced physical training," such as an Energy Blast or RKA defined as "super-accurate throwing" or a Hand-To-Hand Attack defined as a secret martial arts maneuver.

Note that this does not necessarily include any skill with a physical *component.* The character couldn't copy Lockpicking, for example, because it requires more than just deft physical movements — it requires knowledge the character can't acquire just by watching a locksmith at work. The GM determines whether the character can copy a particular skill or ability. If appropriate, the GM may allow the character to substitute a related Professional Skill. For example, Reflex Memory won't let a character copy Computer Programming by watching a programmer type, but the GM might let him "copy" PS: Typing instead.

This power requires the GM's permission for two reasons. First, it involves putting Skills (including Combat Skill Levels) in a Power Framework, something normally forbidden by the rules. Second, it has a significant potential to unbalance a campaign, since it lets a character have a wide variety of Skills and skill-like abilities without paying for them individually. The GM may eventually decide that the character has copied so many abilities that the *Only For Physical Skills* Limitation no longer really restricts or hinder him, in which case he may require the character to pay Experience Points to buy the value of the Limitation down to -0.

> **Game Information:** *Variable Power Pool (Reflex Memory Pool), 30 base + 15 control cost; Only For Physical Skills The Character Observes In Use (-½). Total cost: 30 + 10 = 40 points.*

Options:

1) Larger Reflex Memory I: Increase to 50 base + 25 control cost. Total cost: 50 + 17 = 67 points.

2) Larger Reflex Memory II: Increase to 60 base + 30 control cost. Total cost: 60 + 20 = 80 points.

3) Smaller Reflex Memory I: Decrease to 20 base + 10 control cost. Total cost: 20 + 7 = 27 points.

4) Smaller Reflex Memory II: Decrease to 10 base + 5 control cost. Total cost: 10 + 3 = 13 points.

REGENERATION

Effect: Healing BODY 2d6 (Regeneration; 2 BODY per Turn)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character heals with tremendous speed, allowing him to recover from even potentially deadly wounds in seconds.

> **Game Information:** *Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Extra Time (2 BODY per Turn; -1¼), Self Only (-½). Total cost: 14 points.*

Options:

1) Strong Regeneration: Increase to Healing BODY 3d6 (Regeneration; 3 BODY per Turn). 60 Active Points; total cost 22 points.

2) Weak Regeneration: Decrease to Healing BODY 1d6 (Regeneration; 1 BODY per Turn). 20 Active Points; total cost 7 points.

3) Slow Regeneration: The character heals more slowly than with the standard power... but still significantly faster than ordinary people. Change to Healing BODY 2d6 (Regeneration; 2 BODY per Minute) and Extra Time + Increased Time Increment (2 BODY per Minute; -1½). Total cost: 13 points.

4) Limb Regeneration: The character's Regeneration also allows him to regrow limbs. Add Can Heal Limbs. 50 Active Points; total cost 18 points.

5) Resurrection: The character's healing powers are so profound he can return to life after being killed. Add Resurrection. 80 Active Points; total cost 29 points.

6) Lernean Regeneration: When the character regenerates, he Duplicates. He can only create one Duplicate per wound healed, no matter how large the wound is. (His Duplicates do not have this ability themselves). Character also buys Duplication (create up to 500 Duplicates built on up to 350 Character Points each), Trigger (one Duplicate created every time character Regenerates the damage from a wound, but just one per wound no matter how large the wound, Trigger activates automatically, Trigger automatically immediately resets; +1). Total cost: 230 points.

REPLICATIVE CLONING

Effect: Major Transform 20d6 (other person into duplicate of self)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 0

Description: A character with this power can touch another person and transform that person into an exact duplicate of himself. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. To effect the change, he must maintain contact with the victim for an Extra Phase; if the victim breaks contact during that time, the power fails to work. The Transform heals back through another application of this power.

> **Game Information:** *Major Transform 20d6 (person into exact physical duplicate of character), Reduced Endurance (0 END; +½) (450 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Mental Transform; -½) (total cost: 95 points) plus Major Transform 20d6 (person into exact mental duplicate of character), Based On Ego Combat Value (Power Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (825 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½) (total cost: 194 points) plus Major Transform 20d6 (person into exact spiritual duplicate of character), Based On Ego Combat Value (Power Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (825 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½) (total cost: 194 points). Total cost: 483 points.*

SHIFTING MIND

Effect: Mental Defense (20 points + EGO/5)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's mind shifts "shape" so thoroughly that it can effectively become a different class of mind, making it very difficult to affect him with Mental Powers.

> **Game Information:** *Mental Defense (20 points + EGO/5) (20 Active Points); Nonpersistent (-¼). Total cost: 16 points.*

Options:

1) Strong Mind: Increase to Mental Defense (30 points + EGO/5). 30 Active Points; total cost 24 points.

2) Weak Mind: Decrease to Mental Defense (15 points + EGO/5). 15 Active Points; total cost 12 points.

SLOW LIMB GROWTH

Effect: Extra Limbs, Extra Time (1 Turn per limb)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the power to grow up to a dozen extra limbs. However, it takes him 12 seconds to grow each one.

> **Game Information:** *Extra Limbs (up to 12) (5 Active Points); Extra Time (takes 1 Turn to grow each limb; -1¼). Total cost: 2 points.*

SPIRIT CHANNELING

Effect: Multiform (four forms based on channeling the spirits of certain deceased people)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the power to channel the spirits of persons long dead. When he channels a spirit, that spirit completely takes over his body, transforming its personality and spirit to match its own (the physical form changes only very slightly, if at all). While this gives the character access to many Skills and other abilities he usually lacks, it also poses a real danger of his personality getting "lost" underneath the spirit's personality if he remains in alternate form for more than a few minutes.

> **Game Information:** *Multiform (assume the form of a 300-point Roman gladiator, a 200-point pirate captain, a 200-point Victorian steampunk scientist, or a 300-point two-fisted Pulp hero) (70 Active Points); Costs Endurance (to change forms; -½), Extra Time (activating power takes 1 Turn; -¾), Personality Loss (5 Minutes; -1½), Reversion (assumes true form is significantly weaker; -1). Total cost: 15 points.*

Options:

1) Swift Channeling: Remove Extra Time (-¾). Total cost: 17 points.

2) More Channeling: Increase to 16 alternate forms. 80 Active Points; total cost 17 points.

CRAM '03
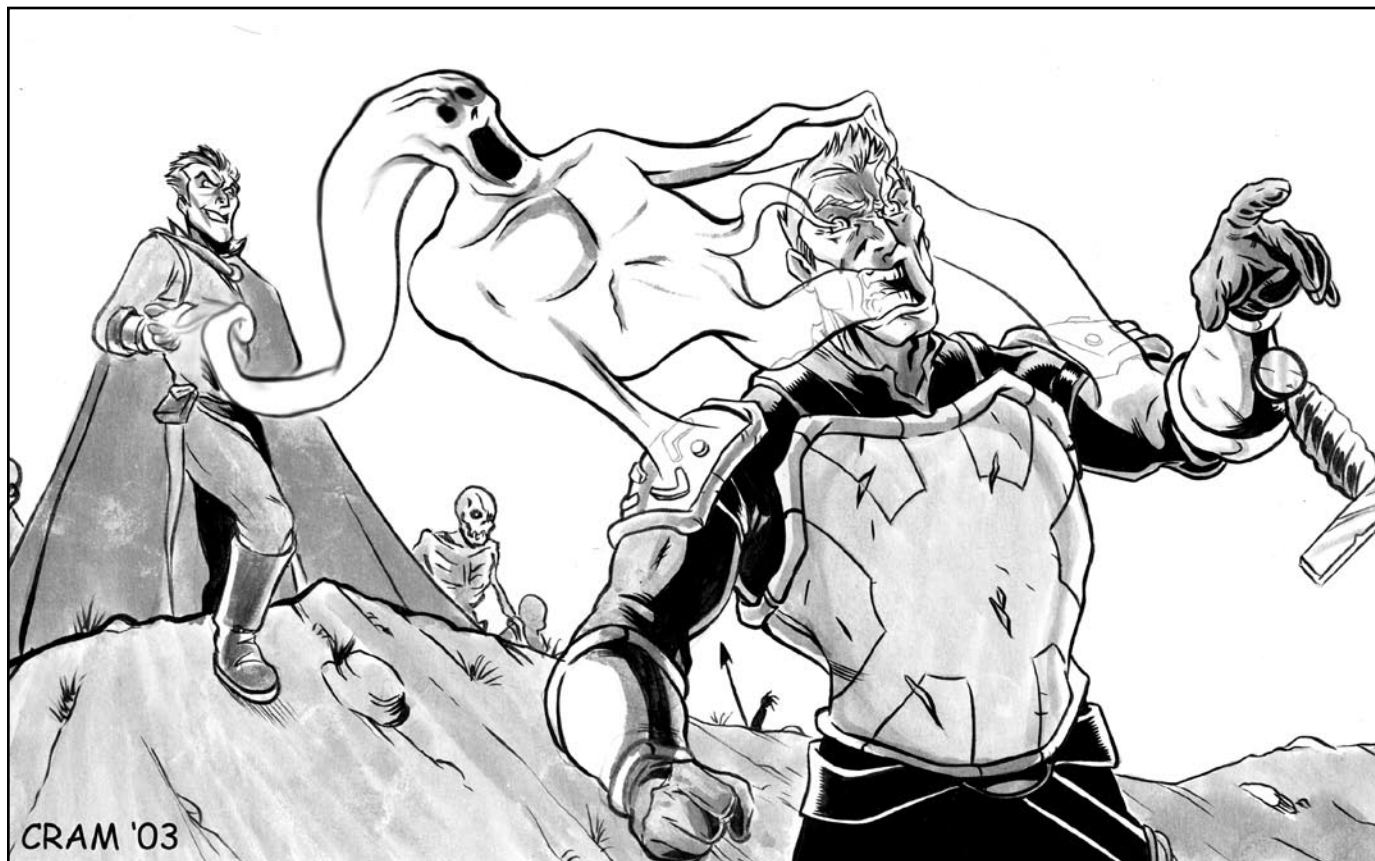
<table>
<tr><td colspan="2" align="center">**SPIRITUAL DISGUISE**</td></tr>
</table>

Effect: Shape Shift (Danger Sense)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the ability to alter his spirit so other people subconsciously perceive him as being just like them — a calming, soothing, reassuring, perhaps even helpful presence, not someone who poses a threat.

> **Game Information:** *Shape Shift (Danger Sense). Total cost: 10 points.*

<table>
<tr><td colspan="2" align="center">**TRANSFERENCE TOUCH**</td></tr>
</table>

Effect: Multiform (into self with extra powers) plus Transform (person into person with no superpowers or exceptional abilities)
Target/Area Affected: Self/One character
Duration: See text
Range: Touch
END Cost: 22

Description: This power gives the character the ability to temporarily steal all the powers, abilities, skills, and memories of another character. The character "transforms" into a "version" of himself with all his abilities (including this one), plus all the abilities stolen from the target (including any "negative" abilities, such as Disadvantages associated with the powers). The target "transforms" into a version of himself that's an average member of his species, with no superpowers or exceptional abilities, though he retains all his memories. For example, a human victim would have 8 in all Primary Characteristics, no Skill Rolls above an 11-, and so forth. The character can only steal the innate abilities and powers of the victim; he cannot steal abilities derived from technology (Foci) or other "external" powers.

To use this power, the character must touch the target, and the duration of their respective changes varies based on the duration of the contact between them. The change occurs as soon as the character successfully attacks the target. Then, for every Phase (not Segment) the character maintains skin-to-skin contact with the victim, the character retains the victim's powers for 1 Turn (this duration begins running as soon as skin-to-skin contact is broken). At the end of that time, the character automatically reverts back to what he was like before he used the power, and the victim regains all of his stolen abilities and powers. At the GM's option, a lengthy contact (many minutes or hours) might result in a permanent transference of abilities; that should be handled as an in-game plot device or "radiation accident."

In game terms, this power consists of two Linked abilities. The first is a Multiform — the character transforms from his standard self into his standard self with all the abilities and powers of the victim. The Multiform has a cap of 3,000 Character Points' worth of abilities, meaning the character can potentially absorb the abilities of a single incredibly powerful person, or more than one lesser-powered person at once (to a maximum of eight, the number of Multiforms the character has). If the target has more than 3,000 points' worth of abilities, or if his abilities would take the character over the 3,000 point limit when

added to the ones the character currently has, the power fails to work altogether. The power also fails to work if the Transform of the victim fails to work.

Ordinarily characters should not use Multiform in this "floating" way, without precisely defining the abilities of the alternate form(s). However, allowing a "floating Multiform" is acceptable in this instance because of the other restrictions on the ability. This power also uses an optional rule for Linking two powers to each other.

Obviously, this ability is incredibly powerful, and the GM should allow it into his game only after carefully considering its potential effects on game balance. For a similar ability, see *Mimicking,* below.

> **Game Information:** *Multiform (assume up to eight different forms which include all the character's current abilities plus abilities and related Disadvantages absorbed from the victim, with no form or combination of forms totalling more than 3,000 Character Points; Multiforms must have a Physical Limitation specifying that they revert back to the true form after having the powers for 1 Turn per Phase of contact) (615 Active Points); Linked (-¼) (total cost: 492 points)* **plus** *Major Transform 15d6 (person into person with no exceptional abilities) (225 Active Points); Skin Contact Required (-1), Linked (-½), Limited Target (living beings; -¼), All Or Nothing (-½) (total cost: 69 points). 615 + 225 = 840 Active Points; total cost 492 + 69 = 561 points.*

Options:

1) Tiring Transference: Taking on another person's powers and abilities wearies the character even further. Add Costs Endurance (to activate; -½) to Multiform. 615 + 225 = 840 Active Points; total cost 351 + 69 = 420 points.

2) Ranged Transference: The character doesn't have to establish skin-to-skin contact with the victim to steal his abilities, he can do so at range! Remove Skin Contact Required (-1) from Transform. 615 + 225 = 840 Active Points; total cost 492 + 100 = 592 points.

3) Stunning Transference: The loss of all his powers and exceptional abilities stuns the victim. Apply this damage to his defenses and STUN total *before* he's Transformed, then apply whatever damage he took to his new form. Add Drain STUN 12d6 (120 Active Points); Linked (-½) (total cost: 80 points). 615 + 225 + 120 = 960 Active Points; total cost 492 + 69 + 80 = 641 points.

4) Lengthy Transference: The character has to maintain contact with the victim for at least twelve seconds to steal his powers; the transfer remains in effect for 1 Turn per Phase contact is maintained *beyond* 1 Turn. Add Extra Time (1 Turn; -1¼). Total cost: 246 + 50 = 296 points.

5) Just Plain Contact: Skin-to-skin contact isn't required, just contact. Change Skin Contact Required (-1) to Contact Required (-0). Total cost: 492 + 100 = 592 points.

6) Alternate Power Stealing: Instead of using Transform to turn the victim into a normal person, the character Suppresses all of the victim's abilities. Change Transform to: Suppress Powers 40d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Reduced Endurance (0 END, turns off when character changes victims; +½) (1,100 Active Points); No Range (-½), Linked (to Multiform; -¼). Total cost 629 points; total cost of power 492 + 629 = 1,121 points.

7) Alternate Transference Touch: This form of Transference Touch relies on a massive Transfer to accomplish the "theft" of the target's powers. Eventually the stolen powers fade from the character and return to his victim. Change to: Transfer Powers 30d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Delayed Return Rate (points fade at the rate of 5 per Day; +1½), Reduced Endurance (0 END; +½). Total cost: 3,150 points.

METAMORPHS
GENRE BY GENRE

CHAMPIONS

The comic book genre has the largest possible spectrum of metamorph characters, since the scope of a comic book setting allows you to create virtually any sort of character you can think of. Some types of metamorphs, such as malleables, are found only in this genre, because only in a comic book could you have something so fantastic.

Similarly, the possibilities for metamorph origins and backgrounds are virtually limitless in *Champions.* You could have a team of heroes including a traditional werewolf, a wizard who uses spells to change shape, a mutant with stretching powers, a disembodied mind who moves from body to body, a sentient robot with interchangeable parts, and a character who gained his ability to mimic the appearance of other people due to a weird laboratory accident.

Depending on the nature of the campaign, metamorph characters may be hated and feared. If the setting features an ancient tradition of clans of lycanthropes who live in the shadows and prey on humans, shapechanging automatically becomes something to be feared. The same applies if governments routinely create doppelganger spies for undercover missions… since inevitably some of those spies will go rogue and become supervillains. The more the public's aware of the presence of shapeshifters in society, the more likely they are to fear or distrust them… since how can you trust someone who can look like someone else?

Character Examples

				ECLIPSE
Val	**Char**	**Cost**	**Roll**	**Notes**
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	4		
30	END	0		
29	STUN	5		**Total Characteristics Cost: 88**

Movement: Running: 6"/12"

Cost	Powers	END
457	*Mimic Powers:* Variable Power Pool (Mimic Pool), 400 base + 200 control cost; Only For Multiform (Multiform is "alternate" form with all of character's powers and exact copies of target's powers and power-related Disadvantages, and must have the *Reversion* Limitation; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," she immediately loses all previously-copied powers; -¼)	0
629	*Steal Powers:* Suppress Powers 40d6, all Characteristics, powers, and so forth of all special effects simultaneously (+4), Reduced Endurance (0 END, turns off when Reversion occurs or Eclipse changes victims; +½); No Range (-½), Linked (see text; -¼)	0
34	*Copy Appearance:* Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Reduced Endurance (0 END; +½), Trigger (when character mimics someone with her VPP; +¼); Only To Copy Person Whose Power's Being Mimicked (-1)	0
25	*Detect Life-Force:* Detect Life Energy 12- (no Sense Group), Discriminatory, Analyze, Range	0

Cost	Perks
3	Anonymity
1	Money: Well Off

Cost	Skills
10	+2 HTH
3	Streetwise 12-
3	Stealth 13-
3	Shadowing 12-

Total Powers & Skills Cost: 1,168
Total Cost: 1,256

Cost	200+ Disadvantages
25	Accidental Change: whenever she touches another person skin-to-skin (Common, Always)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: FBI 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Paranoid (Very Common, Strong)
10	Psychological Limitation: Vengeful (Uncommon, Strong)
10	Social Limitation: Socially Inept (suffers -2 to Interaction Skill Rolls) (Frequently, Minor)
10	Unluck: 2d6
941	Experience Points

Total Disadvantage Points: 1,256

Background/History: Kim Culhane grew up plagued with bad luck. Her high school years were particularly unkind, mostly because she spent them in a dismal boarding school. Something within her kept her apart from others — she'd spend hours watching people from the shadows, wishing she could be like them, but never talking to them. Eventually, to spite her parents, she ran away from school and joined the military.

When the initial screening process showed a particular abnormality in her DNA, the Army asked if she'd participate in several biological experiments. Its goal was to create someone powerful enough to take out rogue superheroes the military was usually powerless against. Intrigued, and desperate for cash, Kim agreed.

Whether the procedures brought out something in her DNA, or empowered something she'd wanted all her life, the Army succeeded in creating someone who could easily cripple most superhumans with just a touch. But the plan depended on her wanting to help her country, and that wasn't uppermost in Kim's mind. Overwhelmed by all the attention, she just wanted a vacation and time to think about things. Unwilling to let its new "asset" loose on her own, the Army locked her up. But her keepers didn't realize her powers could affect normal people as well as superhumans, and it wasn't long before she'd copied the appearance and skills of one of her captors, cleared out all records of her existence from the computer files, and walked out the front door.

Personality/Motivation: Eclipse (as Kim calls herself) is cursed, now more than ever. Her powers completely cut her off from human contact — while she can't hurt anyone, touching a person immediately makes her transform into that person, and she only changes back into herself when she falls asleep or gets knocked unconscious. As a result she's become more paranoid, bitter, and alone than ever. She takes jobs as a mercenary supervillain both to earn money and to have some minimal social contact with other people. Sometimes she takes over a person's appearance and identity and keeps him captive so she can blend into his group of family and friends and feel like a "real person" for a while... but sooner or later she's found out again and has to flee, usually focusing her rage into

doing as much damage to the social unit as she can before she leaves.

Quote: "OK, it's a deal. Whatever you say. Here, shake on it...."

Powers/Tactics: Eclipse has two basic powers. The first is to perceive and analyze life energy. This allows her to know who around her has superpowers, and the basic source of those powers (mutant, mutate, mystic, technological, and so on). It also tells her whether a person has a strong, healthy lifeforce, since she'd rather not mimic weak or sickly people if she can avoid it.

The second power is a suite of two abilities. The first is a Mimic Variable Power Pool that lets her copy the appearance, Skills, powers, and other abilities of a single individual. She can't copy more than one person at a time (even if she has Pool points unspent). The change occurs automatically if she touches someone skin-to-skin, whether she wants it to or not (thus, a good tactic to use against her in combat is to force her into contact with a normal person). She can only copy natural or

innate abilities (including some OIFs and Restrainable powers, such as implanted cyberware); Foci, objects of power, and the like are beyond her abilities to steal.

When Eclipse mimics someone's powers, she doesn't just copy them — she *steals* them. When she uses her Power Pool she also activates a massive Suppress that affects all of the target's powers, Skills, and other abilities, regardless of origin or special effect — in effect it reduces him to an ordinary, completely ignorant being of his species. (Ordinarily it's illegal to Link a power to an entire Framework, as is done here, but since her VPP essentially represents one single power doing so shouldn't cause any game balance problems.) Once she returns to her own shape (by being Knocked Out, for example) or steals another person's abilities, the Suppress effect fades instantly and the first victim's abilities return to him in full.

Eclipse dislikes open combat unless and until she has some tactically effective abilities. She prefers to ambush a powerful superhero whose skin she can touch, steal his powers, and *then* start fighting. She's quick to flee if things aren't going her way.

Campaign Use: Eclipse makes a good subversive villainess, particularly within a crowd or group where she can blend in without arousing suspicion. Since she can copy literally anyone by touch, and since she gains the Skills of her victims as well, she makes a perfect spy. In addition, her powers could give rise to all sorts of plots relating to mistaken identities, heroes who have to cope with powerlessness, and the like.

If Eclipse isn't powerful enough for your campaign, give her some extra Skills to carry along in all of her forms (such as Martial Arts) and increase her Characteristics (primarily DEX, CON, SPD, and REC). If she's too tough, lower her Suppress so that it only weakens heroes, and doesn't totally remove their powers.

Eclipse has a strong vengeful streak, so she's likely to Hunt anyone who humiliates or harms her. Unless she's equipped with stolen powers (in which case she uses them to best effect), the threat she poses as a Hunter is limited by her need to get close enough to the target to touch his skin.

Appearance: Eclipse usually covers herself up with lots of clothing to prevent accidental contact with other people, so to keep from looking out of place prefers to live in the colder regions of the world. Beneath all those clothes she wears a plain bodystocking that's white on the right half and black on the left, with the blackness curving slightly to the right as if it were a moon eclipsing the sun. She has red hair and green eyes.

EL JAGUAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
22	CON	24	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	6		Total: 20 PD (10 rPD)
10	ED	6		Total: 20 ED (10 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
8	REC	0		
44	END	0		
40	STUN	4		**Total Characteristics Cost: 146**

Movement: Running: 9"/18"

Cost	Powers	END
90	*Werejaguar Forms:* Multiform (assume jaguar or man-jaguar form built on up to 400 Character Points; see text), Instant Change	0
27	*Enchanted Flint Knife:* HKA 1d6+1 (1½d6 with STR), +2 Increased STUN Multiplier (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼)	0
30	*Tezcatlipoca's Divine Protection:* Armor (10 PD/10 ED)	0
6	*Swift:* Running +3" (9" total)	1

Perks

| 6 | Contact: Tezcatlipoca 8- (extremely useful Skills/resources, access to major institutions, significant Contacts of his own) |

Talents

| 3 | Lightsleep |

Skills

6	+3 OCV with Enchanted Flint Knife
3	Climbing 12-
3	Concealment 12-
3	AK: Mexico 12-
3	AK: Southwestern US 12-
3	CK: Mexico City 12-
3	KS: Aztec History, Culture, And Mythology 12-
5	KS: Tezcatlipoca Cult Doctrine And Practices 14-
2	Language: English (fluent conversation; Spanish is Native)
2	Language: Nahuatl (fluent conversation)
1	Sleight Of Hand 8-
3	Stealth 14-
3	Streetwise 13-
2	Survival (Desert) 12-
3	Tracking 12-

Total Powers & Skills Cost: 207
Total Cost: 353

200+ Disadvantages

10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: Los Ángeles de la Guarda 8- (Mo Pow, Capture)
25	Psychological Limitation: Devoted Servant Of Tezcatlipoca (Very Common, Total)
15	Psychological Limitation: Greedy And Cruel (Common, Strong)
15	Social Limitation: Secret Identity (Miguel Delgato) (Frequently, Major)
53	Experience Points

Total Disadvantage Points: 353

Background/History: Miguel Delgato grew up poor in northern Mexico. Anyone who saw him as a kid — always in trouble, rarely in school, committing petty crimes by his early teens — would've figured he was destined to live a short, pointless, and wasted life. But fate had other things in store for him.

One day the Aztec god Tezcatlipoca (see *Arcane Adversaries,* page 113), ever in search of cat's-paws to carry out his plans on Earth, chanced to notice Miguel. Maybe Miguel had in him the blood of the Lord of Misfortune's ancient priests. Perhaps he reminded Tezcatlipoca of one of the *ixiptla,* or personifications-to-be-sacrificed, who were chosen to represent him on Earth every year by the Aztecs centuries ago. Or maybe some spark of evil in Miguel's heart simply spoke to the god. No man shall ever know. But what men do know is that Tezcatlipoca gifted Miguel with power. He made him strong and swift, with the ability to change shape into either a jaguar (Tezcatlipoca's totem animal) or a man-jaguar hybrid. Since then Miguel has served the Smoking Mirror as *El Jaguar,* one of his chief servants on Earth.

Personality/Motivation: Since receiving his powers from Tezcatlipoca, El Jaguar has been a devoted servant of the god. Although not formally a participant in or leader of Tezcatlipoca's secret cult, El Jaguar is recognized by the cultists as a favored servant of the Lord of Misfortune. He retains his greedy, criminal nature, and his powers have made him arrogant and cruel when dealing with "mere mortals"... but neither attitude is a sin in the eyes of Tezcatlipoca.

Quote: "I am the son of the Lord of Jaguars, and in his name I shall destroy you."

Powers/Tactics: Tezcatlipoca's spells augmented El Jaguar's Characteristics and other attributes to superhuman levels, but the most powerful ability the god granted him was to change his shape into either a man-jaguar or a true jaguar. For El Jaguar's man-jaguar form, use the Weretiger from page 101 of *The HERO System Bestiary,* but with Characteristics upgraded to match his true form's, no Multiform power of its own, no Lycanthrope's Bite, and other appropriate changes. For his jaguar form, use the Leopard from page 145

EL JAGUAR PLOT SEEDS

Tezcatlipoca orders El Jaguar to steal a valuable Aztec artifact from a museum in the campaign city. Knowing he lacks the power to defeat the museum's state of the art security systems or battle the PCs on his own, El Jaguar recruits some villains to help him rob the place. He plans to slip away, steal the artifact, and then betray his "comrades" to the PCs and escape in the confusion.

El Jaguar believes a PC (or well-liked NPC hero) with wind or weather powers is an incarnation of the god Quetzalcoatl, Tezcatlipoca's ancient enemy. He makes it his personal goal to harass and hurt the hero, with the intention of killing him as soon as he can figure out a way to capture him and sacrifice him to the Lord of Misfortune.

Thanks to several spectacular crimes pulled by El Jaguar, Tezcatlipoca's cult begins to grow in Mexico... and even a little in the southwest US! The heroes have to put a stop to him before he does anything more to further the Smoking Mirror's cause on Earth.

of the *Bestiary,* with appropriate changes to its INT and the like. For times when El Jaguar prefers to fight in his human form, Tezcatlipoca has given him an enchanted flint knife (tecpatl) made of stone from Mictlan (land of the dead) that can cut nearly anything.

Campaign Use: El Jaguar could show up in the campaign in many ways. He might simply be a mercenary villain, working with other villains to enrich himself in the absence of any orders from Tezcatlipoca. Or he could spearhead one of the god's schemes, leading troops of Nagual cultists, undead Aztec sorcerers, obsidian spirits, and other terrors on behalf of the Lord of Misfortune. Most of his crimes and activities take place in Mexico City, northern Mexico, or the southwestern US, but he could appear anywhere Tezcatlipoca needs him to.

If you want to make El Jaguar tougher, you have several options. First, you could increase his Characteristics and Running to make him both more brick-like and more speedster-like. Second, you could give him more enchanted weapons, such as a *macahuitl* (obsidian-edged war club) or obsidian-tipped spear. Third, you could draw on Tezcatlipoca's aspect as god of sorcerers and give El Jaguar magic spells, or even a Variable Power Pool for magic. (*The Mystic World* has plenty of sample spells he could cast; just change the special effects to make them look "Aztec.") To weaken him, reduce his Characteristics (especially DEX and SPD) and/or make it harder for him to change shape (add Extra Time, Concentration, or Side Effects to his Multiform).

El Jaguar rarely Hunts anyone unless Tezcatlipoca orders him to, in which case he follows orders.

Appearance: El Jaguar is a tall, muscular, handsome man of Mexican Indian ancestry; he has dark eyes and black hair simply cut. As El Jaguar he wears brown boots and pants, a broad black belt with a silver buckle shaped like a jaguar's head, no shirt, and a vest and bracers made of jaguar fur. He carries his enchanted flint dagger, with a hilt in the shape of a crouching Aztec warrior, thrust into his belt.

MORPH				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
10	PD	7		Total: 25 PD (15 rPD)
8	ED	3		Total: 23 ED (15 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
50	END	0		
41	STUN	0		**Total Characteristics Cost: 143**

Movement: Running: 6"/12"

Cost	Powers	END
440	*Morphic Powers:* Variable Power Pool (Shapechanging Pool), 200 base + 100 control cost, Cosmic (+2); Shapechanging Abilities Only (see text; -¼)	var
75	*Malleable Form:* Stretching 10", Reduced Endurance (0 END; +½)	0
45	*Resilient Form:* Armor (15 PD/15 ED)	0
60	*Resilient Form:* Physical and Energy Damage Reduction, 50%, Resistant	0
13	*Malleable Mind:* Mental Defense (15 points total)	0
36	*No Internal Organs:* Life Support (Diminished Eating: no need to eat; Diminished Sleeping: no need to sleep; Immunity: to all terrestrial biological weapons, chemical weapons, diseases, and poisons; Self-Contained Breathing)	0

Talents

5	Eidetic Memory

Skills

20	+4 HTH
2	KS: The Superhuman World 11-
15	Power: Shapechanging/Stretching Tricks 18-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 717
Total Cost: 860

200+ Disadvantages

25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Ruthless And Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Tabitha Markham) (Frequently, Major)
5	Unluck: 1d6
10	Vulnerability: 2 x Effect from Transforms and other attacks that involuntarily change her shape or form (Uncommon)
570	Experience Points

Total Disadvantage Points: 860

Background/History: The supervillainess the world calls Morph isn't even human. Unbeknownst to anyone — including herself — she comes from a dimension called Xargann whose advanced and sophisticated people naturally possess shapeshifting powers. A Xargann scientist, eager to experience life among the "unchanging" whom she'd viewed in her transdimensionscope, designed a device to transport her to Earth by causing her to be born to a human woman and grow up a human child.

But two things went wrong with her plan. The first was a rival scientist who, jealous of her accomplishments, sabotaged the transporter device. As a result, Morph was born and grew up without ever accessing the knowledge of her true self and background which she'd "programmed" into her mind. Second, knowing little of Earth, she chose her host family poorly. Rather than picking a pair of responsible, mature, loving parents, she ended up with Rob and Cindy Markham, two of the most selfish people imaginable. Rob was a four-time loser with a record of petty (and occasionally not-so-petty) crime as long as his arm, Cindy a prostitute and junkie.

Growing up in that sort of "family," it's not surprising that "Tabitha Markham" learned to look out for herself pretty fast. When her native shapechanging abilities manifested at age 13 (as "programmed"), she realized right away they were her meal ticket. At 15 she ran away from home, supporting herself with the proceeds of the robberies she could effortlessly pull with her powers. By the time she was 18 she was a well-known member of the Superhuman World, code-named *Morph.* She's been captured three times, and once Stronghold even kept her imprisoned for almost six months… but inevitably she finds a way to use her powers to free herself and plague the world once more.

Personality/Motivation: There's little to like about Morph. Selfish and greedy, she assumes everyone she meets will try to screw her over if they can… and so, in a self-fulfilling prophecy, her suspicion and thinly-veiled hostility tend to make people dislike and betray her. She prefers to work alone when she can (and is powerful enough to do so), though she occasionally takes high-paying jobs from master villains and organizations like VIPER.

Quote: "I'm "in shape" for any job you got. But I get paid up front."

Powers/Tactics: Morph is a true physical metamorph with absolute control over her physical shape and substance. She can't assume energy or gaseous forms, nor any form that involves moving parts or a chemical reaction (for example, she can't change herself into a lightning bolt, a working pistol, or a motor), and she can't alter her density or opacity, but aside from that her powers are unrestricted. She can distort her body with Stretching, flawlessly imitate other people right down to the cellular level with Shape Shift, accurately mimic animals with Multiform, form parts of her body

Campaign Use: Morph is an all-purpose shapechanger who gives the GM access to whatever metamorphic abilities he needs to make a plot work right. She can be tough enough to take on an entire team of heroes if necessary (especially if you use her Variable Power Pool to beef up her Damage Reduction).

To strengthen Morph, give her more powers outside her Variable Power Pool so she's not entirely dependent on the VPP. A little Growth, Shrinking, or Shape Shift that she can then augment with her Pool frees up more points for defenses and attacks. To weaken her, get rid of her Stretching (requiring her to buy it with the VPP) and her Damage Reduction, and perhaps reduce her SPD to 5.

Morph is a terrifyingly effective Hunter. Her powers let her follow and spy on just about anyone easily, and she can attack from surprise even in places where the character feels the safest — from the Microverse or via Stretching she can get just about anywhere.

into melee weapons, transform her flesh into stone or metal, and so forth. See Chapter Two for many example powers she could create with her Power Pool; some of her favorites include Body Of Metal and Arms Into Blades.

In combat, Morph usually opens up with something spectacular, like transforming her body to stone or metal and then making her fist enormous to smash people with, or using Growth to become gigantic and powerful. She'll follow her initial attack with a Presence Attack in the hope of cowing her opponents. If that doesn't work, she'll become more subtle, using her powers to keep her opponents off-balance and attack in the most effective way possible. If things go bad, escape is just a little Extra-Dimensional Movement (to the Microverse) or Desolidification ("stretching" to ooze through small openings) away.

Appearance: Morph can have any appearance she wants, obviously, but usually favors her "true" form: a beautiful Caucasian woman about 21 years old with dusky skin, short, dark hair, dark eyes, and a slender, well-proportioned figure. Her "costume" (actually just part of her body) consists of leather-looking pants, belly-baring and decolletage-displaying short-sleeved top, and bracers.

CYBER HERO

In the typical *Cyber Hero* setting, metamorphosis is going to depend on technology. It's certainly possible to have a Cyber Hero campaign that includes magic (which would allow for traditional shapeshifters and mystic shape-altering spells) or superpowers (which opens the field wide for just about anything you can think of), but neither phenomenon falls within the traditional confines of "cyberpunk."

In a genre where medical enhancements are commonplace, characters who are in trouble can buy plastic surgery on the street. Cosmetic surgery might become so common and easy that people can "update their look" on a weekly or monthly basis to keep up with the latest trends. The underworld could take advantage of this to change a wanted criminal's appearance radically as a way of helping him hide out, or to establish a thriving trade in providing new identities (complete with new appearance) for people looking to escape debts or other difficulties. In a world where anyone can look like anything, what are the standards of beauty?

Going a step further, genetic technology and cloning might allow for all sorts of changes at the cellular level, the creation of Duplicates in the laboratory, cloned organs, and drugs with genetic side effects. If "brain transplants" become possible, the incredibly wealthy may shift from body to body to achieve a form of immortality. Biotechnology may make all sorts of internal metamorph-like changes or abilities possible.

And then there's cybernetics. "Cyberware" implanted in the human body could justify many different metamorphic powers. A character might have a cyber-arm that can be changed or reconfigured into different weapons (see Dis Armament, below); a "persona-on-a-chip" reader that lets him change his personality at will (see John Doe 4.0, below); or artificial organs that make it possible for him to regulate adrenaline production, blood flow, and other internal autonomic functions at will.

Character Examples

	JOHN DOE 4.0			
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		**Total Characteristics Cost: 30**

Movement: Running: 6"/12"

Cost	Powers	END
46	*Numatsu Skillslot System, Model Delta, With Personachip Upgrade:* Variable Power Pool (Skill and Personality Pool), 40 base + 20 control cost; Extra Time (takes 1 Turn to change slots; -¾), Restrainable (-¼), Limited Use (see text; -½), No More Than Four Slots Can Be Active At Once (-¼), No Skill-Based Slot Can Have More Than 11 Active Points (-½)	0

Skills

3	Bribery 12-	
1	Computer Programming 8-	
3	Conversation 12-	
2	KS: Hudson City Underworld 11-	
1	Lockpicking 8-	
3	Persuasion 12-	
3	Sleight Of Hand 11-	
3	Stealth 11-	
7	Streetwise 14-	
1	WF: Handguns	

Total Powers & Skills Cost: 73
Total Cost: 103

75+   Disadvantages

20	Accidental Change: when his personachip (if any) is removed in any way, Always (Uncommon)
25	Psychological Limitation: Amnesia (see text) (Very Common, Total)
10	Psychological Limitation: Personality Bleed (see text) (Uncommon, Strong)

Total Disadvantage Points: 130

Background/History: By the mid-twenty-first century, advances in neurobiological engineering made it possible to "copy" information onto digital storage media. By inserting these "chips" into his brain via an implanted interface device called a skillslot system, a person can, in effect, instantly learn a language, or how to operate a type of vehicle, or everything there is to know about Shakespeare... but only as long as the chip remains inserted. Take it out, and all that knowledge vanishes.

Even more advanced than the typical "skillchip" are *athletichips* (which allow a person to instantly "learn" physical abilities and Skills, such as Climbing or Lockpicking) and *personachips.* The latter, which in some forms are illegal in nearly every country around the world, contain the entire personality and memories of a single person (or at least, as much of the personality and memories as can fit on a skillchip, or that the manufacturers want to include). By inserting a personachip (which requires special upgrades to the skillslot system), a person can

take on the best qualities of another person temporarily, making him more self-confident, more assertive, or whatever it is he wants to be.

Unfortunately, humanity being what it is, the invention of personachips almost instantly created a black market for versions that were illegal (because they contained criminal personalities, such as those of serial killers) or that were made illegally (by kidnapping someone to record his personality against his will). Some people get a perverse kick out of adopting the personality of a favorite music or film star... or a psychopath.

A couple years ago, a guy woke up in an alley in Hudson City. He was dressed in rags, and he had few memories — he didn't even know his own name. But there was a top-model Numatsu skillslot system installed in his skull. Lacking any real personality or memories of his own, he soon began using personachips to adopt others' personalities... and he didn't really care whose personality it was or how it got recorded on a chip. Calling himself "John Doe 4.0," he's merged with the Hudson City cyber-underground, putting his criminal skills (which he mysteriously remembered) and skillslot system to work to earn every fast buck he can.

Personality/Motivation: John Doe 4.0 is a near-total amnesiac. He has no memory of who he is, where he comes from, or how he got to Hudson City beyond when he woke up there a couple years ago. He's almost addicted to using personachips, since he can't bear to face the blank nothingness that is his own reality. Unfortunately for him, he's used some badly-manufactured personachips that have damaged his skillslot system without his knowing it. He now sometimes suffers from *personality bleed,* a condition in which fragments of previously-slotted personalities remain in the buffer of his skillsoft system and occasionally "bleed into" his real personality or whichever personality he's currently using. It's rare for the fragments to merge into the existing personality well; the typical result is confusion, odd behavior, and unsettling personal mannerisms. (In game terms, at least once per game the GM should roll John Doe's *Amnesia* Psychological Limitation; if it fails, he suffers a -2 on all Intellect and Interaction Skill rolls until such time as the GM decides the condition has faded away [usually within ½d6 hours]).

Quote: "I can be whoever you need me to be."

Powers/Tactics: John Doe 4.0 has a four-slot Numatsu "Skillslot" implant that's been upgraded to run personachips. In plain English, that means he has a device implanted in his head that can hold up to four "chips" (actually small modules about 1.5 inches long, 0.25 inches wide, and 0.5 inches "tall"); when plugged in, the chip leaves about 0.5 inches of itself showing that he usually covers up with his hair or a cap. Each chip comes programmed with a single Skill he can use. Typically these are Intellect Skills, since (a) his set's not upgraded for full athletichip functionality that would let him use physical Skills properly (and he's not in good enough shape to get the best use out of them anyway), and (b) he gets any Interaction Skills he needs from per-

sonachips. However, he does have a personachip upgrade, meaning he can insert chips that contain the full personality and memory of another person. When he inserts a personachip, his own personality (such as it is) and memories get "shunted" to the back of his brain while the personality on the chip becomes dominant.

In game terms, the skillslot system is built as a Variable Power Pool for Skills and certain Multiforms. John Doe 4.0 can only have four slots active at any one time, and no Skill-based slot can have more than 11 Active Points (due to the limitations of his model of skillslot system, the Skills he slots can only work so well; of course, they also derive in part from his own natural abilities, such as his INT Roll for Intellect Skills). He can only run one personachip at a time. Personachips are built as a Multiform into a person with a different personality, memories, and the like. Typically the alternate form is built the same as John Doe 4.0, but it has different KSs (representing memories and the like), Interaction Skills (if any), and mental Disadvantages (if any). The Multiform can be built on up to 200 Character Points; that's the limit of the system, so it means personachips manufactured for his system and based on some very learned persons simply can't contain all of those personas' knowledge and memories.

John Doe's tactics in combat tend to depend on the personality he's currently running. However, he has little in the way of military or fighting skills, so he prefers to run away when confronted with violence or danger. He may get himself into trouble if he's running a belligerent personality that "remembers" having boxing or martial arts skills....

Campaign Use: John Doe 4.0 offers the GM all sorts of scenario possibilities. The most obvious ones involve answering the big questions in his background: who is he, where does he come from, and how'd he become an amnesiac? Beyond that, his underworld machinations could draw the PCs into an adventure easily. They might even hire him to help them run a scam or imitate someone.

To make John Doe 4.0 tougher, upgrade his skillsoft system so he can have more Skills at once and so it can run athletichips at full functionality. To weaken him, reduce his number of slots usable at once, or the Active Points available for each Skill slot.

John Doe 4.0 doesn't really Hunt anyone. He might stalk a particular character if he wants to make that person the target of a crime, but he's not going to start vendettas or hold grudges.

Appearance: John Doe 4.0 is a pretty bland-looking Caucasian male with short, dirty blonde hair. He dresses in the best he can afford, which usually isn't anything more than typical workingman's clothes. He often wears a cap or some other head covering to keep people from seeing that he's got a skillslot system.

	DIS ARMAMENT			
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6[1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
16	INT	6	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	2		**Total Characteristics Cost: 73**

Movement: Running: 6"/12"

Cost	Powers	END
30	*Cybernetic Right Arm:* Multipower, 60-point reserve; Extra Time (takes a Full Phase to change slots; -½), all slots OIF (-½)	
1u	1) *Metal Fist:* HA +4d6, Reduced Endurance (0 END; +½); OIF (-½), Hand-To-Hand Attack (-½)	0
4u	2) *Metal Claws:* HKA 2d6 (2d6+1 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
3u	3) *Mini-Chain Gun:* RKA 2d6, Autofire (3 shots; +¼), Penetrating (+½); OIF (-½), 12 Charges (-¼)	[12]
2u	4) *Mini-Flamethrower:* RKA 2d6; Area Of Effect (7" Cone; +1); OIF (-½), No Range (-½), 3 Charges (-1¼)	[3]
2u	5) *Microgrenade Launcher:* RKA 1½d6; Explosion (-1 DC/2"; +¾); OIF (-½), 6 Charges (-¾)	[6]
5	*Cybernetic Left Arm:* As Cybernetic Right Arm	
7	*Bone Lacing On Fists:* HA +2d6; Hand-To-Hand Attack (-½)	0
3	*Bone Lacing:* Armor (1 PD/1 ED)	0
2	*Bone Lacing:* Armor (3 PD/3 ED) (9 Active Points); Only Works Against BODY Damage (-1), Only To Protect Against Breaking Bones (-2)	0

Perks

6	Contact: The Yakuza 11- (Organization)
4	Contact: Mercenary 13- (old war buddy)
2	Fringe Benefit: Private Investigator License
2	Fringe Benefit: Cybernetic Weapon Permit
2	Reputation: detective/mercenary for hire (in the metroplex) 11-, +2/+2d6

Skills

16	+2 with All Combat
7	Criminology 14-
3	Forensic Medicine 12-
5	Interrogation 13-
1	Language: Japanese (basic conversation; English is Native)
2	Language: Spanish (fluent conversation)
3	Lockpicking 13-

DIS ARMAMENT PLOT SEEDS

Dis Armament takes a job from someone who seems like an ordinary citizen, but is actually a megacorporation employee. The job requires him to dig up some dirt on one of the heroes' DNPCs (or a well-liked NPC). When what he's doing becomes known to the PCs and they confront him, what will he do?

A back-alley cyberneti-cist begins offering Dis Armament some good deals on new cyberarm modules. Puzzled by how the guy could offer such bargains, he starts poking around and stumbles onto a major organ- and cyberware-legging operation. Unable to take on such a powerful group on his own, he appeals to the PCs for help.

When Dis Armament goes in for some routine maintenance on his cyberarms, the doctor (who's secretly working for the megacorporation Hunting him) implants a control chip in his brain. Now the corp's got him doing all its dirty work. The PCs have to figure out why he suddenly "turned evil" and rescue him.

Background/History: Rick Reynolds grew up in the Chicago metroplex, no different from a million other street punks — taking drugs, committing petty crimes, hoping for a better life but doing nothing to get it. One day he took a job to deliver a package for a local yakuza boss who needed someone who'd blend into the neighborhood better than his own men.

Everything was going fine... until a rival clan ambushed Rick, beat him to within an inch of his life, and took the package. He knew he'd be killed if he told the *oyabun* he'd been robbed, so he dragged himself out of the alley and followed his attackers. When they got to their place, he hid nearby and waited. Later that night, most of them went out — and Rick made his move. After shooting the few guards left behind with his pistol, he grabbed the package and was getting away... when a gangster he'd actually only wounded blasted him with a shotgun, destroying his right arm.

Despite shock and massive bleeding, Rick made it back to the *oyabun.* Impressed with the dedication and devotion of a man who wasn't even his employee, the oyabun paid for Rick's medical care, including the installation of cybernetic replacement arms (he had to have the left one amputated and replaced with a cyber-arm to balance the system). Grateful for the treatment he'd received, Rick spent a few years working for the oyabun before striking out on his own as a private detective and "troubleshooter" for hire. Now known on the street by the nickname *Dis Armament,* he's spent a lot of his earnings over the years on new attachments for his arm or other cyberware.

Personality/Motivation: Dis's reputation and demeanor give the impression of a cold, detached detective. He makes no moral judgments and always follows through with any job he takes. Knowing this, he generally refuses jobs with a high potential for extreme danger, that involve blatant criminal activity, or which are obviously going to make him lots of new enemies. He maintains that

5	PS: Private Detective 14-
5	SS: Cybernetics 14-
3	Security Systems 12-
5	Shadowing 13-
3	Stealth 13-
7	Streetwise 14-

Total Powers & Skills Cost: 140
Total Cost: 213

75+ Disadvantages

5	Distinctive Features: right cyberarm (Easily Concealable, Noticed And Recognizable)
15	Hunted: megacorporation 11- (Mo Pow, NCI, Watching)
10	Hunted: local gang 8- (As Pow, Kill)
15	Psychological Limitation: Code Of The Mercenary (Common, Strong)
15	Psychological Limitation: Honorable; Wants To Do The Right Thing (Common, Strong)
5	Vulnerability: 1½ x STUN from Electrical Attacks (Uncommon)
73	Experience Points

Total Disadvantage Points: 213

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots
Colt Renegade	+1	+1	2d6	1d6	10	15

Armor

Armorcloth (3 PD/3 ED), Activation Roll 14-
Gear: Investigators' tools, mini-flashlight, lockpicks
Clothing: As appropriate for his current case, but usually reasonably nice men's suits

his job is detective work, not mercenary work, which basically means any mercenary work costs two to three times extra.

Secretly, Dis wants to "do the right thing" and help the good guys. But he's cynical enough to think everyone out there is essentially evil, which makes it difficult for him to find work he can take without feeling guilty (but easy to shoot people who get in his way). If asked to hurt innocent people, he'll make excuses for why he can't do it; if he takes a job before he realizes an innocent is going to get in the way, he'd have a real conflict of interest between his desire to do good and his desire to always complete the job.

Quote: "Consider yourself served."

Powers/Tactics: While Dis can fight with his fists or use a pistol (he favors the big-bore Colt Renegade), most of his offensive capability comes from his cybernetic arms. Each one functions like a normal arm (albeit one made of steel, so he can punch pretty hard with it), but also has a modular forearm that he can swap out. He usually keeps it like a normal arm and hand, but he can replace that with a clawed hand, a flamethrower, an automatic gun, or a microgrenade launcher. To make the switch, he has to (a) have a replacement module with him, and (b) spend a Full Phase changing Multipower slots. He usually leaves the modules he's not using at his office, since they're too bulky to carry around, but if he's expecting trouble he can carry two in a briefcase or all of them in a duffle bag.

Campaign Use: An enemy of the PCs could hire Dis to pester and spy on the players or DNPCs. Once he realizes they're "the good guys," he's going to experience a real moral dilemma. Teaming up with the PCs may be the only way out.

To make Dis tougher, give him more cyberware — replacement eyes or legs, for example — or give him some Martial Arts (Dirty Infighting). If he's already too tough, get rid of several of his Multipower slots.

As a Hunter, Dis Armament is precise and methodical. He gathers all the information about the PCs he can through his usual channels — official records, yakuza contacts, Streetwise — then makes his move. He'd rather sic the cops or one of their enemies on them than tackle them in combat himself, but if he's got a contract to fulfill he'll do whatever he has to.

Appearance: Dis Armament is a large, broad-shouldered black male with two full-replacement cybernetic arms in shiny chrome steel. The forearms are modular, allowing him to take them off and replace them with ones containing different weapons or gadgets. (He's never far away from a case or backpack that contains one or two of his weapon arm attachments.) He's a big fan of the trenchcoat and fedora look, combined with sunglasses and a chewed-up cigar (never smoked). His clothes are usually rumpled and dirty, and he shaves about once a week.

DARK CHAMPIONS

Character Example

As a genre, *Dark Champions* tends to be well-grounded in reality in most respects, making metamorphs and their powers incredibly rare (or even just plain non-existent). But if the campaign makes allowances for some "weird" powers, mysticism, and the like, then many intriguing possibilities exist. Even a single low-powered metamorphic ability may let an adversary create mysteries to baffle the PCs or pose a danger to them. Examples of metamorphs you might find in a Dark Champions campaign that allows weird abilities include: a serial killer who can contort himself to fit through pipes or under doors; a doctor who uses modern science to recreate Dr. Jekyll's formula (see Nathan Sumbru, below); a murderer who can trigger a multiple personality disorder at will so that he can hide from the police more effectively; or a criminal who can change his fingerprints, DNA, or even scent to confuse criminalists.
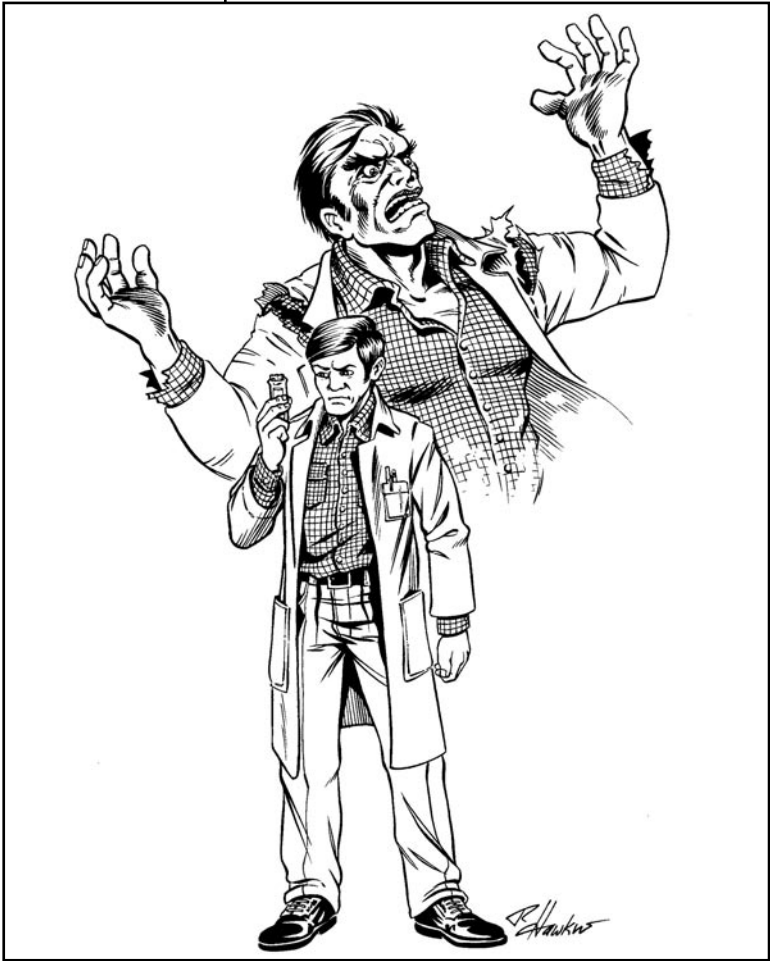
DR. NATHAN SUMBRU

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
11	COM	1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
24	END	0		
21	STUN	0		**Total Characteristics Cost: 19**

Movement: Running: 6"/12"

Cost	Powers	END
12	*Unleashing His Inner Demon:* Multiform (assume 249-point "evil self" form); OIF Fragile (-¾), Costs Endurance (-½), 1 Charge (-2)	[1]

	Perks	
1	Fringe Benefit: License to Practice Medicine	
10	Money: Wealthy	

	Skills	
15	+3 with Science Skills	
3	High Society 12-	
2	KS: The Medical World 11-	
4	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Snow Skiing	
1	WF: Handguns	
3	Scientist	
2	1) SS: Anatomy 12-	
2	2) SS: Biochemistry 12-	
2	3) SS: Biology 12-	
2	4) SS: Chemistry 12-	
2	5) SS: Genetics 12-	
2	6) SS: Medicine 12-	
2	7) SS: Psychology 12-	
2	8) SS: Surgery 12-	

Total Powers & Skills Cost: 67
Total Cost: 86

100+ Disadvantages

20	DNPC: Maureen, Katie, Mary, and John Sumbru (wife and kids) 8- (Group DNPC)	
20	Psychological Limitation: Scientific Curiosity (Common, Total)	
10	Psychological Limitation: Compulsion To Unleash Inner Demon (Uncommon, Strong)	
15	Social Limitation: Secret Identity (isn't known to be the "madman" who's committed so many brutal crimes) (Frequently, Major)	
5	Social Limitation: Harmful Secret (biomedical ethics violations) (Occasionally, Minor)	

Total Disadvantage Points: 170

DR. SUMBRU'S INNER DEMON				
Val	**Char**	**Cost**	**Roll**	**Notes**
30	STR	30	15-	Lift 1,600 kg; 6d6 [6]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
12	PD	10		Total: 12 PD (2 rPD)
10	ED	8		Total: 10 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
50	STUN	10	**Total Characteristics Cost: 126**	

Movement: Running: 6"/12"

Cost	Powers	END
30	*Necksnapper:* HKA 2d6, NND (defense is rigid rPD on the neck, or anything else that prevents the neck/head from being turned and twisted the right way; +1), Does BODY (+1); Must Follow Grab (-½), Must Target The Head (-1), No STR Bonus (-½), Requires A STR Roll (no Active Point penalty; -0)	9
5	*Fearsome:* +10 PRE; Only To Make Fear-/Intimidation-Based Presence Attacks (-1)	0
60	*Tough:* Physical and Energy Damage Reduction, Resistant, 50%	0
2	*Tough:* Damage Resistance (2 PD/2 ED)	0

	Skills	
15	+3 HTH	
3	Climbing 12-	
3	Stealth 12-	
3	Streetwise 13-	
4	WF: Common Melee Weapons, Small Arms	

Total Powers & Skills Cost: 125
Total Cost: 251

100+ Disadvantages

35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-	
25	Psychological Limitation: Revels In Malice, Bloodshed, Evil, Destruction, Death, And Suffering (Very Common, Total)	
91	Experience Points	

Total Disadvantage Points: 251

Background/History: Nathan Sumbru is a gifted doctor and biochemist, respected as a pillar of the community and the patriarch of a large and loving family. The ethics violations involving experiments on live subjects, the ones that got him quietly removed from several university faculties — almost no one knows about those, or just how driven Dr. Sumbru can become when he fixates on something.

A few years ago, Sumbru was passing a quiet evening at home reading *The Strange Case Of Dr. Jekyll And Mr. Hyde* when a thought occurred to him: what if the book weren't fiction? Was it possible to bring out someone's "dark side" through scientific processes and formulae? Even if it weren't possible back then, was it possible with modern science, technology, and psychology?

Fascinated by the concept, Dr. Sumbru set to work, hiding the budget for his new "project" in the funding for various jobs he did for the US military. After many months of effort, he finally found the breakthrough he'd been looking for. Unable to resist the temptation, he drank down the bitter-tasting potion in one swift gulp.

At first, nothing happened. Then he felt something welling up in his mind, like the giggle of a madman who realizes his jailer's accidentally left the door free. And then the pain hit, wracking his body with spasms and leaving him writhing on the floor. When it passed, he was... different. Looking in the mirror, he saw that his features were superficially similar, but somehow *darker,* more intense. There was a look of malice and cunning in his eyes that he'd never seen before — and thoughts filled his mind that he'd never dared to even think of thinking.

The crime spree began later that night. Soon the police had a file cabinet drawer full of case reports about brutal rape-murders, acts of savage butchery, cannibalism, and perverse vandalism. But they could never catch anyone; the few eyewitnesses who were willing to talk to them confusedly described a "dark man" whose very appearance somehow revolted them.

Since he first took what he now calls the *Drac* formula (from the Romanian word for "demon"), Dr. Sumbru has slowly but surely become addicted to releasing what he refers to as his "inner demon." He remembers in full the acts his inner demon commits, and he doesn't care. The intensity of the experience, the pleasure of being able to do anything he wants without feeling guilt or fear, have overwhelmed him. A time or two he's nearly exposed his beloved wife and children to his dark side... and while the thought of what the inner demon would do to them terrifies him, that terror isn't enough to make him stop.

Personality/Motivation: Nathan Sumbru is a relatively normal man of science. What sets him apart from other doctors and researchers is his obsessive nature: once he gets interested in something, he investigates it to the very end, and damn all the protocols, rules, regulations, and biomedical ethics that might stand in his way. He's searching for Knowledge, for the Truth, and petty bureaucratic nonsense can't be allowed to interfere.

DR. NATHAN SUMBRU PLOT SEEDS

The classic Dr. Sumbru plot: the inner demon begins committing a wave of particularly horrific crimes, which the PCs have to investigate and stop. At some point they meet Dr. Sumbru and have to put two-and-two together to figure out his real involvement.

While investigating some military- or espionage-related matter, the PCs stumble across one of the "projects" Dr. Sumbru is working on for the government… one that's not exactly legal, or safe. To keep them from interfering with his work, he unleashes his inner demon on them.

The inner demon kidnaps Dr. Sumbru's family… and for some reason, when he reverts to himself, he can't remember where the inner demon hid them, or what it plans to do with them. He has to get the PCs to help him without revealing his secret… and hopefully find out what caused the memory lapse.

When he "unleashes his inner demon," Sumbru becomes evil incarnate. The inner demon joyfully causes as much pain, death, and misery as it can, and it has a fiendish and unbounded imagination in this regard. It is all the base and selfish impulses of humanity made form in one single individual.

Quote: "Do you ever wonder just what depths of depravity a man can sink to? I don't — I live there."

Powers/Tactics: Nathan Sumbru himself is a doctor and scientist — learned, even brilliant, but otherwise not particularly remarkable except for his personal wealth. His inner demon, on the other hand, is strong, fast, and vicious. The Drac formula unlocks all the aggression and cruelty in Sumbru's soul and brings it to the forefront of his personality, which in turn works certain physical changes on his body to make him tough and strong. The change alters his DNA and fingerprints just enough that the inner demon's trace evidence can't be connected to Sumbru himself.

The inner demon won't fight heroes in a one-on-one confrontation unless it has to. It prefers to ambush a victim, cripple him (or, far more often, her), and then drag him away to some isolated location where he can "play" until his victim dies from the abuse. If forced to fight, he responds with brutality and ruthlessness, breaking necks and limbs.

Doctor Sumbru changes back to his normal self after about 24 hours or when he takes another dose of the Drac formula (which is something the inner demon won't do voluntarily; it doesn't hate Sumbru, but prefers to remain free). The potion (or sometimes injection) is referred to as an Obvious

Inaccessible Focus because although it's Accessible to Grab, making the inner demon take it usually means Knocking him Out (or holding him down) and forcing it down his throat.

Campaign Use: Sumbru's inner demon is a perfect example of a totally irredeemable villain, one your PCs can enjoy hunting and, eventually, gunning down. Sumbru himself is a dramatic example of the hubris of science and learning, and of why biomedical ethics exist. If possible, introduce him into the campaign before the PCs meet the inner demon; that way they can get to know him, making the revelation of his secret all the more shocking.

To make the inner demon more powerful, give him more defenses, CON, and/or STUN — nothing's as scary as a foe who just won't fall down. You could also give him some stealth-related abilities so he can sneak up on the PCs easily. To weaken him, reduce his STR and/or Necksnapper ability.

The inner demon has little patience for Hunting — if someone annoys it or attracts its malign attention, it stalks him until it has the chance to make a safe attack, then attacks.

Appearance: Nathan Sumbru is a quiet, dignified-looking man in his mid-thirties with brown hair and eyes. He favors simple, conservative men's fashions, and of course wears a labcoat when engaged in his scientific experimentation. When he drinks his Drac formula and unleashes his "inner demon," his skin becomes slightly darker and flushed, his eyes and face take on a crazed, malevolent look, and his muscles bulge slightly (often enough to tear his tight clothes a little here and there).

FANTASY HERO

Aside from *Champions,* the genre in which you're most likely to find the widest variety of metamorphs is Fantasy. In a *Fantasy Hero* game, lycanthropes and masquers might be extremely common (or at least deadly adversaries when encountered), entire races of shapechangers might co-exist peacefully with Men, Dwarves, and Elves, faerie-folk are practically defined by their ability to shapechange, and wizards can use spells to change their shapes and appearances in nearly any way imaginable. (In fact, the "battle of forms," in which two wizards duel each other by changing shape, is a classic Fantasy "bit.")

Unless changing shape is common in a Fantasy setting, the populace — often superstitious, ignorant peasants and townsfolk — is likely to fear it. Their main contact with shapeshifters will be when a lycanthrope preys on their flocks (and them) or a wizard transforms one of them into a newt. So if they suspect someone of being, say, a werewolf, their response is likely to involve torches and pitchforks rather than reasoned dialogue.

Fortunately for the hapless peasants, traditional shapeshifting creatures usually have well-known traditional weaknesses. Werewolves can be killed with silver weapons (and in some settings, any blessed weapon), while vampires have a plethora of restrictions and vulnerabilities for hunters to exploit.

Character Examples

	ALVARAN NINEFORMS			
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	3		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	1		**Total Characteristics Cost: 75**

Movement: Running: 7"/14"
Swimming: 3"/6"

Cost	Powers	END
31	*The Druid's Gift:* Multiform (eight animal forms built on up to 200 Character Points each; see text); Extra Time (takes 1 Turn to change forms; -¾)	0
2	*Strong Runner:* Running +1" (7" total)	1
1	*Strong Swimmer:* Swimming +1" (3" total)	1
3	*Alert:* +1 to PER Rolls with all Sense Groups	0

	Skills	
16	+2 with All Combat	
4	+2 OCV with Bows	
3	Climbing 13-	
3	Concealment 12-	
5	AK: The Westerlands 14-	
2	KS: Flora And Fauna 11-	
7	KS: Orcs And Goblins 16-	
1	Language: Ilurian (basic conversation; Vestrian is Native)	
1	Language: Umbrian (basic conversation)	
1	Language: Westerlands Skhai (basic conversation)	
1	Language: Westerlands Vugrash (basic conversation)	
2	Navigation (Land) 12-	
3	Stealth 13-	
6	Survival (Mountains, Temperate/ Subtropical) 13-	
7	Tracking 14-	
6	WF: Common Melee Weapons, Common Missile Weapons, Staff, Off Hand	

Total Powers & Skills Cost: 105
Total Cost: 180

75+	Disadvantages
15	Hunted: Orc chieftain 11- (As Pow, Kill)
20	Hunted: enemies of Vestria 8- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Hatred Of Orcs, Goblins, And Their Kin (Common, Total)
20	Social Limitation: Subject To Orders (King of Vestria) (Very Frequently, Major)
30	Experience Points

Total Disadvantage Points: 180

Background/History: Alvaran, the son of a Vestrian blacksmith and his wife, was orphaned at age 7 when Orcs and Goblins from the Greyward Mountains attacked his village, slaughtering most of the inhabitants. Adopted into the household of the local earl, he grew up hating "greenskins" with a passion. With the help of some of the lord's retainers, he learned swordplay and woodcraft so he could protect other people from the foul creatures.

One day after he'd been a ranger for several

ALVARAN PLOT SEEDS

The PCs need to find a Vestrian Orc shaman who knows the answer to a riddle that will help them lift a curse from a bewitched village. The only person who's likely to be able to find the shaman in time is Alvaran Nineforms... but they have to keep him from killing the shaman in the process.

Alvaran fails to show up at a village the King of Vestria ordered him to visit (the village priest had reported that some strange monster raids were plaguing the peasants). He seems to have vanished without a trace. The king asks the PCs to look into the situation.

While exploring a ruined castle in search of treasure, the PCs find Alvaran — wounded, bloody, and deeply unconscious. Healing-spells don't seem to work on him, either. What happened here?

He scoffs at the idea that greenskins can be as intelligent and civilized as other folk; he's never met a Thordarian Orc, and if he did would probably want to kill him regardless of his clothes and manners. He's spent his entire life learning about and hunting Orcs and Goblins, and he's so devoted to that pursuit that getting him to focus on anything else isn't likely to work.

Quote: "I've got their trail now. This is one tribe of greenskinned butchers that isn't going to survive long enough to hurt anyone else."

Powers/Tactics: Alvaran is a ranger, skilled at tracking, wilderness survival, and the use of the bow... but he has powers most rangers lack. Thanks to the dying druid's gift, he can take on eight different animal forms: bear, cat, crow, deer, falcon, pike, serpent, and wolf. Each is basically a normal animal of its type, though gifted with Alvaran's INT and Combat Skill Levels (in addition to any CSLs it may already have). Changing into an animal form (or back to his true form) takes Alvaran twelve seconds.

Alvaran's preferred role is that of scout and sniper. He uses his Stealth and alternate forms to gather information on his enemy, then his bow to remove his enemy from the world. If that's not possible, he prefers to fight with longsword in one hand and dagger in the other, but he's also skilled with the quarterstaff.

Campaign Use: Alvaran makes a useful ally for the PCs... albeit a singleminded one, and a dangerous one if they count any Orcs, Half-Orcs, or Goblins among their number or their comrades. Alvaran finds it almost impossible to believe anything good about any "greenskin," so getting him to interact with them other than at swordpoint is difficult at best.

To make Alvaran more powerful, increase the number of forms he can change into, or give him some Martial Arts with either sword or bow. To weaken him, impose more restrictions on his ability to change form, such as Costs Endurance or Concentration.

See above for how Alvaran Hunts his enemies.

Appearance: Alvaran Nineforms is a Vestrian man in his mid-20s, with dirty blonde hair, hazel eyes, a short blondish beard, and a serious look on his face. He wears a simple tunic and leggings in brown, boots (and if necessary gloves) of darker brown leather, and a hooded forest green cloak; all of his clothes have seen a lot of hard use, but they're not torn or excessively patched. He carries a longsword, a heavy bow, and a quiver of 30 arrows.

years, he was tracking a tribe of Goblins through the forest. He caught up to them as they were attacking an elderly druid who lived by himself in a woodland glade. Alvaran slew the Goblins one and all, but he was too late to save the druid — the old man's wounds were too extensive, and neither he nor Alvaran had the magic to heal them. Silently cursing himself for not getting there in time, Alvaran tried to make the druid's last hours as comfortable as possible.

As his last act, the grateful druid gave Alvaran a gift: the power to assume eight animal forms (for eight was a sacred number to his sect, representing the four seasons viewed under the Sun and under the Moon). With this new ability, Alvaran has pressed his war against the greenskins even more strongly than before, for who among their dim-minded kind would ever suspect a crow or serpent of spying on them?

Personality/Motivation: Alvaran is obsessed with the idea of protecting people from Orcs and Goblins... by slaying every Orc or Goblin he can.

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots
Longsword	+0	—	1d6+1	0	12	—
Bow, Heavy	+0	+0	1½d6	0	10	30
Quarterstaff	+1	—	5d6 N	—	15	—
Dagger#	+0	—	1d6-1	0	6	—

Armor

Cuir bouilli armor (DEF 3)

Gear: Backpack, flint and steel, bedroll, tent, travel rations

Clothing: Brown tunic, pants, and boots; dark green hooded cloak

HROLF KELLINGSON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	2		Total: 6 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
32	STUN	0		**Total Characteristics Cost: 80**

Movement: Running: 8"/16"

Cost	Powers	END
4	*Enchanted Wolfskin:* Multiform (assume 120-point wolf form); OAF (can't be taken away from character once he changes form; -½), Independent (-2), Extra Time (Extra Phase; -¾), Personality Loss (1 Hour; -1), Affects Body Only (-½)	0
4	*Wolf's Speed:* Running +2" (8" total)	0
3	*Lupine Senses:* +1 PER with all Sense Groups	0

Talents

16	Berserk Fury	

Skills

15	+3 HTH	
3	Climbing 13-	
2	AK: Vulkringland 11-	
3	KS: Vulkring Culture And Lore 12-	
2	Navigation (Marine) 12-	
3	Riding 13-	
3	Stealth 13-	
2	Survival (Temperate/Northern Temperate) 12-	
3	Tracking 12-	
3	TF: Large Rowed Boats, Large Wind-Powered Boats, Small Rowed Boats	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 70
Total Cost: 150

75+ Disadvantages

10	Hunted: village chieftain and elders 8- (Mo Pow, NCI, Watching)
10	Hunted: old family enemy 8- (As Pow, Kill)
15	Psychological Limitation: Wolf's Nature (Common, Strong)
15	Psychological Limitation: Superstitious; Believes In Omens And Evil Spirits (Common, Strong)
20	Social Limitation: Subject To Orders (warband chief) (Very Frequently, Major)
5	Rivalry: Professional (with his best friend Hogar)

Total Disadvantage Points: 150

Background/History: Hrolf Kellingson was just another Vulkring warrior — loud, boisterous, violent, hot-tempered, superstitious, honorable in his rough way — until the day he got lost in the forest following a major battle. He'd taken a blow to the head that didn't penetrate his helmet... but scrambled his brains good. By the time he truly came to himself he had no idea where he was. He couldn't hear the sound of the battle at all.

He wandered in the woods two more days, never seeing another soul or a path. He found a few roots to eat, but he was starving to death. That's when he noticed the wolf off in the distance. It hadn't seen him as it loped along. Maybe it would lead him to some food! With all the stealth he could muster, he followed the wolf. He nearly fell over with astonishment when it led him to a little cottage and walked right in the door. He stared with amazement as the wolf took off its skin and became a man!

Hrolf realized the man was a skinchanger, a person who put on an enchanted animal-skin to assume that animal's shape. He also realized the man must have food. Filled with superstitious fright, but too hungry to care, he crept up to the cottage, charged through the door with a Vulkring shout, and cut the man down with his sword. After gorging himself on the dead man's food, he rested. When he awoke, he gathered up everything valuable he could find... including the skin... and left.

Since that day, Hrolf Kellingson has been a skinchanger himself. At first the skin terrified him, but after he'd had it a few days and it didn't do anything to him, he couldn't resist the temptation to try it on. He found that he loved being a wolf — the strength, the senses, the ferocity. Now he changes shape frequently, though never in sight of others unless he intends to kill them. He usually keeps the skin near him, often wearing it as part of his animal-fur cloak when the weather's cold.

Personality/Motivation: Kellingson's pretty much a typical Vulkring warrior, despite owning a changing-skin. He lives for the day, taking all the enjoyment out of life that he can and not worrying much about tomorrow, because tomorrow he may be dead. But since he started changing shape, he's become more wolf-like in his outlook: greedy, rapacious, and ruthless, but also loyal to his comrades and those who care for him.

Kellingson's deeply superstitious; he puts great stock in omens, old tales, witchcraft, and similar matters. Many a time he's given up on some quest or crime because he saw or experienced something that spooked him.

Quote: "There's a little wolf in any Vulkring... but more in me."

Powers/Tactics: Although he has the craftiness and tactical sense of a trained and experienced Vulkring warrior, Hrolf Kellingson's not a particularly subtle fighter. He prefers to meet his enemies in honorable open combat where he can hack them down. But sometimes his wolf's

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots
Longsword	0	—	1d6+1	0	12	—
Battle Axe	0	—	2d6	0	13	—
Dagger#	0	—	1d6-1	0	6	—

Armor
Chainmail (DEF 6)
Medium shield (+2 DCV)
Gear: As appropriate for current activities
Clothing: Tunic, leggings, leather boots, fur cloak

nature pushes him to use sneakier, less honorable ways of fighting… or even to assume wolf-form and dispose of his enemies in the night.

Campaign Use: Hrolf Kellingson is a typical example of a skinchanger, and as such could serve as a template for many similar characters in your campaign. He might also make a good "sidekick" for a PC — an often loud and obnoxious one, but one who's unfailingly loyal and willing to risk his life for his friend.

To make Hrolf tougher, make him a better warrior. Give him more Combat Skill Levels or some Martial Arts with his sword. If he's too tough, scale his higher Characteristics back to the 14-17 range, and perhaps reduce his SPD to 3.

Hrolf doesn't really Hunt people — he knows how to hold a grudge, but not participate in a vendetta. That's too much work.

Appearance: Hrolf Kellingson is a big, burly, rough-looking Vulkring warrior. His hair and beard are both coal-black; he wears the former in braids. He usually dresses as appropriate for a Vulkring and carries a large battle axe and shield. When he wants to don his changing-skin and assume wolf-form, he has to take off his armor and clothes and put on his enchanted wolf-skin. Like many skinchangers, his face has taken on a slightly lupine look.

HORROR HERO

Metamorphs are more at home in the Horror genre than practically anyplace else. What could be more creepy than a being who can look exactly like you... or even *steal* your abilities, thoughts, and memories? Out there in the dark of night are werewolves, vampires, and other monsters (perhaps entire clans of them, warring with each other and using humanity as fodder) — and lurking in the greater dark of Outer Space are Lovecraftian gods and demons whose quasi-physical bodies ooze and change shape almost reflexively. Their shifting appearances may be so horrifying as to drive anyone who sees them insane. A more human form of evil, demons, can possess humans, warping and transforming them physically, mentally, and spiritually in ways little different from "real" metamorphosis.

Character Examples

	NAZERON JOHNSON			
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
2	PD	0		Total: 2 PD (0 rPD)
3	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
26	END	0		
22	STUN	0		**Total Characteristics Cost: 49**

Movement: Running: 4"/8"

Cost	Powers	END
130	*Soul Switching:* Major Transform 8d6 (transfer Johnson's current soul into victim's body, and victim's soul into Johnson's; heals back through application of the same power), BOECV (Power Defense applies; +1), Fully Invisible (+1), Reduced Endurance (½ END; +¼); All Or Nothing (-½), Limited Target (humans; -½), No Range (-½), Works Against PRE, Not BODY (see text; -½), Side Effects (transfer victim's soul into Johnson's body, automatically happens; -0)	18
15	*A Spell For Chaining The Wills Of Men:* Mind Control 12d6; Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Requires A Sorcery Roll (-½)	6
-4	-2" Running	

Perks

2	Money: Well Off

Skills

3	Conversation 13-
3	High Society 13-
2	AK: Europe 11-
5	KS: Arcane And Occult Lore 15-
2	KS: World History 11-
1	Language: German (basic conversation; English is Native)
2	Language: Latin (fluent conversation)
3	Persuasion 13-
17	Power: Sorcery 20-
2	SS: Psychology 11-
3	Seduction 13-
7	Stealth 13-
3	Streetwise 13-

Total Powers & Skills Cost: 196
Total Cost: 245

50+	Disadvantages
20	Psychological Limitation: Malicious And Cruel (Common, Total)
15	Psychological Limitation: Seeks Occult Knowledge (Common, Strong)
15	Psychological Limitation: Vengeful (Common, Strong)
145	Experience Points

Total Disadvantage Points: 245

Background/History: Nazeron Johnson was a small, wiry, plain-looking little guy who got picked on a lot in school. He was unusually bright, but not particularly interested in any topics anyone could teach him in school, and had no social graces to speak of. In fact, he seemed to go out of his way to offend and upset people; he was the master of the barbed comment, the thinly-veiled insult, the subtle dig. He had a natural gift for figuring out what bothered someone the most... and then confronting him with it.

But that wasn't the extent of his cruelty. Some of his other childhood pursuits included torturing animals, setting fires, and playing vicious, physically dangerous "pranks" on other people when he could get away with it. As he grew older and smarter, he turned to the study of the occult, and soon became obsessed with the subject.

NAZERON JOHNSON PLOT SEEDS

What's happened to Johnson's true soul — the one he was born with? It resides in the body of his first victim, long forgotten by him. Perhaps tracking it down would provide the PCs with a weapon to use against him, or a way to reverse every soul transference he's ever performed....

Johnson hears about a powerful new occult text that was recently discovered and sets out to track it down. That brings him into opposition against the PCs, who also want it (or want to prevent anyone from obtaining it).

Johnson's wife works up the courage to flee him. She comes to the PCs (either purposely, or by some fortuitous accident) and babbles her story to them. What will they do?
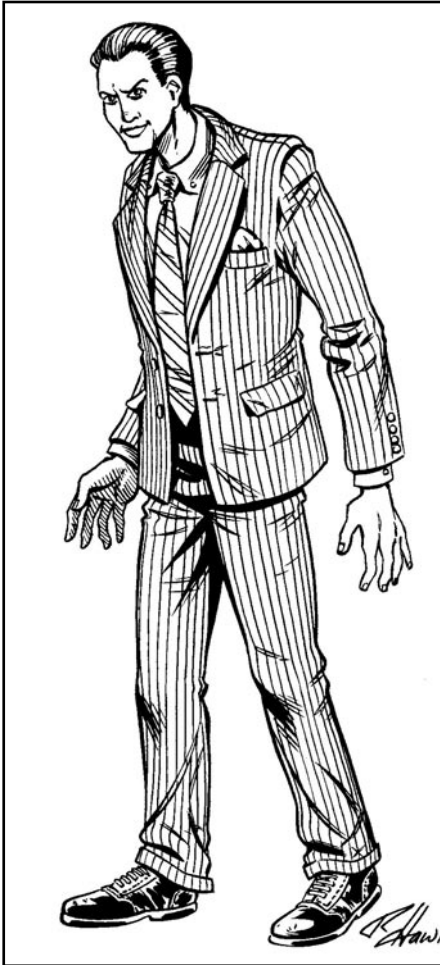
After graduating from high school, Johnson left home for Europe. He spent years touring the continent in search of arcane lore and texts. He studied with every "master" he could find, and his notebooks were soon bulging with disturbing notes and foul mystic diagrams. In Lisbon he stumbled across a worm-eaten book that contained certain spells that would change his life forever.

When Johnson returned home, he was... different. The shy, homely boy was now a handsome, confident young man. Soon people, particularly women, were clamoring for his attention. He traveled the social circuit for a while, always the hit at parties but (to his great delight) also the subject of enormous amounts of secret jealousy. He left in his wake a trail of broken hearts, abused women, and jealous boyfriends. When he was done with partying he married the prettiest woman in town — a girl many years his junior — and settled down to a genteel life. No one knows where his money comes from, but he never seems to work... and people still seem utterly captivated by him.

Personality/Motivation: Johnson is completely self-centered. Nothing makes him happier than to do whatever he wants, regardless of who he hurts or how much. Since he can "cleanse" the evil from his soul by switching it (see below), he has no qualms whatsoever about committing crimes or harming others. For example, he married his wife primarily to show off. He cares nothing for her and casually forces her to submit to any and every degradation he can think of. She never leaves the house anymore unless she's with him, because she doesn't dare be away when he decides he wants to "play" — that will only make him angry and more "imaginative."

Aside from satisfying his personal desires, Johnson's other goal is the acquisition of occult lore. The genuine spells and powers he learned in Lisbon have convinced him that many others must exist, and he wants to learn them. He's particularly interested in spells that would extend his life or grant him immortality.

Quote: "Surely such a thing must weigh on one's soul."

Powers/Tactics: Nazeron Johnson is a sorcerer who possesses a few powers — two innate, one he must cast as a spell — learned from a genuine grimoire he obtained years ago in Lisbon. The first, and in many ways more important, of his powers is enhanced charisma. Handsome, self-confident, and possessing a *je ne sais quoi* that makes people want to be around him despite the petty cruelties he inflicts on them, he can succeed in nearly any social situation.

Second, Johnson can cast a spell that allows him to dominate the minds of others. He primarily uses this to force women to submit to his lusts and to convince people to believe what he says or give him valuable things. The spell requires incantations and gestures, but he can perform them subtly and quietly and so gets no Limitation for this.

His third, and in the end perhaps best, power, is the ability to exchange souls with someone else. The evil deeds he commits place black marks on his soul that would unquestionably damn him to Hell when he dies... except that he "cleanses" himself of them by trading souls with an innocent person. Then he starts out "karmically fresh," while his victim must bear the weight of his sins. Typically a victim, unable to psychically withstand the effects of his new soul, descends into self-destructive, criminal, or evil behaviors, which just makes Johnson chuckle. Johnson often uses this power on children; their souls are just about as "clean" as a human's can be, and easy to take as well. In game terms, the soul switch is a Major Transform that works against PRE rather than BODY (PRE in this case representing the strength of the victim's soul/self).

Campaign Use: Nazeron Johnson is a Horror scenario waiting to happen. Switching souls with a PC (or perhaps several PCs) creates a special sort of isolation and powerlessness, both of which are important elements in Horror. There are also plenty of mysteries surrounding him, such as where he got his powers, the source of the Portuguese grimoire, and the metaphysical questions about how he can "cleanse" himself of sin.

If Nazeron isn't powerful enough for your game, give him more spells — perhaps a Mental Illusions power, or Mind Scan, or a curse. If he's too tough, remove or reduce his Mind Control a little, or impose Limitations on his soul switching (such as Extra Time).

Johnson doesn't Hunt people unless they've deeply offended him or he thinks they have something he wants (such as a valuable occult text). In that case, he tries to get close and switch souls with them after committing some particularly heinous acts.

Appearance: Nazeron Johnson is tall and lanky. His hair is slicked back and dark, and walks a little bit hunched over. He wears expensive suits that are rumpled and worn because he travels in them so much and pays little attention to domestic chores like laundry. His eyes have an unnatural red glint to them, although this is only visible if you really gaze deep into them… and that's not a good idea. He exudes an unnatural sense of charm that attracts other people while simultaneously making them wonder what on Earth they could see in such a man.

NINJA HERO

In most *Ninja Hero* games, metamorphs are at best uncommon; in many, particularly the more realistic subgenres, they're non-existent. In some cases, highly-trained martial artists may have body control abilities that duplicate internal metamorph-type powers, even if they don't literally involve changing the character's organs or tissues in any way.

In subgenres involving more fantastic powers and abilities, shapechanging as an innate ability or magical spell would fit just fine. Perhaps an anime-style martial artist-wizard can summon demons that can change shape and assume the forms of mortals. Imagine having a kung fu battle against someone who can alter his form at will or a multi-tentacled protoplasmic demon who can extrude weapons and clawed hands from its body!

Oriental mythology, legend, and folklore describe dozens, if not hundreds, of monsters and creatures with various shapechanging powers. See *The Asian Bestiary, Vols. I-II* for numerous examples, a few of which you can also find in the Metamorphic Bestiary in Chapter Four of this book.

Character Example

BISHAMON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
30	END	0		
30	STUN	0		**Total Characteristics Cost: 80**

Movement: Running: 6"/12"

Cost	Powers	END
25	*Stimulate Adrenal Glands:* Succor STR, DEX, CON and SPD 5d6, four Characteristics simultaneously (+1); Extra Time (Extra Phase to activate; -½), Self Only (-½)	5
13	*Mask The Mind:* Aid PRE and COM 2d6, two Characteristics simultaneously (+½); Self Only (-½), Boost In Characteristics Only Applies Against Women (-¾)	0

Martial Arts: Karate, Aikijutsu

	Maneuver	OCV	DCV	Notes
4	*Atemi* Strike	-1	+1	2d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 30 STR
4	Dodge	—	+5	Dodge all attacks, Abort
3	Hold	-1	-1	Grab Two Limbs, 30 STR for holding on
5	Joint Break	-1	-2	Grab One Limb; HKA ½d6 (1d6+1 with STR), Disable
4	Joint Lock/Throw	+1	+0	Grab One Limb; 1d6 NND(1); Target Falls
3	Legsweep	+2	-1	5d6; Target Falls
4	Knifehand Strike	-2	+0	HKA ½d6 (1d6+1 with STR)

BISHAMON PLOT SEEDS

Bishamon encounters his long-lost love again... only to find out that she's married to a man she's deeply in love with and barely remembers him. Now he's on a bitterness-fueled spree of crime and killing that the PCs have to stop.

Keiko approaches the PCs and asks them to rescue Bishamon and bring him back to her. Lacking the resources to destroy the sect, how can they accomplish this?

The sect orders Bishamon to hunt down and kill the PCs. They have to stop him, then find out how they earned the sect's enmity so they can protect themselves from it.

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots	
Katana	+1	—	1½d6	1d6-1	—	12	
Tanto	+0	RBS	½d6	1d6-1	—	5	Can be thrown, carries 2

Armor
Leather armor (3 DEF)

Gear: As appropriate for current activities

Clothing: See Appearance

4	Punch/Snap Kick	+0	+2	6d6 Strike	
5	Side/Spin Kick	-2	+1	8d6 Strike	
3	Throw	+0	+1	4d6 Strike + v/5; Target Falls	

11 *Refuse Death:* Aid BODY and STUN 2d6, two Characteristics simultaneously (+½), Trigger (when character, while still conscious, reaches the point of death; activating Trigger takes no time; +½); Self Only (-½), 1 Charge (-2) 0

5 *Meditative Healing:* Healing 2d6, any Characteristic one at a time (+¼); Concentration (0 DCV throughout use; -1), Extra Time (20 Minutes; -2½), Self Only (-½) 2

20 *Shadow Ways:* Invisibility to Sight Group, Reduced Endurance (0 END; +½); Chameleon (-½) 3

6 *Observant:* +2 PER with all Sense Groups

5 *Unimpressed:* +10 PRE; Only To Protect Against Presence Attacks (-1) 0

Talents
4 Double Jointed

Skills
9 +3 with Martial Arts

3 Acrobatics 13-
3 Breakfall 13-
3 Contortionist 13-
3 Criminology 12-
2 KS: Aikijutsu 11-
2 KS: Karate
2 KS: The Martial World 11-
1 Language: Japanese (basic conversation; English is Native)
7 Security Systems 14-
5 Shadowing 13-
3 Stealth 13-
3 Streetwise 12-
4 WF: Common Melee Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 186
Total Cost: 266

75+ Disadvantages
10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
5 Distinctive Features: Tattoos (Easily Concealed; Noticed And Recognizable)
15 Hunted: Rival Martial Arts Gang 11- (Mo Pow, NCI, Watching)
20 Hunted: Yakuza 8- (Mo Pow, NCI, Kill)
20 Psychological Limitation: Honorable (Common, Total)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
101 Experience Points

Total Disadvantage Points: 266

Background/History: Joseph Tanasawa was born in the United States, but always yearned to discover his family's past. When he turned 18 he traveled to Japan, land of his ancestors, and hasn't gone back to America since. He began simply enough, studying holistic medicine and meditation. He was on a path to becoming a monk when fate intervened. He fell in love with a woman named Keiko who lived nearby and began sneaking out at night to watch her and sometimes to talk to her. As their relationship grew, he could tell there was something she wasn't telling him. One night as he crept down to see her, he surprised a group of men who were in the process of kidnapping her and her sisters for ransom. Joseph begged for her life, offering his in exchange. The men — members of a strange, ancient sect of assassin-priests — accepted his offer. In return for his pledge of lifelong service to the cult, they trained him in the martial arts and other, more esoteric, disciplines. He hasn't seen the girl he loves for years, and realizes he never will, but still thinks of her every time he performs a mission.

Personality/Motivation: In Joseph's mind his life ended when he gave it up so the woman he loves could live and remain free. Every task is but a distraction from the time he can spend alone thinking about her. Killing, stealing, destroying beautiful things — none of these things bother him if the sect orders him to do them. The only thing that would ever cause him to hesitate would be if it ever threatened the life or welfare of the one person who still matters to him.

Quote: "You cannot harm me, I am already dead"

Powers/Tactics: Joseph's boss re-named him Bishamon and taught him Karate and Aikijutsu, but his real powers come from the sect's deeper training. The disciplines he's learned have given him greater control over his body, allowing him to enhance its performance temporarily and make it function more efficiently. Through sheer force of will he can even stave off the effects of fatal wounds... at least for a time.

Bishamon fights ruthlessly and without fear, for while his body commits horrible acts, his mind is distracted by thoughts of the woman he loves. Only his love is real; the fighting and vio-

lence are mere illusions. The only thing he finds distasteful is using his *Mask The Mind* power, for it requires him to pretend to have romantic interest in another woman.
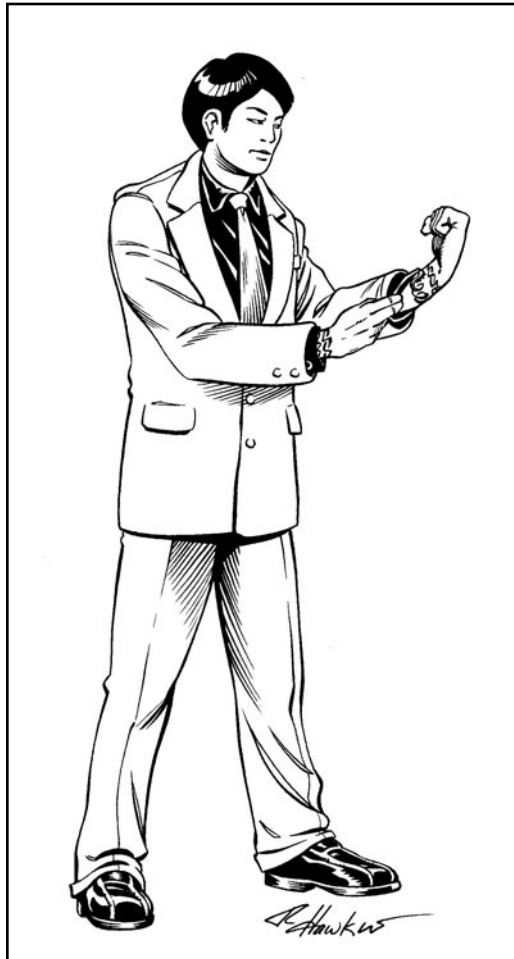
Campaign Use: Bishamon is a tragic figure and should be played as such — make sure the heroes learn of his story eventually so they can appreciate who he is and why he does what he does. It might even be possible for them to redeem him and turn him toward the path of heroism, but that would require them to destroy the sect so that he no longer felt bound by his oaths of loyalty.

If Bishamon needs to be more powerful, increase his STR, SPD and DEX, and possibly give him more Combat Skill Levels or some martial arts weapons. If you need to weaken him, reduce his Aids to 1d6 each and consider lowering his STR, DEX, or SPD.

Appearance: Bishamon is a Japanese man in his mid-twenties with short, simply cut black hair and no facial hair. He has the athletic build of someone who regularly gets intensive exercise. He wears a white business suit over a black shirt and white tie. He personally thinks it looks ridiculous, but his boss has ordered him to dress that way. His left and right wrist are circled with tattoos of the order that taught him his strange powers, and on the back of his neck is tattooed the Japanese characters that spell out the name of his beloved Keiko.

PULP HERO

VICTORIAN HERO

The Victorian genre is a lot like Pulp from the metamorph perspective — it just takes place 30+ years earlier. If metamorphs exist, they tend to be low-powered and adversarial. But if the campaign has "steampunk" technology or Victorian weird science as an element, metamorphs might become more common. After all, *The Strange Tale Of Dr. Jekyll And Mr. Hyde,* a great Victorian horror/adventure story, depicts a classic transformation: the man who becomes his evil self.

The Pulp genre is a pretty wide-open field, allowing for just about anything in the right setting or circumstances, so many types of metamorphs are possible. However, they tend to be low-powered, and usually function as adversaries rather than PCs. A hero who was a gifted contortionist or psychic might have some low-level physical or mental transformative powers, but nothing approaching the sorts of abilities seen in Fantasy or comic books.

For example, a group of bold Pulp heroes might encounter a werewolf in France and a vampire in Transylvania while adventuring in Europe. Later, while exploring darkest Africa, they find a lost civilization whose immortal, corrupt queen has the power to assume the shape of other people (which allows her to go among her subjects and spy on them, so they all fear her).

As discussed in *Pulp Hero,* Disguise is an incredibly common Skill among Pulp heroes (especially Masked Crimefighters) — in effect it's a *faux* metamorphic power. Some Pulp adventurers have related Heroic Talents or weird abilities, such as the power to alter the facial muscles to change his appearance (see *Facial Manipulation* in Chapter Two for an example). And who knows what other metamorphic powers Weird Science devices might give a character?

Character Example

	THE GHOUL			
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-4	9-	
4	PD	1		Total: 7 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
26	STUN	0		**Total Characteristics Cost: 73**

Movement: Running: 6"/12"

Cost	Powers	END
11	*Organic Masks:* Shape Shift (Sight and Touch Groups, any humanoid form), Imitation, 4 Continuing Charges lasting 6 Hours each (+¾); IIF (-¼), Facial Features Only (-1), Extra Time (1 Hour to activate; -3)	[4cc]

Cost	Talents
6	Combat Luck (3 PD/3 ED)

Cost	Perks
10	Money: Wealthy

Cost	Skills
5	Acting 14-
3	Bureaucratics 13-
3	Conversation 13-
3	Disguise 13-
2	Forgery (Documents) 12-
3	High Society 13-
2	Language: French (fluent conversation; English is Native)
2	Language: Russian (fluent conversation)
2	Language: Spanish (fluent conversation)
3	Lipreading 13-
3	Lockpicking 13-
3	Mimicry 13-
3	Persuasion 13-
2	SS: Chemistry 11-
3	Shadowing 13-
3	Stealth 13-
3	Streetwise 12-
2	WF: Small Arms

Total Powers & Skills Cost: 77
Total Cost: 150

75+	Disadvantages
20	Distinctive Features: horribly burned face (Concealable With Effort; Causes Extreme Reaction [fear/loathing])
30	Hunted: Coletti Mob 14- (Mo Pow, NCI, Kill)
20	Psychological Limitation: Pulp Hero's Code (Common, Total)
15	Psychological Limitation: Must Protect Innocents (Common, Strong)
15	Social Limitation: Secret Identity (Carson Whitlock) (Frequently, Major)

Total Disadvantage Points: 175

Background/History: Carson Whitlock was a successful young industrialist who'd turned his talent for chemistry and science into a thriving business. Working late one night, he developed a special fabric that could conform like skin to a person's body and would be adjustable to make the wearer look more attractive.

EQUIPMENT							
Weapon	OCV	RMod	Damage	STUN	STR Min	Shots	Notes
Gas Gun	+0	+0	8d6 NND	—	—	30	4" radius, 3" range

Armor
None

Gear: Gas mask (built into mask); as appropriate for current activities

Just as he was finishing work, thugs hired by a business rival burst into the place, looking to steal anything of value and smash his equipment. He fought back, but it was useless; there were too many of them. They took what they could, setting the place on fire as they fled.

Whitlock survived… barely. He dragged himself out of the burning building, still clutching his notes and samples for the experimental fabric. But the fire had done terrible damage to his face. The doctors feared he might die, but he stubbornly clung to life. As he healed, he realized he could adapt his "miracle cloth" to fashion a new face for himself.

A few months later, Whitlock's society friends were amazed to see how well he'd come through his ordeal. He was his old self again, with nary a scar or burn-mark… that they could see. Underneath his new false face, Whitlock's horrific visage lurked. But he had more plans than just returning to his old life — he wanted to create a new one, a secret one, that would let him take revenge on the people who'd hurt him and protect innocents from their ilk. Fashioning a costume from an old Inverness cloak, and making himself a hideous new face with the miracle cloth, he created the masked crimefighting identity of *the Ghoul* — a name given him by the underworld because of his penchant for adopting the faces of dead criminals to scare their former confederates. Ever since the underworld has trembled in fear at the very mention of his name… and he intends to see to it that crooks go on feeling that way.

Personality/Motivation: The Ghoul is an implacable enemy of crookdom. He feels driven to protect innocent people from the sort of fate that befell him, and that means stopping hoodlums, thugs, and killers before their schemes come to fruition. While he maintains the facade of a hard-working industrialist and carefree playboy, the truth is that these days he only has thoughts for his crusade against evil and injustice.

Quote: "Who knows the true face of The Ghoul.…"

Powers/Tactics: The Ghoul's main power is the ability to change his facial features — he can even copy the faces of other people. It takes him an hour to prepare a new "organic mask" from his miracle cloth, and it only remains in the shape he molded it into for six hours, but during that time it's virtually indistinguishable from a normal face. It would take several seconds' worth of detailed examination when he wasn't moving to figure out that it's just a mask.

One of the Ghoul's favorite tactics is to copy the appearance of a criminal his foes know is dead, or whom they have special feelings for. Then he can attack them both physically and emotionally when he confronts them, or work his way into their good graces without their suspecting a thing.

Rather than risk hurting innocents with stray bullets, the Ghoul relies on a gas-gun of his own design. It renders most people unconscious in mere seconds. Special miniaturized gas masks built into his organic masks protect him from the effects.

Campaign Use: The Ghoul makes a good NPC hero (especially in campaigns without a masked crimefighter NPC), but you can convert him into a villain if you want. In this case the loss of his face destroyed his sanity. He feels he has to "steal" the faces of others to stay alive, so he kills people and assumes their identities.

To make the Ghoul tougher, give him some Combat Skill Levels, some Martial Arts, or more Weird Science weaponry and gadgets. To weaken him, remove some Skills and replace his Gas Gun with a .45 automatic.

The Ghoul Hunts his enemies with deception, subterfuge, and terror. He prefers to get close to them in disguise and then lower the boom at the most opportune moment, but if necessary he'll simply attack them with his gas gun.

Appearance: The Ghoul rarely shows his true face — a hideously scarred countenance topped by patchy, dirty blonde hair — to anyone. Instead he uses his organic cloth to mold a false face for himself, or better yet to copy the face of someone living or dead. When he wishes to reveal his involvement in a scheme to the heroes, he adopts the face of his namesake (a sort of skeletal, bestial, greenish-tinged face with unruly black hair) and wears dark grey clothes and a grey Inverness cloak.

STAR HERO

In Science Fiction, classic metamorphs are extremely rare (though they sometimes enter into stories that provide a "scientific explanation" of how they could exist). But technological ones are more possible than ever. Easily-created clones, "chameleon suits" that let someone look like someone else, androids and robots with exchangeable parts, plastic surgery that takes only seconds, and treatments to alter DNA or fingerprints are commonplace in some Space Opera-style settings, and even in Low SF the technology often exceeds what can be done on modern-day Earth.

Beyond technology, there are some other possibilities. Psionic mind-transference powers and related abilities exist in some settings, as do advanced body-control powers. Shapeshifting alien species (or creatures/monsters) may inhabit some planets. Some settings feature beings of pure energy who can take over physical bodies or use their energy powers to cause transformations.

Character Examples

	PRANA MONK			
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
6	PD	2		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
30	END	0		
30	STUN	0		**Total Characteristics Cost: 103**

Movement: Running: 9"/18"
Swimming: 4"/8"

Cost	Powers	END
20	*Prana Combat Studies:* Multipower, 20-point reserve	
1u	1) *Strikes:* HA +4d6; Hand-To-Hand Attack (-½)	3
2u	2) *Lethal Strikes:* HKA 1d6+1 (2½d6 with STR)	2
1u	3) *Trained Strength:* +20 STR; Only To Disarm, Escape, And Grab (-¾), No Figured Characteristics (-¼)	3
20	*Adrenal Stimulation:* Aid STR, DEX, CON, and SPD 3d6, four Characteristics simultaneously (+1); Extra Time (Full Phase; -½), Self Only (-½), 4 Charges (-1)	[4]
60	*Pain Resistance:* Physical and Energy Damage Reduction, Resistant, 50%	0
11	*Reject Death:* Aid BODY and STUN 2d6, two Characteristics simultaneously (+½), Trigger (when character, while still conscious, reaches the point of death; activating Trigger takes no time; +½); Self Only (-½), 1 Charge (-2)	[1]
15	*Environmental Resilience:* Life Support (Total); Nonpersistent (-¼), Concentration (0 DCV while activating; -1), Extra Time (1 Minute to activate; -¾)	0
20	*Body Heat Control:* Invisibility to Infrared Perception	2
6	*Swift Runner:* Running +3" (9" total)	1
2	*Swift Swimmer:* Swimming +2" (4" total)	1
9	*Profound Observation:* +3 PER with all Sense Groups	0
7	*Analyze Self:* Detect Self's Biological Functions, Discriminatory, Analyze; Concentration (0 DCV; -½), Extra Time (Full Phase; -½)	0

Talents

4	Double Jointed
5	Eidetic Memory
3	Environmental Movement: Supreme Balance, no penalties on narrow surfaces
3	Lightsleep
5	Resistance (5 points)
3	Simulate Death

Perks

3	Fringe Benefit: Membership: Prana Order

Skills

20	+4 HTH
3	Bureaucratics 13-
3	Contortionist 13-
3	Conversation 13-
3	Deduction 13-
3	High Society 13-
2	KS: The Prana Order 11-
12	KSs appropriate to individual character
3	Persuasion 13-
3	Stealth 13-
3	Streetwise 13-
8	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms
6	TFs: of GM's choice
12	Other Skills of GM's choice

Total Powers & Skills Cost: 284
Total Cost: 387

75+ Disadvantages

5   Distinctive Features: Prana Order robes (Easily Concealed; Noticed And Recognizable)

15   Hunted: Galactic Empire 11- (Mo Pow, NCI, Watching)

20   Psychological Limitation: Totally Loyal To The Prana Order (Common, Total)

10   Reputation: powerful, dangerous, manipulative, and always following their own agenda no matter what they seem to be doing, 11-

20   Social Limitation: Subject To Orders (Very Frequently, Major)

242 Experience Points

Total Disadvantage Points: 387

OPTIONS

Cost Power

18   *Prana Nun:* Add Pregnancy Control (page 108)

Background/History: The Prana Order is an organization founded thousands of years ago; its origins are lost in the mists of time (or perhaps kept secret by the Order itself). Its members are men and women who are either born to existing members of the Order or are adopted into the Order after being left on a seminary doorstep or bought in a slave-market on some backwater planet. The monks and nuns study esoteric disciplines developed over centuries and drawn from the traditions of dozens of inhabited worlds. A Prana monk becomes a complete master of his own body who can override or stimulate many of its functions and limitations at will, a supremely-skilled hand-to-hand combatant, and a keen observer of the world and people around him.

Throughout the Galaxy, it's believed the Prana Order has some longstanding, well-hidden agenda that its members labor to achieve. What this ultimate goal might be remains unknown outside the Order, but many people study the Order as carefully as they can and speculate endlessly about it.

Personality/Motivation: Prana monks are indoctrinated during their teachings to be wholly loyal to the Order. They follow their superiors' orders without hesitation (even if they don't understand the reasoning behind them) and willingly lay down their lives or freedom for the cause without question. Beyond that they're subtle and quietly observant, hiding their own emotions while carefully taking in the emotions of everyone they deal with (and manipulating them to serve their own purposes, some people say).

Quote: "The body is clay, the mind transcendent" (from the Prana Chant).

Powers/Tactics: A Prana monk can control many of his body's functions (and if he survives his training, his body has been hardened into a tool/weapon much stronger, tougher, and swifter than a normal person's frame). Through adrenal stimulation he becomes mightier and faster. By shutting off or rerouting some functions temporarily, he can survive being poisoned or extremes of the environment. He instinctively shuts down pain receptors so he can keep functioning when injured, and can even remain "alive" and active for a few seconds after suffering a mortal wound. On top of all this, his instructors have taught him fighting arts and techniques from all over the Galaxy, making him a deadly warrior.

Campaign Use: The Prana Order is a manipulative force that does its work mostly behind the scenes. The monks and nuns are its most obvious servants; it has many others, versed in different body-control powers, that neither the Empire nor its subjects know about. Whenever the PCs stumble across it, they should wonder if they did so because the Order wanted them to....

Appearance: Most Prana monks have certain features in common — when not changing their appearance with their abilities or a disguise, of course. They wear robes of red and dull orange, sandals (even in the coldest weather), and a distinctive golden torc that indicates their membership in the Prana order. Both genders shave their heads, and men keep their faces clean-shaven. Their faces usually show placid expressions, even in the midst of intense crises.

WESTERN HERO

Metamorphs and metamorphic powers are probably less common in Western stories than any other genre — even compared to *Dark Champions, Western Hero* tends to be grounded in reality. But some gamers enjoy mixing and matching genres, so they inject a little Horror or Fantasy into their Wild West. In that sort of weird setting, werewolves, Indian shamans with shapechanging spells, and maybe even Lovecraftian *things* could exist — and perhaps the Indian tales of the trickster powers of Raven and Coyote are true.

Character Example

SUN EAGLE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	2		Total: 7 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		**Total Characteristics Cost: 52**

Movement: Running: 6"/12"

Cost	Powers	END
	Spells (see *The Fantasy Hero Grimoire II*)	
5	Banish Disease Spirit	
16	Calling Upon The Spirits Of The Flames	
16	Calling Upon The Spirits Of The Stones	
4	Journey To The Spirit Realm	
12	Lesser Spirit Ward	
9	Majesty Of The Eagle	
7	Perceive Spirits	
31	*Shamanic Forms:* Multiform (eight animal forms built on up to 200 Character Points each; see text); Extra Time (takes 1 Turn to change forms; -¾)	0
3	*Observant:* +1 PER with all Sense Groups	0

	Perks	
1	Fringe Benefit: Right To Marry	
3	Fringe Benefit: Membership: tribal shaman	
4	Reputation: wise and powerful shaman (among Plains Indians tribes) 14-, +2/+2d6	

	Talents	
6	*Spirit Protection:* Combat Luck (3 PD/3 ED)	

	Skills	
3	Conversation 13-	
3	Deduction 12-	
3	KS: Tribal History And Lore 12-	
2	Navigation (Land) 12-	
3	Paramedics 12-	
3	Persuasion 13-	
29	Power: Shamanism 25-	
3	Stealth 12-	
3	Tracking 12-	
3	Trading 13-	
3	WF: Common Melee Weapons, Bows	

Total Powers & Skills Cost: 175
Total Cost: 227

75+	Disadvantages
20	Hunted: demon-wolf 11- (Mo Pow, Corrupt/Kill)
20	Psychological Limitation: Must Protect Tribe From Hostile Spirits, Other Mystic Menaces, And The "Time Of Turmoil" (Common, Total)
10	Psychological Limitation: Dislikes And Distrusts White Men; Is Always Ready To Assume The Worst About Them (Common, Moderate)
102	Experience Points

Total Disadvantage Points: 227

Background/History: One day, a baby was born to a Plains Indian tribe. As it came into the world, the tribe's shaman saw an eagle fly in front of the sun to offer a moment's shade to the newborn. The new parents named their boy Sun Eagle to honor this good omen.

The shaman kept a close eye on Sun Eagle, and it came as no surprise when he displayed wisdom and leadership early on. During his visionquest, the young man was visited by the most favorable totem of all, White Buffalo. The spirit told him he was destined to become a great shaman himself, but he would have to lead his people through a time of turmoil, danger, and despair. To assist him with this mission, White Buffalo gifted Sun Eagle with the power to assume eight totemic forms and enter the Spirit World.

Since that day, Sun Eagle has served as his tribe's shaman, with the old shaman acting as his assistant rather than the other way around. His insight, lore, and power have become known throughout the Plains, and many tribes seek his wisdom to resolve disputes, answer questions, or solve problems.

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Notes
Tomahawk	+0	+0	1d6	1d6-1	8	Can Be Thrown

Armor
None

Gear: Medicine pouch, various fetishes and charms, bow and arrow

Clothing: Buckskin tunic and pants for everyday occasions, special ceremonial headdress and garb for holidays and festivals

In recent years, a new people — the white man — has come to the Plains. Sun Eagle has found the pale-skinned folk untrustworthy, violent, and cruel, and has learned to dislike and even fear them. He thinks the white man's arrival marks the beginning of the "time of turmoil" White Buffalo warned him about, and he's unsure how to deal with it.

Personality/Motivation: Sun Eagle is a devoted shaman to his people. He cares for all of them deeply, and is proud to have the power to commune with the spirits and protect his tribe (and often other tribes) from evil manitous and other mystic threats. But at the same time, he feels the burden of leadership strongly, and often worries about whether he's doing the right thing... though he never lets his people see his doubt.

Quote: "There is wisdom here — but you must use your own wisdom to read it right."

Powers/Tactics: Sun Eagle is a shaman able to cast a variety of "spells" pertaining to spirits and the spirit world (see *The Fantasy Hero Grimoire II* for complete details on his spells). He also has the spirit-given power to change shape into eight totemic animals: bison, coyote, deer, eagle, mouse, raven, serpent, and turtle. Typically he looks like a normal version of each animal, but he may alter the colors slightly to indicate the creature's spirit nature, and even in animal form may be able to use some of his spells.

Sun Eagle dislikes fighting — he believes disputes and difficulties can be solved through discussion, reason, and compromise. If he can't talk his way out of a problem, he'll try to withdraw (perhaps by changing to a swifter form), regroup, and find a way to deal with the difficulty. One of the reasons he has such problems with white men is that *they* don't seem to follow this sort of philosophy, and there are getting to be too many of them to oppose with the force necessary to make them see reason.

Campaign Use: Sun Eagle is sort of an "honorable adversary" for a *Western Hero* campaign. He's not a bad person — in fact, he's quite admirable — but as a power among the Plains Indians he may come into conflict with the PCs. On the other hand, if he can learn from the PCs that not all paleskins are evil folk, perhaps he can help broker a truce that will keep the Indian Wars from ever occurring.

To make Sun Eagle tougher, give him more spells (or mystic powers), or raise his Characteristics and give him the abilities of a powerful warrior (making him both a war-shaman and a regular shaman). To weaken him, get rid of most (or all) of his spells.

Sun Eagle doesn't Hunt anyone.

Appearance: Sun Eagle is a Plains Indians shaman who's seen over fifty winters. He dresses in clothes made from the skins of deer and buffalo, wears his long black hair tied back in a braided ponytail that reaches nearly to his waist, and keeps his medicine pouch (a leather bag containing fetishes and charms) with him at all times.

CHARACTER SUMMARY TABLE

The following table provides basic information about the characters described in this chapter for easy reference. All characters are listed in alphabetical order, without regard for which chapter they appear in. The "Attacks" column lists only the character's most common or prominent attacks, since many criminals have too many ways to attack to list them all. See the end of the table for an explanation of the notation used.

Criminal Summary Table

Name	STR	DEX	CON	BODY	PRE	PD/rPD	ED/rED	SPD	REC	STUN	OCV	DCV	MOVE	Attacks	Page
Eclipse	10	18	15	11	15	4/0	4/0	4	7	29	6	6	6"	Mimic VPP (400 points)	183
El Jaguar	20	25	22	15	20	20/10	20/10	5	8	40	8	8	9"	(1d6+1)%, jaguar form	185
Morph	15	20	25	20	20	25/15	23/15	6	8	41	7	7	6"	Morphic VPP (200 points)	187
John Doe 4.0	10	12	13	10	15	4/0	4/0	3	5	22	4	4	6"	Skill VPP	189
Dis Armament	15	18	15	12	15	4/4	4/0	4	6	30	6	6	6"	+4d6, (2d6)%, (2d6) AF	191
Sumbru, Dr. Nathan	10	12	12	10	13	3/0	3/0	2	4	21	4	4	6"	Multiform into Inner Demon	194
Sumbru's Inner Demon	30	15	20	15	20	12/2	10/2	4	10	50	5	5	6"	6d6, (2d6) NND	195
Alvaran Nineforms	15	18	16	13	15	6/0	6/0	4	6	30	6	6	7", (3")	Weapons; Multiform into animals	197
Hrolf Kellingson	20	18	18	13	15	6/0	5/0	4	8	32	6	6	8"	Weapons, Multiform into wolf	199
Johnson, Nazeron	10	10	13	10	20	2/0	2/0	2	5	22	3	3	4"	MC 12d6, Transform 8d6	201
Bishamon	20	18	15	12	15	5/0	4/0	4	7	30	6	6	6"	Martial Arts (Karate, Aikijutsu)	203
Ghoul, The	15	18	15	10	20	7/3	7/3	4	6	26	6	6	6"	3d6, weapons	206
Prana Monk	20	20	15	12	20	6/0	6/0	4	7	30	7	7	9", (4")	+4d6, (1d6+1)%	208
Sun Eagle	10	14	13	12	20	7/3	7/3	3	5	24	5	5	6"	Shaman spells, weapons	210

NOTES

Attacks
#: A Normal Damage attack.
(#): A Killing Damage attack
AF: Autofire
MC: Mind Control
VPP: Variable Power Pool
%: Character can increase the attack's damage with STR

Movement
#": Running (ground movement)
(#"): Swimming (listed only if character can swim faster than 2")
[#"]: Flight
{#"}: Leaping (listed only if character can leap a different distance than indicated by its STR)
!#"!: Special mode of movement (e.g., Swinging, Tunneling, Teleportation)

METAMORPHIC CAMPAIGNING

COMBAT AND ADVENTURING

Having metamorphs in your game may create a few issues pertaining to combat and adventuring.

PERCEIVING METAMORPHS

In a setting where shapechangers exist (especially as monsters or enemies), characters may become concerned about detecting them. The idea that someone nearby could actually be a person or creature disguising himself with Multiform, Shape Shift, or some other power is enough to make many people — from presidents and kings all the way down to the man in the street — nervous, scared, or even paranoid.

Perceiving a shapechanged individual tends to be difficult. Neither Multiform nor Shape Shift allow for a PER Roll to "see through" the change or perceive that a shape-altering power is in use. With Shape Shift it may be possible to detect that something's amiss if the perceiver has the chance to use a Sense the Shape Shift doesn't work against — particularly Mental Senses or Sense-like powers, such as Telepathy or perhaps Aura Vision — but that's often difficult (especially in Heroic campaigns where exotic Senses are rare). If the metamorph poses a danger to a character, Danger Sense could alert him to that, but it won't reveal the exact nature of the danger — the character will have to reach the conclusion that "it's a shapeshifter!" on his own. Retrocognition that allows a character to view the point in time at which the shapeshifter changes form would also work (assuming the GM allows it).

If a character has the chance to analyze trace evidence from a shapechanger's body using Criminology, Forensic Pathology, or an appropriate Science Skill, that *may* reveal that the shapechanger's not who he's pretending to be. However, the *Imitation* and/or *Cellular* Adders for Shape Shift can negate even those methods.

Some characters may try to get around these difficulties by buying a dedicated Enhanced Sense, such as *Detect Shapeshifters.* Gamemasters should review such Senses with caution, and usually disallow them; it's too cheap and dramatically inappropriate a way to get around expensive shape-altering powers. However, in some settings Senses like that make perfect sense (no pun intended). For example, in a Fantasy world where werewolves, masquers, or shapeshifted spies are a major threat to humanity or a kingdom, it stands to reason that wizards would devise spells to detect them. Broader Enhanced Senses, such as Detect Evil, Detect Lie, or Detect Magic, might also be used to reveal a metamorph.

METAMORPHS IN COMBAT

Changing form in the middle of combat has implications for some *HERO System* mechanics that GMs should consider.

CHANGING SPEEDS

A character changing from one form to the other through Multiform (or the like) may change SPD during a Turn. In this case, the rules for changing SPD (either standard or optional, as the GM prefers) apply; see page 357 of *The HERO System 5th Edition, Revised.* Gamemasters who want a simpler way to resolve changes of SPD can let a character immediately start acting on the Phases for his new SPD as soon as he changes it, though a GM should only do this if the players don't abuse the privilege — the intention is to help game play proceed quickly and smoothly, not to grant characters lots of extra Phases. In no case should a character get more Phases per Turn than his fastest SPD.

COMBAT MODIFIERS

Several Combat Modifiers have interesting applications when metamorphs are involved.

Concealment: A character with Growth or Stretching powers might increase his size to provide Concealment to his friends or other people. If he does so, he automatically gets hit by (and potentially takes damage from) any attack targeted at someone who's taking cover behind him but which misses by less than or equal to the OCV penalty imposed by the Concealment.

Spreading: Characters with Growth or Stretching powers sometimes buy Area Of Effect for their STR to represent how large their hands/fists are (the *Gigantic Fists* and *Big Fist* powers in Chapter Two are examples). To keep characters from having to do this, or as a "trick" performed using an appropriate *Power* Skill, the GM might allow such characters to Spread their STR damage even though STR isn't a Ranged attack.

Surprise Move: Surprise Moves are a staple of many shapeshifters. Suddenly producing Extra Limbs, switching between two radically different forms, or sending an elongated limb behind an opponent are all ways a metamorph could potentially take an opponent by surprise. Similarly, a shapeshifter may adopt the form of an opponent's friend or loved one to disconcert him; only the most disciplined character should be able to keep fighting in that sort of situation without at least hesitating.

Target Prone: If a character can quickly make himself two-dimensional, very small, or the like, he might define "becoming Prone" as activating such a power. The basic effects (getting behind small amounts of Concealment, avoiding certain attacks, and the like) remain the same (as do the penalties for using the Modifier), the visual is just a little different.

COMBAT MANEUVERS

You can include a character's shape-altering powers as part of the "special effect" of performing a Combat Maneuver — in other words, when describing how a metamorph uses a Maneuver, consider his powers. For example, a malleable-bodied character who Dodges may "stretch out of the way" of an attack (rather than simply side-stepping it, ducking it, or what have you); when Diving For Cover he may "instantly flatten himself out over the ground" rather than literally moving out of the way. A shapechanger might define a Block as instantly growing another limb to parry an attack with, creating a thick "padding" of cartilage and bony armor where the blow will land, or "catching" a blow in his plastic body.

Grab

The rules for Grab dictate that a character using it can Grab two limbs. This makes sense when the Grabber himself has two manipulatory limbs, but it may not work for characters that have Extra Limbs. In that case, the GM can rule that a character can Grab two limbs for every two limbs he uses as part of the Grab.

HIT LOCATIONS

As mentioned on page 59, for some metamorphs the Automaton Power *No Hit Locations* may be appropriate. If the GM doesn't allow that, he may rule that some metamorphs have harder to hit Hit Locations. It's usually best for a character to buy this power (see *Uniform Form II,* page 164), but in some campaigns the GM may prefer to establish it as a ground rule.

SHAPECHANGING WITH INJURIES

In some adventure fiction and movies, metamorphs who suffer serious injuries — particularly broken bones — experience intense pain when they change forms (or try to). Their rent flesh and shattered limbs can't undergo the metamorphosis painlessly. In game terms, a character can buy this as a form of Side Effect (suffers 6d6 Normal Damage when tries to change shape/form while injured, always occurs when injured; -½), or the GM can establish as a campaign "ground rule" that shapechanging when injured can cause further injury.

COMBINING CHARACTERS

Combining characters, like some mecha, raise certain questions and considerations in combat. See page 56 for general information about combining.

Distributing Damage

When a group of characters combines into a larger one, does battle, takes damage, and then separates, the GM must determine how to distribute the damage among the component characters. The simplest method (and probably the best in campaigns that want fast, easy character combat)

is to keep track of the overall BODY damage to the combined character, and then distribute that damage equally among the component characters when they separate. On the other hand, if the campaign uses the Hit Location rules, the GM should know which Hit Locations on the combined character each component forms. Then he keeps track of the damage by Location, and when the components split up, the ones who formed the Locations that took damage still have that damage.

Similar considerations apply if one or more component characters have suffered damage prior to combining. If the combined character's BODY is equal to, or greater than, the total BODY of all component characters, any damage to a component accrues directly to the combined character. For example, suppose the Legionnaire consists of six component characters, each with 12 BODY, and has a total of 72 BODY. If one character has suffered 6 BODY damage, and another has taken 3 BODY damage, then when all five form the Legionnaire, it has only 63 BODY (72-9).

If the combined character's BODY is not equal to or greater than the total component BODY, the GM should determine what percentage a component character's BODY is to the combined character's BODY, and then apply that percentage of damage taken to the combined character. For example, Team Warrior Alpha is a combined character with 48 BODY. Each of his components has 24 BODY. Since 24 is 50% of 48, 50% (half) of any damage a component sustains accrues to Team Warrior Alpha when it's formed. If one component has taken 15 BODY, then 7 BODY of that damage applies to Team Warrior Alpha.

In either case, if the total damage taken by the combined character as a result of previously-suffered damage to its components exceeds the combined character's BODY, the components cannot combine.

Adjustment Powers

If an attacker uses Adjustment Powers against a combined character, divide the effect up among the components as equally as possible when they separate. For example, if the combined character received +9 DEX from an Aid DEX, when its five components separate, four get +2 DEX and one (determined randomly) would only get +1.

If a component has been affected by an Adjustment Power prior to combining, apply the result directly to the combined character. If the components separate before the effect wears off, it divides equally as specified above.

Unavailable Component characters

Sometimes a character wants to combine, but all of its components are not available. In this case, one of two things happens:

1. The available components form the combined character, but all of its powers and abilities are proportionately weaker than it would be if it had all components (or, perhaps some powers and abilities simply aren't available to it).

2. The components cannot combine.

The GM determines which result applies, based on the nature of the components and the combined character. Some combined characters have Limitations that affect this decision (see page 56).

SIZE DIMENSIONS

As mentioned on page 56, Extra-Dimensional Movement is the best way to simulate the situation in which characters become *really* large or *really* small. Here are rules for how those two "dimensions" — the Macroverse and the Microverse — operate in relation to normal-sized reality.

The rules below are presented in terms of the environmental effects on or of existing abilities. In many cases this may in effect give characters (or their attackers) free *Transdimensional* modifiers on attacks, *Dimensional* Sense Modifiers on Senses, *Areas Of Effect* for STR or attacks, and so forth, as noted below. Gamemasters who are concerned about this may prefer to have characters pay Character Points for macroversal and microversal abilities (see the *Size Alteration Powers* section of Chapter Two for numerous examples).

THE MACROVERSE

In *HERO System* terms, the power characters use to become larger is Growth. However, it may present some problems when you want characters to become so large that they consider planets stepping-stones for a walk across the Galaxy. First, extrapolating the Growth Table (page 36) to the point where it makes the characters as large as you want them to may not be worth the effort. It's simpler to define "Growth" as Extra-Dimensional Movement (send the character to the Macroverse), since in effect that's what's happening — he's entering another level of "reality," one in which the ability of the normal-sized world to affect him diminishes or disappears.

Second, unlike entering the Microverse, entering the Macroverse may make a character *more* able to affect normal-sized reality. A microversally-small character has problems attacking larger characters, making himself seen and heard by them, and so forth. Since these conditions are usually disadvantageous, it's fairly easy to represent them as environmental parameters or ground rules (see *The Microverse,* below). Doing the same with the Macroverse may cause game balance problems — if characters can invest a few points in Extra-Dimensional Movement and for free become able to crush planets and cross the Galaxy, the ability to grow to macroversally large sizes becomes a very attractive purchase. On the other hand, requiring characters to buy powers representing their macroversal capabilities (such as *Macroversal Attack, Macroversal Strength, Macroversal Weather Manipulation, Macroversal Toughness,* and *Macroversal Legs* (all

of which you can find in the "Growth Powers" subsection of the *Size Alteration Powers* section of Chapter Two) may not be fair either, since that represents an enormous investment of points for powers a character's probably only going to get to use occasionally. Each GM needs to decide on the proper balance of Macroverse-as-environment (as described below) and Macroverse-as-purchased-powers for his campaign.

The rules below assume a character who enters the Macroverse must be at least as tall as a mountain (equivalent to about 165-180 points of Growth) and can become, at maximum, as tall as a light-year is long. You may need to adjust the rules if the GM sets different parameters. A character who can enter the Macroverse defines how large he is each time he uses it; he's not restricted to a specific height (or range of heights) unless the GM or a *Restricted Size* Limitation (page 60) on the power so dictates.

Proportional Enhancement Of Powers

In most cases, you'll want your macroversal characters to have a proportionately greater effect on the normal-sized world. Here are rules for that situation. The GM may want to apply these rules only in adventure where *all* the characters somehow become macroversally large; they may provide an unfair benefit if allowed for general use by characters who have the *Growth* Power.

ATTACKS

The first thing most PCs are going to want to know is how well their attacks work when they're large.

Damage

Against a target who's his size or larger, a character's attacks do their regular damage. For targets in the normal-sized world, or who are macroversally large but smaller than the character, increase the damage done using the following method:

1. Use the Growth Table to determine how many points' worth of Growth it takes to increase the character and his target to their respective sizes (if the target is normal human size or larger, it takes 0 points to "Grow" him; taking Growth into account is only necessary for characters who are using Growth but aren't using Extra-Dimensional Movement to enter the Macroverse). If you're using Extra-Dimensional Movement or

some other method to simulate becoming macroscopic size, use the Growth Table to estimate the cost. If a character has Growth as a power, don't worry about Active Points or Advantages on it; just look at the points needed to increase someone to that size on the table.

2. Subtract the target's "points in Growth" from the character's "points in Growth."

3. Divide the remainder by 50. Do not round the result.

4. Multiply the Active Points in the character's attack by (1 + (result of Step 3)). That tells you the "Active Points" in his attack for purposes of damaging that target. If the attack has Advantages, you'll have to recalculate it to determine how many dice of damage are involved. This does not affect the END cost of the attack, since it simulates an environmental effect rather than a true increase in strength or power.

Regardless of the characters' respective sizes, the GM may establish a maximum amount of damage a macroscopic character's attack does, or otherwise adjust the results of this process as he sees fit. Note that using this method to allow a macroversally-large character to attack a normal-sized character essentially makes the macroversal character's attacks *Transdimensional* for free.

Example: *Planet Man (STR 60) uses his* Enter The Macroverse! *power to grow to 12 million km tall. Becoming that large would require 495 points of Growth.*

First, he decides to use his STR to smash Defender, who's normal size (0 points of Growth) (this assumes he can perceive, locate, and successfully attack just Defender; see below). Per Step 2, 495-0 = 495; per Step 3, 495/50 = 9.9. Planet Man's 60 STR is multiplied by (1+9.9 = 10.9), meaning that he effectively has (60 x 10.9 =) 654 STR when attacking Defender. Unfortunately, it's not likely Defender's armor can protect him against a 130½d6 Normal Damage attack...

Seeing that Planet Man's about to make his nefarious attack, Defender's friend Tower (STR 50) tries to protect him. He, too, has the Enter The Macroverse! *power, but can only become roughly the size of Earth (about 16,000 km tall, or 345 points of Growth). Planet Man, realizing he's got someone his own size (more or less...) to pick on, attacks Tower instead. For purposes of attacking Tower, his STR effectively equals (495-345 = 150, 150/50 = 3, 60 x (1+3 =)) 240. Tower, on the other hand, uses his ordinary 50 STR against Planet Man, since Planet Man is "his size or larger." Might be a short fight....*

Attack Rolls

Macroscopic characters have reduced DCVs, as indicated in the Growth Table. (Again, if you're using Extra-Dimensional Movement or some other method, use the Table to extrapolate a DCV modifier for characters.) If two larger than normal characters fight each other, the rules on page 17 apply to alter their respective DCV modifiers toward each other.

At the GM's option, a macroscopic character may suffer an OCV penalty to hit someone who's normal sized (or smaller) because it's difficult to see or target a normal-sized person (or object) precisely with a macroscopic-sized attack. Subtract the normal-sized target's DCV bonus from Growth (which is +0 for normal human-sized characters, of course) from the character's DCV penalty from Growth, then apply the remainder as an OCV penalty to the macroversal character's attack. (Don't forget that characters using Shrinking, or who are otherwise smaller than human normal, have DCV bonuses as well.) Of course, the fact that a macroversal character's attacks can affect entire areas (see below) may render this penalty meaningless unless the character only wants to affect a single target.

Range

Being larger than normal affects the range of a power, and the calculation of the Range Modifier, the same way it does movement (see below): the length of each hex (1") is increased to match the size of the character.

Example: *Tower is roughly as tall as Earth's diameter (16,000 km). His Energy Blast 10d6 has a Range of (5" x 50 Active Points =) 250". Normally that means 500 meters (1,640 feet). However, since he's 16,000 km tall, each hex (1") is also 16,000 km long, not 2 meters as usual. Therefore his 250" attack has a maximum range of 4,000,000 kilometers! For the first 4" (up to 64,000 km), he suffers no Range Modifier; for 5-8" (80,000-128,000 km) he suffers a -2 Range Modifier; and so forth.*

Area Affected

Because a macroscopic character is so enormous, his attacks affect a larger than normal area as well — they gain an *Area Of Effect (Radius)* Advantage. This applies not only to STR but to any other form of attack, unless the GM rules otherwise.

To define the size of an attack in relation to its target, determine how many points' worth of Growth it would take to increase the character to his macroversal size. Divide that by 50 (normal *HERO System* rounding rules apply). The result indicates the size of the Radius of the Area affected by the character's STR (*i.e.,* his hands, feet, and the like) and various attacks. Each hex in the Radius is equal in size to one-fiftieth (1/50) of the character's height.

Example: *Planet Man (STR 60) becomes 12 million km tall, which would require 495 points of Growth (see above). Since 495/50 = 9.9 (rounds to 10), his attacks have an Area Of Effect (Radius) of 10". Each hex is (12/50 =) 240,000 km wide and broad, so his hands and attacks can affect everything in a 2.4 million km radius!*

If the attack the character uses has been built with Area Of Effect or Explosion, or innately

affects an area (such as Change Environment or Darkness), apply the result of dividing points in "Growth" by 50 as a *multiplier* to the attack's standard size, and consider the hexes the same size as indicated above. For example, suppose Planet Man has a Darkness 4" radius attack. When he's solar system-sized, it becomes a Darkness *40"* radius, and each hex is 240,000 km wide and broad — thus allowing him to black out an area with a 9.6 million km radius!

DEFENSES

Macroversal characters are typically very difficult for normal-sized characters to hurt. In game terms, the easiest way to explain this is that normal-sized characters need Transdimensional attacks to affect them because they're in another "dimension" — no matter how powerful the attack, it simply has no effect against a target who's so large it means nothing more to him than a gnat's bite. Against attacks made by other macroversal characters, a macroversal character has his standard defenses.

Alternately, the GM may prefer to allow for the fact that normal-sized persons can affect a macroscopic target if they have a powerful enough attack — after all, even an elephant can be brought down by a sufficiently large, fast-moving bullet. In this case, determine how many points' worth of Growth it would take to increase the character to his macroversal size. Divide that by 50 (normal *HERO System* rounding rules apply). Multiply all of his defenses that are rated in terms of points of effect — PD and ED, Armor, Force Field, and so on — by the result. This increased defense only applies against attacks made by normal-sized attackers; macroversal attackers, even ones smaller than the target, attack against the target's standard defenses. Unless the GM rules otherwise, the increased defenses should be considered Resistant even if they're ordinarily Normal.

> **Example:** *Planet Man (PD 30, ED 30) becomes 12 million km tall, which would require 495 points of Growth (see above). Since 495/50 = 9.9 (rounds to 10), he effectively has (30 x 10 =) PD 300, ED 300 against attacks by normal-sized foes.*

DCV

A macroscopic character's DCV should be determined using the appropriate penalty from the Growth Table for his size (and, if appropriate, the rules on page 17). In short, almost no normal-sized attacker can miss a macroscopic target, provided that target's within range of his attack.

MOVEMENT

Becoming macroscopic affects Movement Powers sort of the same way MegaScaling does: the increase in the character's size increases the length of each "inch" he travels. The size of 1" equals the size that the character's grown to. For example, if a character becomes Earth-sized (about 16,000 km), then 1" = 16,000 km (instead of the 2 meters it normally equals). If he becomes Jupiter-sized (125,000 km tall), then 1" = 125,000 km.

Despite this, characters may still have trouble moving across the Macroverse, which is really just the Universe of Earth's "reality." They can't use Running, since most of outer space has nothing to step on (and stars and planets at best make unstable and dangerous stepping-stones). Either the character has to buy Flight equal to his Running so he can "stride" across the Galaxy (see *Macroversal Legs,* page 152, for an example), or the GM has to assume that in the Macroverse, Running can function as "Flight" so that characters can walk in empty space.

Example: *Planet Man (Running 6") becomes 12 million km tall. That means each 1" of his movement equals 12 million km. With a single Full Move, he can cross 72 million kilometers!*

SENSES

Typically, being larger than normal does not affect a character's senses or PER Rolls (though it does make it easier for others to perceive him, as indicated by the PER Roll modifier in the Growth Table). However, the Range Modifier for PER Rolls is affected by the character's size the same way it is for attacks; see above.

At the GM's option, a macroscopic character has difficulty (to put it mildly) perceiving normal-sized objects and characters. (Technically, in fact, he can't see them at all unless he applies the *Dimensional* Sense Modifier to his Senses; see *Macroversal Perception* on page 153 as an example.) Their differences in size make them so tiny to him as to be nigh-invisible (if not, in effect, truly invisible, the way viri are to the naked human eye). To determine the PER Roll penalty, subtract the smaller character's "PER Roll penalty" (*i.e.,* the bonus to perceive him) from Growth (which is +0 for normal human-sized characters, of course) from the character's PER Roll penalty, then apply the remainder as a standard penalty to the character's PER Rolls. (Don't forget that characters using Shrinking, or who are otherwise smaller than human normal, inflict additional penalties on characters trying to perceive them.)

As discussed on page 59, at the GM's option macroscopic characters can use a form of the *Microscopic* Sense Modifier to eliminate some or all of these penalties. Alternately, the GM can alter or abolish any size-based PER Roll modifier in the interest of common sense, dramatic sense, game balance, or other factors.

Example: *Planet Man (PER Roll 13-) becomes 12 million km tall, which would require 495 points of Growth (see above). That much Growth would impose a +66 bonus on other characters' PER Rolls to perceive him. If he tries to perceive a normal-sized person or object (such as Defender, whom he wants to attack), he suffers a PER Roll penalty of (66-0 =) -66. Better roll a 3....*

On the other hand, suppose Planet Man's trying to see Earth. Earth has a diameter of approximately 16,000 km, or about 345 points' worth of Growth. That much Growth provides a +46

bonus to PER Rolls to perceive. 66 - 46 = 20, so Planet Man only has a -20 PER Roll penalty to see Earth.

SURVIVAL

Characters entering the Macroverse often leave the warm, safe confines of Earth's atmosphere when they become so large the planet can't hold them anymore. The easiest way around this dilemma is to assume that macroscopic characters can automatically breathe and survive in outer space. Alternately, the GM can require characters who can enter the Macroverse to buy appropriate Life Support powers or suffer the consequences.

GRAVITY

A macroscopically large character has tremendous mass, as indicated by the Growth Table (as usual, if you're using Extra-Dimensional Movement or some other method to simulate becoming macroscopic size, use the Growth Table to estimate the effect). The rules on page 20 describe the potential gravitic pull the character might generate.

THE MICROVERSE

In *HERO System* terms, the power characters use to become smaller is Shrinking. However, it may present some problems when you want characters to become microscopically small. First, extrapolating the Shrinking Table (page 51) to the point where it makes the characters as small as you want them to may not be worth the effort. An electron is 2.9×10^{-19} meters long, which requires about 630 points of Shrinking. In this situation, it's simpler to define "Shrinking" as Extra-Dimensional Movement (send the character to the Microverse), since in effect that's what's happening — he's entering another world, one where he can't affect the normal-sized world and the laws of "reality" that he's used to may not function exactly the same.

Second, Shrinking doesn't reduce characters' physical capabilities at all. They remain just as strong, their Energy Blasts just as powerful, their Flight just as fast. This isn't appropriate in some situations, such as the "microscopic adventure" scenarios discussed in Chapter Six of *Villainy Amok* — adventures like that portray shrunken heroes as significantly weaker than they are when full-sized. Insects don't present much of a threat to a half-inch tall hero if his Energy Blast still does a full 12d6 damage — the insect's only a threat if the character's powers are proportionately reduced. Once again, Extra-Dimensional Movement presents a possible solution. You simply define the "Microverse" dimension that the heroes enter as operating under physical laws which dictate that their powers are reduced proportionately to their size.

The rules below assume a character who enters the Microverse must be at least as tiny as an animal cell (equivalent to about 170 points of Shrinking) and that his maximum reduction in size is equal to approximately that of a subatomic particle (around 630 points of Shrinking). You may need

to adjust the rules if the GM sets different parameters. A character who can enter the Microverse defines how small he is each time he uses it; he's not restricted to a specific size (or range of sizes) unless the GM or a *Restricted Size* Limitation (page 60) on the power so dictates.

Proportional Reduction Of Powers

In most cases, you'll want your teeny-tiny heroes to have a proportionately lesser effect on the normal-sized world, as described above. Here are rules for that situation. These rules apply only in microscopic adventure scenarios; they're not intended for general use for characters who have the *Shrinking* Power (since they would unfairly penalize and restrict such characters).

ATTACKS

The first thing most PCs are going to want to know is how well their attacks work when they're tiny.

Damage

Against a target who's his size or smaller, a character's attacks do their normal damage. For targets larger than the character, reduce the damage done using the following method:

1. Use the Shrinking Table to determine how many points' worth of Shrinking it takes to reduce the character and his target to their respective sizes (if the target is normal human size or larger, it of course takes 0 points to "Shrink" him). If you're using Extra-Dimensional Movement or some other method to simulate becoming microscopic size, use the Shrinking Table to estimate the cost. If a character has Shrinking as a power, don't worry about Active Points or Advantages on it; just look at the pointed needed to reduce someone to that size on the table.

2. Subtract the target's "points in Shrinking" from the character's "points in Shrinking."

3. Divide the remainder by 50. Do not round the result.

4. Divide the Active Points in the character's attack by (1 + (result of Step 3)). That tells you the "Active Points" in his attack for purposes of damaging that target; if the attack has Advantages, you'll have to recalculate it to determine how many dice of damage are involved. This does not affect the END cost of the attack, since it simulates an environmental effect rather than a true decrease in strength or power.

Regardless of the characters' respective sizes, the GM may establish a minimum amount of damage a microscopic character's attack does (such as ½d6 Normal Damage), or otherwise adjust the results of this process as he sees fit. Note that using this method to allow a microscopic character to attack a normal-sized character essentially makes the microscopic character's attacks *Transdimensional* for free.

Example: *Shrinker uses her* Enter The Microverse! *power to become microscopic size. The GM decides she's as small as a virus when she does this. While small, she's attacked by a bacterium. Becoming virus-sized would require 230 points' worth of Shrinking; becoming bacterium-sized requires 210 points' worth. Shrinker has an Energy Blast 12d6. Per Step 2, 230-210 = 20; per Step 3, 20/50 = 0.4. Therefore Shrinker's EB has 60/(1 + .4) = 43 Active Points. So, Shrinker's EB only does 8½d6 damage to the bacterium.*

Later Shrinker encounters an ant (80 points' worth of Shrinking). Against the ant, her Energy Blast only does 15 Active Points' worth of damage (60/(1 + ((230-80)/50))), or 3d6 damage. Against a normal-sized human, she only does EB 2d6 (60/(1 + ((230-0)/50)) = 11 Active Points).

Attack Rolls

Tiny characters have improved DCVs, as indicated in the Shrinking Table. (Again, if you're using Extra-Dimensional Movement or some other method, use the Table to extrapolate a DCV modifier for characters.) If two smaller than normal characters fight each other, the rules on page 17 apply to alter their respective DCV modifiers toward each other.

At the GM's option, a tiny character may have an OCV bonus to hit someone larger than himself, on the grounds that the larger character presents a much bigger target. Subtract the larger character's DCV bonus from Shrinking (which is +0 for normal human-sized characters, of course) from the character's DCV bonus, then apply the remainder as an OCV bonus. (Don't forget that characters using Growth, or who are otherwise larger than human normal, suffer DCV penalties as well.)

Range

Being smaller than normal affects the range of a power, and the calculation of the Range Modifier, the same way it does movement (see below): the length of each hex (1") is reduced to match the size of the character.

Example: *Shrinker is 4 mm tall (90 points' worth of Shrinking). Her Energy Blast 12d6 has a Range of (5" x 60 Active Points =) 300". Normally that means 600 meters (1,950 feet). However, since she's 4 mm tall, each hex (1") is only 4 mm long, not 2 meters as usual. Therefore her 300" attack has a maximum range of 1,200 mm — only 1.2 meters! For the first 4" (up to 16 mm), she suffers no Range Modifier; for 5-8" (20-32 mm), she suffers a -2 Range Modifier; and so forth.*

DEFENSES

Being smaller than normal does not decrease or increase the defenses of a character or his target, regardless of relative size. (Technically speaking, normal-sized characters should only be able to affect characters in the Microverse with Transdi-

mensional attacks, but if the GM prefers to rely on environmental effects to define the Microverse, that doesn't matter.) However, to make small animals (housecats, insects, and the like) a threat, you should "increase" the damage done by their attacks to compensate. When a cat's claws seem as large as greatswords to the tiny heroes, they should be afraid of getting hit by them no matter how tough their personal defenses are.

DCV

A microscopic-sized character's DCV should be determined using the appropriate bonus from the Shrinking Table for his size (and, if appropriate, the rules on page 17).

MOVEMENT

Becoming small affects Movement Powers in sort of the opposite way as MegaScaling does: decreasing in size reduces the length of each "inch" a character travels. The size of 1" equals the size that the character's shrunken to. For example, if a character becomes child-size (half human size, or roughly 1 meter tall), then 1" = 1 meter (instead of the 2 meters it normally equals). If he becomes 1 inch (2.5 cm) tall, then 1" = 1 inch (2.5 cm). If he becomes 1 millimeter tall, then 1" = 1 mm.

> **Example:** *Ironclad contracts a mysterious Perseid virus that's not susceptible to Human medicines. To save the life of their friend, the rest of the Champions have to shrink down to microscopic size, enter his blood vessels, and fight the viri! A virus is approximately .0000002 m in size, so when they use their Movement Powers, each 1" equals .0000002 m. Hopefully they won't have to go very far!*

SENSES

Typically, being smaller than normal doesn't affect a character's senses or PER Rolls (though it does make it harder for others to perceive him when he's hiding, as indicated by the PER Roll modifier in the Shrinking Table). However, the Range Modifier for PER Rolls is affected by the character's size the same way it is for attacks; see above.

At the GM's option, a tiny character has a better than normal chance to perceive something that's larger than him. The difference in size makes what he's trying to perceive seem "bigger" to him, and thus easier to perceive. For example, to a normal-sized human, a dime is pretty small, but to a character using 60-70 points' worth of Shrinking (or the equivalent), it seems nearly human-sized! To determine the PER Roll bonus, subtract the larger character's PER Roll modifier from Shrinking (which is +0 for normal human-sized characters, of course) from the character's PER Roll modifier, then apply the remainder as a PER Roll bonus. (Don't forget that characters using Growth, or who are otherwise larger than human normal, provide other characters with additional bonuses to perceive them.)

> **Example:** *Shrinker is 2 mm tall (100 points' worth of Shrinking), which imposes a -20 PER Roll modifier on other characters' PER Rolls when she tries to hide. She tries to see something that's only 3.2 cm tall (normally a -12 PER Roll modifier). She receives a +8 PER Roll bonus (20-12) because it's so much larger than she is.*

Similarly, a tiny character has an easier time perceiving things smaller than him — again, they're relatively "larger" to him compared to how a normal-sized human perceives them. Subtract the smaller object's PER Roll modifier from the character's own PER Roll modifier; that's the character's PER Roll modifier to see that object. Remember that the PER Roll penalty only applies if the character's trying to hide or the like; it doesn't always make the character harder to see or act as the equivalent of Invisibility (though of course, practically speaking, there's a limit to what the unaided human eye can see).

> **Example:** *Shrinker is 2 mm tall (100 points' worth of Shrinking), which imposes a -20 PER Roll modifier on other characters' PER Rolls when she tries to hide. She tries to see something that's only 64 micrometers tall (normally a -30 PER Roll modifier). She only suffers a -10 PER Roll modifier (30-20) because she herself is so small.*

THE METAMORPHIC BESTIARY

Throughout the world, mythology, legend, folk-lore, and fiction describe all sorts of creatures known for their shapechanging powers. Here are character sheets and descriptions of a few of the most common or enjoyable; see *The HERO System Bestiary, The Asian Bestiary, Vols. I-II,* and other Hero Games products for more.

Berserker

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
17	CON	14	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
34	END	0		
32	STUN	0		**Total Characteristics Cost: 54**

Movement: Running: 6"/12"

Cost	Power	END
19	*Berserker Fury:* +10 STR; Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½) **plus** +10 CON; Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½) **plus** +4 PD; Nonpersistent (-¼), Side Effects (character becomes Berserk with a recovery roll of 8-, always occurs; -½)	1
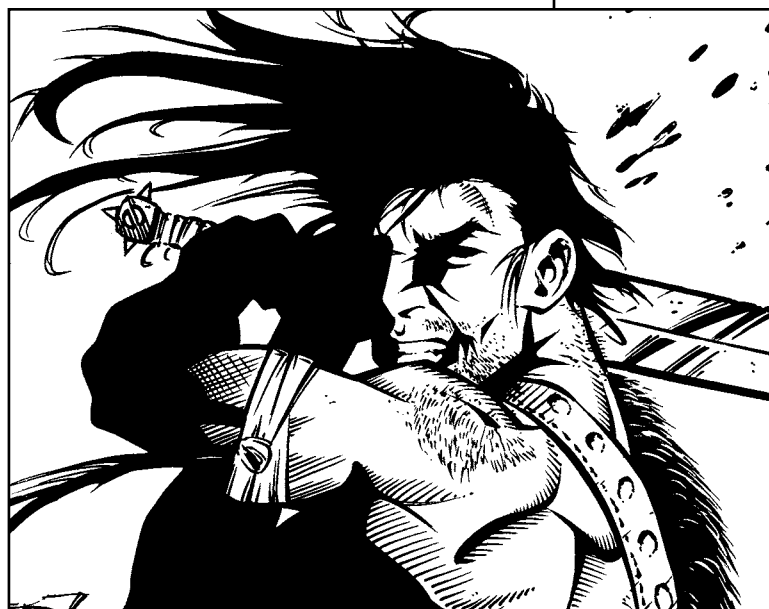
Skills
15	+3 HTH
3	Climbing 12-
2	AK: Home Region 11-
2	KS: Enemy/Rival Tribe, Nation, Or The Like 11-
3	Riding 12-
3	Stealth 12-
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 53
Total Cost: 107

75+ Disadvantages
35	Enraged: Berserk in combat (Very Common), go 11-, recover 11-
0	Physical Limitation: Human Size

Total Disadvantage Points: 107

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots
Battle Axe	0	—	2d6	0	13	—
Longsword	0	—	1d6+1	0	12	—
Dagger#	0	—	1d6-1	0	6	—
Throwing Spear#	0	—	1d6+1	0	8	—

Armor
Chainmail Shirt (DEF 6, protects Hit Locations 8-13) (or Soft Leather [DEF 2] overall)
Medium Shield (+2 DCV)
Gear: Flint and tinder, whetstone, horse
Clothing: Furs, skins, leather clothing

Description: This character sheet represents a typical berserker like the ones characters might encounter in battle. A wide variety of other Skills and abilities are possible.

Brollachan

		BROLLACHAN		
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		**Total Characteristics Cost: 66**

Movement: Running: 6”/12”
                Swimming: 4”/8”

Cost	Powers	END
57	*Formlessness Into Form:* Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form), Imitation, Instant Change	6
400	*Formed Powers:* Variable Power Pool, 200 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked	

	(to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼)	var
7	*Fearsome:* +15 PRE; Only For Fear-Based Presence Attacks (-1)	0
2	*Tough Form:* Damage Resistance (2 PD/2 ED)	0
60	*Hard To Harm:* Physical Damage Reduction, Resistant, 75%; Does Not Work Against Iron/Steel Weapons (-1) **plus** Energy Damage Reduction, Resistant, 50%	0
10	*Shifting Form:* No Hit Locations	0
5	*At Home Underwater:* Life Support (Expanded Breathing: breathe underwater)	0
2	*Strong Swimmer:* Swimming +2” (4” total)	1

Total Powers & Skills Cost: 543
Total Cost: 609

75+	Disadvantages
20	Psychological Limitation: Malevolent And Wicked (Common, Total)
514	Experience Points

Total Disadvantage Points: 609

Ecology: Sometimes said to be the child of a *fuath* (evil water faerie), a brollachan (“shapeless thing”) typically lives in millstreams or other bodies of water. It kills and eats men for its sustenance, and also thrives on inflicting terror.

Personality/Motivation: Brollachans are malign and wicked. As members of the Unseelie Court, they care nothing for humans, looking upon them as food, playthings, or the like.

Powers/Tactics: Scottish folklore and legends describe a brollachan as being “without form” except for having eyes and a mouth; some tales liken it to a fog-cloud or puddle of muck with a few human aspects, such as hands. In a gaming context a brollachan is a shapeless mass of flesh that can transform itself into whatever shape it likes. One of a brollachan’s favorite tricks is to disguise itself to look like one of its victim’s loved ones and lure him into a lonely spot so that it can feast undisturbed after it kills him.

Campaign Use: A brollachan works well in several roles, and can perhaps play several of them in the space of a single scenario. It might start out spying on the PCs, curious about who and what they are... then introduce an element of potential danger by trying to join them in human form, or even worse kill one of them and take his place. Ultimately, when it’s found out, it can revert to a sort of Lovecraftian horror-form as a thing with countless eyes, tentacles, and mouths that can fight all the PCs at once.

Appearance: A brollachan is a formless mass of flesh able to change its shape into that of people, animals, or monsters.

Kitsune

KITSUNE				

True Form

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
5	BODY	-10	10-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	2		
26	END	0		
18	STUN	6		**Total Characteristics Cost: 40**

Movement: Running: 8"/16"
Leaping: 1"/2"

Cost	Powers	END
105	*Illusions:* Mental Illusions 14d6, Reduced Endurance (0 END)	0
149	*Kitsune-tsuki:* Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (kitsune cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) **plus** Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To "Merge" With Possessed Body (see text; -1) **plus** Clinging (normal STR); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2)	0
10	*Bite:* HKA ½d6 (½d6 with STR)	1
1	*Leaping:* Leaping +1" (1" forward, ½" upward)	1
4	*Supernatural Speed:* Running +2" (8" Total)	2
6	*Acute Senses:* +2 PER with all Sense Groups	0
2	*Acute Hearing:* +1 PER with Hearing Group	0
5	*At Home In The Dark:* Nightvision	0
27	*Assume Human Form:* Multiform (change shape into 205-point human form); Costs Endurance (-½)	4
5	*Long-Lived:* Life Support (Longevity: Immortality)	0

Talents

3	Lightsleep	

Skills

10	*Kitsune-tsuki:* +5 OECV with Mind Control	
20	*Hard To Hit:* +4 DCV	
3	Climbing 12-	
5	Concealment 15-; Self Only (-½)	
5	Mimicry 14-	
3	Shadowing 13-	
11	Stealth 16-	
3	Tracking 13-	

Total Powers & Skills Cost: 377
Total Cost: 417

75+   Disadvantages

15	Distinctive Features: Accompanied By Foxfire At Night (Not Concealable; Noticed And Recognizable)
10	Physical Limitation: Diminutive (about .5m long; +6" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
20	Psychological Limitation: Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)
15	Reputation: trickster, troublemaker, and seducer of men 14-
247	Experience Points

Total Disadvantage Points: 417

	KITSUNE			

Human Form

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	10-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack: 2½d6
30	COM	10	15-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		**Total Characteristics Cost: 68**
				(+10 with NCM)

Movement: Running: 8”/16”

Cost	Powers	END
88	*Assume Any Human Form:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Imitation, Makeover, Reduced Endurance (0 END; +½), Persistent (+½)	0
4	*Supernatural Speed:* Running +2” (8” total)	2
5	*At Home In The Dark:* Nightvision	0
5	*Long-Lived:* Life Support (Longevity: Immortality)	0

Talents

3	Lightsleep	

Skills

6	+2 with Conversation, Persuasion, and Seduction
3	Conversation 12-
3	Disguise 13-
5	Mimicry 14-
3	Persuasion 12-
3	Seduction 12-
3	Shadowing 13-
3	Stealth 12-
3	Tracking 13-

Total Powers & Skills Cost: 137
Total Cost: 205

75+	Disadvantages
15	Distinctive Features: Unearthly Beauty (Concealable With Difficulty; Causes Major Reaction [desire])
15	Distinctive Features: Reflection (or shadow, or other feature) Reveals True Form (Not Concealable; Causes Major Reaction [fear, hatred])
0	Physical Limitation: Human Size
20	Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
20	Psychological Limitation: Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)
20	Social Limitation: Secret Identity (as a kitsune) (Frequently, Severe)
40	Experience Points

Total Disadvantage Points: 205

Ecology: Kitsune, or spirit foxes, dwell nearly everywhere men do, preferring forests and fields, although some have been known to live in abandoned houses or dig burrows under storage sheds and the like. In fox form, kitsune eat offerings left for them at shrines to the god Inari as well as whatever they can acquire or steal from their human neighbors. In human form, a kitsune eats human foods. Regardless of form, kitsune adore *aburage* (deep-fried tofu).

Since they are *kami* (spirits), kitsune are very long-lived. Lifespans of a thousand years or more are considered typical, with the creatures gaining more and more magical powers the older he becomes. The number of tails a kitsune has also increases with age, with the first tail growing in at age 100 (along with the power to shape shift and possess people), while at the age of 1000 years a spirit fox gains its full nine tails and becomes a "celestial fox."

Most kitsune dwell in family groups. The younger kitsune seem to be the most active and often cause trouble in local villages. Asking the older kitsune to restrain and control their young family members usually brings an end to any problems.

For more details about kitsune, including optional powers, numerous types or "subspecies" of kitsune, and regional variants of the kitsune, see *The Asian Bestiary, Vol. II.*

Personality/Motivation: Kitsune are, simply put, tricksters. They're fairly amoral and don't adhere to the human concepts of good and evil. They follow their own code and don't care for interference from others. As humans, they tend to be malicious, playing tricks and causing trouble. A common trick is to assume human form (usually of a beautiful woman) and seduce a human. Some can produce balls of fox-fire and use them to lead humans traveling after dark astray. Naturally, as tricksters, not all of their pranks work out as planned; sometimes a kitsune becomes the butt of his own joke. On the other hand, kitsune can also be helpful, especially to humans who aid the kitsune in some fashion, or otherwise act in a manner which pleases them. Thus, kitsune are both feared and worshipped, especially because some of them are servants of Inari, god of foxes. These kitsune, known as *myobu,* are said to dwell within certain Shinto temples, protecting them from harm.

Powers/Tactics: Because of their small size, kitsune do not engage in physical combat… but thanks to their extensive supernatural powers, they don't need to. Most kitsune prefer to use their powers of illusion to distract, confuse, and disrupt their opponents. If he wishes to strike directly at someone, a kitsune will possess the mind and body of someone close to his intended target and use that form to attack.

The kitsune's possession power is known as *kitsune-tsuki* ("fox madness"). To use kitsune-tsuki, a kitsune must touch his intended target and make an ECV Attack Roll (a DEX Roll may be required to touch the victim, if appropriate). If the kitsune hits, he makes an Effect Roll, on which he must

achieve an EGO +30 or greater result. If the roll fails, the attack fails, leaving the fox spirit vulnerable to attack. (This is why most kitsune prefer to strike at sleeping targets or one in the throes of a powerful illusion. They also like to Haymaker their initial Mind Control attempt, going all-out in an attempt to possesses a target.)

If the attack succeeds, the kitsune's Desolidification activates and the fox "merges" with his intended target. The Desolidification and Clinging powers only allow a kitsune to enter the target body and move with it when it moves, he cannot use any other powers (besides Mind Control) in this state. He can, however, use any abilities the possessed body may have (such as martial arts or spells). The possessed victim moves and acts with either his SPD and DEX, or the kitsune's, whichever is lower. If the victim attacks, he does so with either his DEX/EGO or the kitsune's DEX/EGO, whichever is lower.

If at any point the kitsune fails an Effect Roll, the victim makes a Breakout Roll, or the kitsune ends its possession of the victim (either voluntarily or not), then the kitsune takes physical form right next to its former victim. Once revealed as a kitsune or if exorcised from his possessed host, a kitsune usually flees, since it has no special defenses from mortal weapons.

Kitsune are master shapeshifters and can assume virtually any human form. Some may be able to assume any form, including inanimate objects. Some kitsune apparently need to use a human skull (worn atop the head) to turn into a human, while others can be startled back into their normal form by a sudden blow.

Campaign Use: There are many tales of kitsune destroying the lives of mortal men. The most famous of the kitsune legends is the story of Tamamo-no-mae. Also known as Hua-yang, she was a 1,000 year-old nine-tailed fox and the wife of the Indian king Pan-Tsu. Through him she caused the death of over 1,000 people. Afterward she traveled to China, took the name Pau-ssu, and became the wife of the Chou emperor Yu. Willing to do anything to see Tamamo-no-mae smile, Yu committed all sorts of despicable acts. After the Chou dynasty fell, Tamamo-no-mae flew through the air and came to Japan. There she joined the court of the Emperor and caused more people to be killed. Upon her discovery she fled the court, finally landing on Nasuno moor and becoming a large stone. As a stone she continues to kill, instantly slaying anything — man, animal, or plant — that comes too close.

A kitsune can be a very powerful opponent for any group of characters, regardless of the power level and campaign setting. They're highly intelligent, sly, and often ruthless. Just figuring out who's a kitsune in disguise (or if there's even a kitsune present) can be an adventure in and of itself. However, not all kitsune are harmful to humans; some legends talk of kitsune going to great lengths to aid a human who does them a kindness.

This character sheet for the kitsune's human form represents a typical competent kitsune the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can easily customize this character sheet (specifically the human form of the kitsune) by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders,* such as Priest, Shaman, or Wizard. Other kitsune, such as the very young and the very old, would have different characteristics as well as different Skills.

Appearance: A kitsune normally appears as a red fox. It can change its shape, assuming almost any form it wishes, although most kitsune prefer to turn themselves into beautiful young women to better seduce mortal men. As a kitsune ages, it gains tails. A young kitsune has only a single tail, while an older kitsune has three, five, or nine tails. Upon achieving nine tails, a kitsune turns gold, silver, or white in color. At this point, it's called a celestial fox and possesses unsurpassed supernatural powers.

Regardless of form, a kitsune often retains a portion of its animal nature. This can include a fox's tail, a fur-covered body, slit or glowing eyes, pointed or fox-like ears, a fox's feet, claws, elongated canine teeth, the smell of a fox (instantly recognizable to dogs, who will often attack the kitsune), or the form of a man-sized bipedal fox (often the result of the kitsune making a mistake in transforming). Even if the kitsune's disguise is flawless, its reflection in a mirror or bowl of water, or its shadow, reveals its true nature.

Lycanthropes (Werecreatures)

Lycanthropes are humans with the ability to change their shape into that of a particular animal. (Or, more rarely, an intelligent animal with the power to assume man-shape.) Many people consider lycanthropy a curse, a dreaded disease they would give anything to be cured of, but some accept (or even revel in) their bestial nature and abilities.

Ecology: Some lycanthropes live as humans, whether among human societies or by themselves (they tend to be loners); others prefer to dwell with their wild brethren (perhaps even acting as their protector). All of them hunt or forage in animal shape to some degree, but they may also eat cooked human food.

A mating between two lycanthropes produces a child who also possesses lycanthropic powers. A mating between a lycanthrope and an ordinary human, or an ordinary member of the species whose shape the lycanthrope can assume, produces offspring with lycanthropic powers about half the time.

Personality/Motivations: Typically, lycanthropes have ordinary human motivations (ranging from pure beneficence to utter evil), but their personalities usually have a touch of the bestial nature of their animal shape. Werewolves are cruel and cunning, but also quite loyal to their friends ("pack"); wererats are sneaky and shifty; and so forth.

Powers/Tactics: Lycanthropes possess three forms: a normal human form; a human-animal "mixed" form; and an animal form. The animal form may be physically normal for its kind, or unusually large and strong, but it almost always retains some or all of the human's intelligence. For the sake of simplicity, the character sheets below portray the half-animal, half-human form as the "true form," and uses the normal animal write-ups from this book and a 150 Character Point human as the other forms. (The animal forms receive some extra points to account for their superior nature, intelligence, and the like.) However, for characters who contract lycanthropy from a werecreature's attack, the human form should be the true form. See *Lycanthropy As A Disease,* page 76, for more information.

Common lycanthropic powers include: greater than normal physical Characteristics; fangs and claws; and the ability to heal with incredible speed. They also relate well to animals of their type (their *Animal Handler* Skill represents this; some may also have a Mind Link that works only with that type of animal). However, lycanthropes suffer extra damage from weapons made of silver (a few even suffer injury from just touching pure silver), and they have a tendency to lose control of themselves in battle or when hurt.

Campaign Use: Lycanthropes make excellent adversaries for PCs in many games. They're as intelligent as humans, but possess powerful animal abilities — including the ability to infect others with the con-

dition, which can make for some interesting stories.

You can use the three character sheets below (plus three more you can find in *The HERO System Bestiary*) as templates for many other types of lycanthropes. For example, the wererat makes for a good wereserpent if you add some scales and a venomous bite.

WERERAT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (2 rPD)
6	ED	3		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		**Total Characteristics Cost: 80**

Movement: Running: 9"/18"
Leaping: 3"/6"

Cost	Powers	END
20	*Shapechanging:* Multiform (change shape into 150-point human or rat; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
20	*Bite:* HKA 1d6+1 (2½d6 with STR)	2
8	*Claws:* HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
60	*Lycanthrope's Bite:* Major Transform 7d6 (human into wererat; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Bite (-1)	0

Martial Arts: Red In Tooth And Claw

Cost	Maneuver	OCV	DCV	Notes
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp/ Claw Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR

2	*Lycanthropic Resilience:* Damage Resistance (2 PD/2 ED)	0
40	*Lycanthropic Resilience:* Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	*Lycanthropic Regeneration:* Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
6	*Lycanthrope's Legs:* Running +3" (9" total)	1

6	*Lycanthropic Senses:* +2 PER with all Sense Groups	0
5	*Lycanthrope's Eyes:* Ultraviolet Perception (Sight Group)	0
5	*Lycanthropic Nose:* Discriminatory for Normal Smell	0
5	*Lycanthropic Nose:* Tracking for Normal Smell	0

Skills

10	+2 HTH
2	Animal Handler (Rodents) 13-
3	Concealment 11-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 232
Total Cost: 311

75+ Disadvantages

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	Physical Limitation: Human Size
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)
161	Experience Points

Total Disadvantage Points: 311

Description: Wererats are shorter than other lycanthropes. In human form they often look shifty, with tiny eyes, sharp noses, black or dark grey hair, and other rat-like features. In half-human form, they often favor weapons (such as daggers, short swords, and short bows) over their small claws.

WERESHARK			
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	5		Total: 10 PD (4 rPD)
8	ED	4		Total: 8 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
41	STUN	0		**Total Characteristics Cost: 105** (+22 with NCM)

Movement: Running: 6"/12"
Leaping: 5"/10"
Swimming: 20"/40"

Cost	Powers	END
34	*Shapechanging:* Multiform (change shape into 150-point human or 275-point shark true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
25	*Jaws:* HKA 1½d6 (3d6+1 with STR)	2
60	*Lycanthrope's Bite:* Major Transform 7d6 (human into wereshark; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Jaws (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	OCV	DCV	Notes
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR
3	Knockover	+2	-1	Strike +1 DC; Target Falls

4	*Lycanthropic Resilience:* Damage Resistance (4 PD/4 ED)	0
40	*Lycanthropic Resilience:* Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	*Lycanthropic Regeneration:* Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
18	*Shark's Body:* Swimming +18" (20" total)	1
6	*Lycanthropic Senses:* +2 PER with all Sense Groups	0
4	*Shark's Nose:* +2 PER with Smell/Taste Group	0
5	*Lycanthrope's Eyes:* Ultraviolet Perception (Sight Group)	0

5	*Shark's Eyes:* Increased Arc Of Perception (240 Degrees) for Sight Group	0
5	*Lycanthropic Nose:* Discriminatory for Normal Smell	0
5	*Lycanthropic Nose:* Tracking for Normal Smell	0

Skills

10	+2 HTH
4	+2 OCV with Move By
2	Animal Handler (Sharks) 13-
3	Concealment 11-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 272
Total Cost: 377

75+ Disadvantages

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
30	Enraged: Berserk when smells blood (Very Common), go 8-, recover 11-
0	Physical Limitation: Human Size
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)
197	Experience Points

Total Disadvantage Points: 377

Description: Weresharks are perhaps the oddest-looking lycanthrope. They have the upper body and head of a shark combined with the arms and legs of a man. Some even have shark-like tails. Rarely found outside the water (or far from it on land), they fight in shark-like fashion, performing Move Bys with their jaws.

WEREWOLF				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
9	PD	5		Total: 9 PD (2 rPD)
6	ED	2		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	0		**Total Characteristics Cost: 95**
				(+2 with NCM)

Movement: Running: 9"/18"
                Leaping: 6"/12"

Cost	Powers	END
20	*Shapechanging:* Multiform (change shape into 150-point human or wolf; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
20	*Fangs:* HKA 1d6+1 (2½d6 with STR)	2
12	*Claws:* HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
60	*Lycanthrope's Bite:* Major Transform 7d6 (human into werewolf; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	OCV	DCV	Notes
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp/ Claw Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR
3	Knockover	+2	-1	Strike +1 DC; Target Falls

Cost	Powers	END
2	*Lycanthropic Resilience:* Damage Resistance (2 PD/2 ED)	0
40	*Lycanthropic Resilience:* Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	*Lycanthropic Regeneration:* Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
6	*Lycanthrope's Legs:* Running +3" (9" total)	1
2	*Wolf's Legs:* Leaping +2" (6" forward, 3" upward)	1
6	*Lycanthropic Senses:* +2 PER with all Sense Groups	0

5	*Lycanthrope's Eyes:* Ultraviolet Perception (Sight Group)			0
5	*Lycanthropic Nose:* Discriminatory for Normal Smell			0
5	*Lycanthropic Nose:* Tracking for Normal Smell			0

Skills

15	+3 HTH
2	Animal Handler (Canines) 13-
3	Concealment 11-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 245
Total Cost: 340

75+ Disadvantages

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	Physical Limitation: Human Size
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)
190	Experience Points

Total Disadvantage Points: 340

Description: Werewolves, the best known and in many places the most common type of lycanthrope, are also often the fiercest and most savage of their kind. They often live in packs, and seem to enjoy killing not just to obtain food, but for the sake of slaughter.

The werewolf is known by many names throughout Europe. These include *bisclavret, eigi einhamir, lob ombre, lobizon, lubins, luceres, lupo manero, vilkacis,* and *vilkatas.* See also *Other Shapechanging Creatures,* below.

Masquer

		MASQUER		
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
26	STUN	0		**Total Characteristics Cost: 58**

Movement: Running: 6"/12"

Cost	Powers	END
24	*Masquing:* Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Costs Endurance Only To Change Shape (+¼); Can Only Duplicate Flesh, Not Worn/Carried Items (-½)	3
7	*Masquing:* Imitation for Shape Shift, Reduced Endurance (0 END; +½); Only Works If Masquer Establishes Skin-To-Skin Contact With Person To Be Imitated (-1)	0
32	*Throttling:* RKA 1d6, NND (defense is having rigid armor on the neck, a PD Force Field, or Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (½ END; +¼); No Range (-½), Must Follow Grab (-½)	3
10	*Iron Grip:* +20 STR; Only For Grabs (-1)	0
3	*Masquer's Senses:* +1 PER with all Sense Groups	0
5	*Masquer's Nose:* Tracking for Normal Smell	0

Skills

6	+3 OCV with Throttling
3	Climbing 12-
3	Concealment 14-; Self Only (-½)
3	Sleight Of Hand 12-
7	Stealth 14-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 107
Total Cost: 165

75+ Disadvantages

0	Physical Limitation: Human Size
90	Experience Points

Total Disadvantage Points: 165

OPTIONS

Cost Power

+2   *Greater Masquer:* Change to Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Imitation, Costs Endurance Only To Change Shape (+¼); Can Only Duplicate Flesh, Not Worn/Carried Items (-½) (and remove Imitation as a naked Adder)

Ecology: Masquers are carnivores who eat the flesh of humanoids. They use their powers of shape-changing and shape-mimicking to approach their victims without arousing suspicion, then attack from surprise.

It's not known what sort of society (if any) masquers maintain, or how they reproduce. Some experts claim they breed like mammals; others say they create their young by budding. A few adventurers claim to have found entire underground cities of these beings, but most people consider those claims nothing but tavern tales.

Personality/Motivation: Normal sentient humanoid motivations. Although they often seem "evil" to humans, masquers as a species aren't necessarily any more evil than any other predator that preys on humanoids.

Powers/Tactics: Masquers rely on stealth and surprise to make their attacks. All they have to do is get close enough to wrap their long, strong fingers around a victim's neck. If they fail to score a quick kill, or they're discovered before completing the task, they flee.

Although powerful, a masquer's shapechanging powers aren't unrestricted. First, they cannot duplicate a person's features unless they can touch that person's skin (the person does not have to be alive, but his corpse does have to be undecayed). Second, they can only duplicate flesh, not worn or carried items; they usually take the armor, weapons, and other possessions of their victims to complete their disguise. However, once it assumes a form, it can later assume that form at any time, even without re-establishing skin contact.

As intelligent humanoid beings, masquers can learn to cast spells or use Skills, though they usually do not.

Campaign Use: Like the living chest, the masquer is as much a trap as it is a creature. With the cooperation of a willing player, you can have a masquer infiltrate the party and wreak havoc as it manipulates events so it can kill and eat the entire group.

Appearance: The humanoid masquer has no features (facial or otherwise) and its skin has a bland, neutral grey color throughout. In most situations it retains the appearance and features of the last person it copied.

Nanometal Robot

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
20	PRE	0	13-	PRE Attack: 4d6
10	COM	0	11-	
20	PD	12		Total: 20 PD (20 rPD)
18	ED	14		Total: 18 ED (18 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
12	REC	0		
40	END	0		
50	STUN	0		**Total Characteristics Cost: 156**

Movement: Running: 11"/22"

Cost	Powers	END
65	*Shape Alteration And Form Imitation:* Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form), Imitation, Costs Endurance Only To Activate (+¼)	5
22	*Nanometal Weaponry:* Multipower, 22-point reserve	
2u	1) *Arms Into Blades:* HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
1u	2) *Arms Into Clubs:* HA +4d6; Hand-To-Hand Attack (-½)	2
16	*Squeezing Through Cracks:* Desolidification (affected by any attack); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	4
19	*Hard To Harm:* Damage Resistance (20 PD/18 ED)	0
90	*Hard To Harm:* Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 59%	0
18	*Nanometal Mind:* Mental Defense (20 points total)	0
15	*Feels No Fear:* +30 PRE; Only To Resist Presence Attacks (-1)	0
22	*Self-Repair Capability:* Healing BODY 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (3 BODY per Turn; -1¼), Self Only (-½)	0
45	*Robot Form:* Life Support (Total)	0
10	*Fast:* Running +5" (11" total)	1
12	*Onboard Communications:* HRRP (Radio Group)	0
20	*Onboard Radar:* Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
5	*Thermasensors:* Infrared Perception (Sight Group)	0
5	*Ultraviolet Sensors:* Ultraviolet Perception (Sight Group)	0
3	*Sonic Sensors:* Ultrasonic Perception (Hearing Group)	0

Talents

10   Resistance (10 points)

Skills

10   +1 Overall

16   +2 with All Combat

3   Acting 13-

3   Demolitions 13-

3   Electronics 13-

3   Lockpicking 13-

3   Mechanics 13-

3   Security Systems 13-

3   Shadowing 13-

3   Stealth 13-

3   Tracking 13-

10   TF: Common Motorized Ground Vehicles, Combat Aircraft, Construction & Agricultural Vehicles, Helicopters, Large Planes, Small Planes, Tracked Military Vehicles, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles

10   WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skills Cost: 453
Total Cost: 609

75+ Disadvantages

5   Physical Limitation: Heavy (weighs 250 kg or more) (Infrequently, Slightly Impairing)

25   Psychological Limitation: Must Obey Programming (Very Common, Total)

504   Experience Points

Total Disadvantage Points: 609

Ecology: A nanometal robot, being a robot, doesn't need to eat or sleep. It goes where it's ordered to go or its programming takes it; it can survive in pretty much any environment, from the ocean floor to the icy depths of space.

Personality/Motivation: A nanometal robot has no real personality to speak of, though its sophisticated programming allows it to mimic emotions and feelings with Acting. It's a slave to its programming and has to do whatever its owner orders it to.

Powers/Tactics: A nanometal robot differs from most androids, robots, and other artificial beings. Instead of having a rigid metal framework or "skeleton," its body is a linked colony of millions of nanomachines, thus giving it complete control over its form. It can alter its shape at will to imitate people or human-sized objects flawlessly, or convert its arms into blades or clubs to attack. (It can also use just about any weapon it can get its hands on.)

The nanometal robot is so sophisticated in design and construction that it functions like human in most game terms — it takes STUN damage, for example, when an attack temporarily slows it down or knocks its processors off-line. It belongs to the Machine class of minds.

Campaign Use: Nanometal robots are typically used as spies and assassins. They have trouble with long-term undercover assignments — sooner or later they give away their non-humanity — but in the short term there are few weapons that are deadlier.

Appearance: A nanometal robot looks like whatever it wants to — a housewife, a policeman, a vending machine, a mailbox, a bear — provided it's roughly human-sized. When it uses its powers to change shape, it appears to be made of a liquid chrome-like metal.
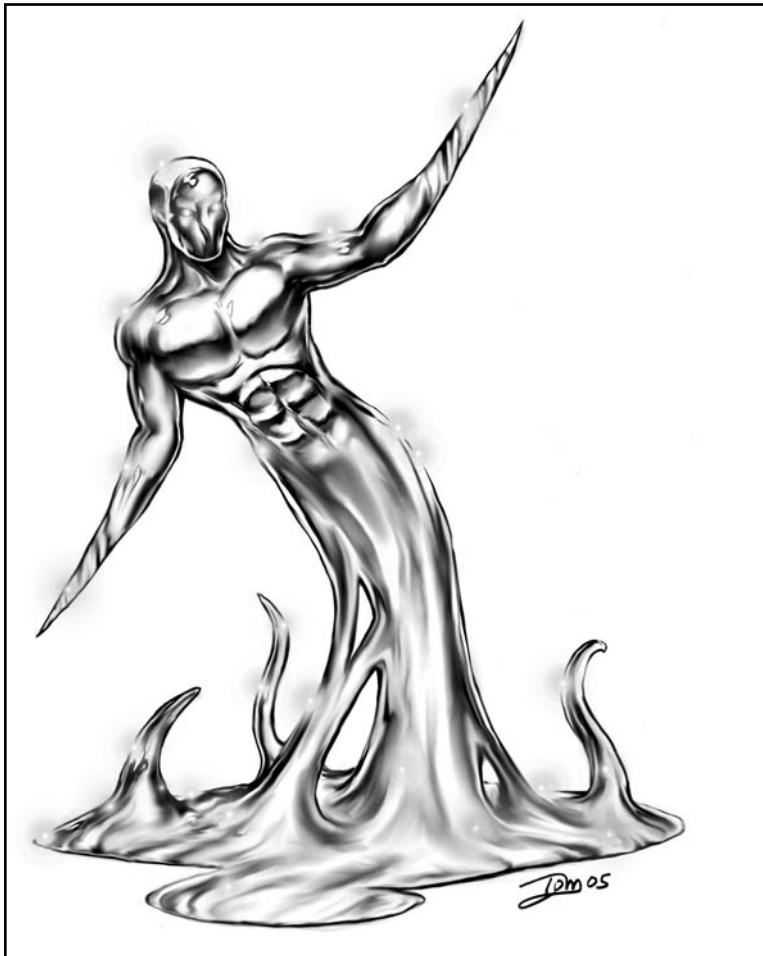
Tanuki

TANUKI				
Val	**Char**	**Cost**	**Roll**	**Notes**
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
7	BODY	-6	10-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	2		
26	END	0		
18	STUN	4		**Total Characteristics Cost: 34**

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
5	*Enormous Scrotum:* Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
40	*Enormous Scrotum:* Multipower, 40-point reserve	
1u	1) *Enormous Scrotum:* HA 3d6, Area Of Effect (One Hex; +½); Hand-To-Hand Attack (-½), Only Usable With Extra Limb (-½)	2
1u	2) *Strangling The Unwary:* Energy Blast 4d6, Continuous (+1); No Range (-½), Must Target Hit Location 5 (-2), Only Usable With Extra Limb (-½)	4
1u	3) *Hypnotic Drumbeat:* Hearing Group Images, +6 to PER Rolls; Extra Time (Full Phase; -½), Gestures (must pound scrotum throughout; -½), Set Effect (drum beat; -1)	2
10	*Bite:* HKA ½d6 (½d6 with STR)	1
90	*Illusions:* Mental Illusions 12d6, Reduced Endurance (0 END)	0
1	*Leaping:* Leaping +1" (1" forward, ½" upward)	1
9	*Acute Senses:* +3 PER with all Sense Groups	0
5	*Tanuki Nose:* Tracking for Normal Smell	0
3	*Tanuki Ears:* Ultrasonic Perception (Hearing Group)	0
49	*Assume Any Form:* Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any form), Imitation, Reduced Endurance (0 END; +½), Persistent (+½); OIF (any [lotus] leaf of opportunity; -½), Gestures (must place [lotus] leaf on head; -¼), Incantations (must chant; -¼)	0

Cost	Skills	
10	+2 HTH	
10	*Hard To Hit:* +2 DCV	
5	Concealment 15-; Self Only (-½)	
3	Shadowing 13-	
5	Stealth 13-	
3	Tracking 13-	

Total Powers & Skills Cost: 251
Total Cost: 285

75+   Disadvantages

5	Physical Limitation: Small (roughly 1m; +3" KB) (Infrequently, Slightly Impairing
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
15	Psychological Limitation: Loves Saké (Common, Strong)
15	Reputation: dangerous trickster and troublemaker 14-
140	Experience Points

Total Disadvantage Points: 285

Ecology: Often confused with the badger, a tanuki is actually a form of dog, and in some areas is known by the name of *mujina.* Tanuki live in small groups in the forests, lowlands, and mountain valleys of Japan, lurking on the fringes of human society. They eat a variety of foods, and are known to be gluttons, consuming anything and everything they can find. They also have a notable weakness for saké, which they're known to drink in great quantities.

For more details about tanuki, including optional powers, see *The Asian Bestiary, Vol. II.*

Personality/Motivation: Much like the kitsune (see above) and tengu, the tanuki are tricksters, prone to playing practical jokes on humans. These pranks can range from the simple (changing tree leaves into money to buy saké) to the outright malignant (one tanuki killed a farmer's wife and then changed shape to take her place, eventually feeding the farmer a stew made from his now-dead spouse). Tanuki like to play their tricks on priests, and one of the most famous tanuki stories was of a man who sold a tea kettle to a monastery only to have the kettle sprout the head, legs, and tail of a tanuki, and run about the temple, causing great confusion before being captured. But the tanuki assumed the form of a tea kettle specifically so the man could sell it — the idea being to make him a little money as a reward for saving the tanuki's life.

Powers/Tactics: Due to its small size, the tanuki prefers to use its powers of illusion and shapeshifting to trick and confuse foes, rather then attack them outright. When it does attack physically, it uses its enormous scrotum to batter and throttle a foe, usually attacking from behind or by surprise. A tanuki's scrotum can be gigantic — up to the size of eight tatami mats (144 square feet)! It can use its scrotum as a kimono, wrapping it around its body, or as an umbrella, by flipping it over its head. The tanuki is also known to beat on its scrotum as if it were a drum, luring the unwary with the hypnotic sound. When on the move, the tanuki simply slings its scrotum over one shoulder, carrying it like a pack.

The tanuki's overly large scrotum is considered by some a symbol of good luck, and tanuki statues made to be placed outside of shops and drinking

HENGEYOKAI

In Japan, animals with the ability to transform themselves (usually into humans) are known as *henge*. The word *yokai* is a general term for a monster or monstrous being. Thus, *hengeyokai* are monstrous shape-changing animals. The tanuki is one type of hengeyokai; others include:

Cat (neko): Cat hengeyokai tend to be arrogant and contemptuous of people. They usually assume the form of beautiful geisha and use this shape to cause a great deal of strife and trouble. There is at least one tale of a vampiric cat who assumed human form to drain the life force of a human.

Dog (inu): Dog hengeyokai are very large in both their natural and human forms. As with normal dogs, an inu is very loyal to its friends and family, even if it's not very bright.

Flower (kashin): Flowers tend to assume the forms of slim, beautiful women, and often appear to artists and poets.

Rat (nezumi): Rat hengeyokai are sly, stealthy, and not to be trusted. They prey on humans both for their riches and their flesh.

Spiders (kumo): Also known as goblin spiders or earth spiders, these creatures appear as huge spiders with human-like faces. In human form, they tend to be quite beautiful and handsome, but cold. Kumo like to eat humans, and seduce victims with their human form to trap them.

Trees (kodama): Trees often take the appearance of beautiful young women or handsome young men. In either form, they're strong and graceful, and like flowers tend to appear to artists and poets.

This is only a small sampling of hengeyokai. Other Japanese animals that can shape shift into human form include carp, cranes, ducks, frogs, and monkeys.

establishments usually show the tanuki with a leaf on its head (used to transform itself), a saké bottle in one hand, money in the other (usually fake), and enormous testicles. Of these items, many have symbolic means themselves. The leaf on its head is usually of the lotus plant, which is sacred to Buddhists, while the money in its hand is normally made from leaves, altered by the tanuki's powers of illusion.

Campaign Use: While similar in many respects to the kitsune, tanuki seem to be far more malign — more inclined to play cruel and dangerous jokes. You can use them any way you see fit in a campaign, but keep the tanuki's capricious spirit in mind if one happens to befriend a group of PCs. To truly represent the tanuki's shape-shifting abilities, you might want to give it a Variable Power Pool with which to create additional powers suitable to each of the tanuki's various forms.

Appearance: The tanuki is normally a small dog with dark brown fur, a long, furry tail, and a black raccoon-like mask across the eyes. It might wear a simple robe, left open in front to expose its oversized scrotum. However, the tanuki can change shape freely, and will assume any number of disguises as needed, often appearing as a priest or a household implement.

Other Shapechanging Creatures

Here are a few more metamorphic creatures from world myths and legends.

Anjing Ajak: Similar to the werewolf of European legend, the *anjing ajak* is an evil man who transforms into a cannibalistic wolf when night falls.

Boudas: Native to Ethiopia, Morocco, and Tanzania, a *boudas* is a sorcerer who can transform himself into a hyena. The transformation lasts from dusk till dawn.

Boxenwulf: A werewolf from Germany, the *boxenwulf* assumes wolf-form by wearing a magic belt. They have a high degree of cunning and enjoy harassing humans.

Ceasg: These Scottish fairy-mermaids are similar to selkies (see below). They usually appear as a beautiful and well-endowed woman from the waist up, and a salmon from the waist down. Known as a trickster, the *ceasg* is normally benevolent... but not always. They can shapeshift into a fully human form and have been known to seduce young sailors. They sometimes marry men, and the child of a *ceasg* often becomes a great sailor and sea captain. The *ceasg* is also known as the *Maighdean na tuinne,* or the Maiden of the Wave.

Jaguar-Men: Found in the legends of Paraguay and the Amazon basin, jaguar-men look like normal humans during the day, but at night use magic rituals to transform into man-eating jaguars.

Leyak: In Bali, a *leyak* is man who steals the entrails of corpses to manufacture a potion that lets him transform into a tiger.

Lobishomen: *Lobishomen* (or *lob omem*) is the name given to werewolves in Portugal. Closely associated with the *bruxa* (a vampire-witch), the *lobishomen* changes shape only on Tuesdays and Fridays. A *lobishomen* is created through witchcraft or incest. At the time of puberty, it leaves home and assumes an animal form.

Stories of the *lobishomen* are also found in Argentina, Brazil, and Uruguay, where it's also called the *lobisón.* There it's described as a small, hunchbacked, monkey-like being. Its face is yellow, with a bushy beard and black teeth. The *lobishomen* attacks females and becomes intoxicated from the blood it consumes. If caught, the *lobishomen* is crucified on a tree. The *lobishomen's* condition can be prevented and cured if it is cut with steel, but the blood of a *lobishomen* is fatal if touched.

Loup-garou: *Loup-garou* is the French name for a werewolf. A common creature in many French-Canadian legends and stories, the *loup-garou* is not always a person who transforms into a wolf, but may refer to a person who becomes a cow, horse, or other animal.

In older versions of the Breton dialect of northwestern France, the *loup-garou* is known as the *bisclaveret* or the *bisclavaret.* The modern Breton dialect uses *bliez-grav* and *den-bleiz.*

Macan Gadungan: A Javanese weretiger, the *macan gadungan* is said to be a man's soul, active and abroad at night while the man sleeps. A man who is a *macan gadungan* can be detected by having a smooth upper lip, with no depression in the center. Some men can assume tiger form via a magic ritual; this creature is called a *ngelmu gadungan* (magic tiger).

Mambu-Mutu: A form of mermaid said to live in Lake Tanganyika. Although *mambu-mutu* is a Swahili word meaning "crocodile-man," the creature appears to be half-man and half-fish. It lurks near the shore and preys on people, devouring the brains and drinking the blood.

Naga: *Nagas* (female *Naginis*) are the snake people of Hindu myth. Descended from the gods Kadru and Kasyapa, the *Naga* have human bodies from the waist up, and are serpents from the waist down. They live in the undersea city of Bhagavati or in the depths of the earth in the city of Nagaloka, and are associated with various deities and heroes. *Nagas* can shapeshift and assume human form, and great heroes have married the extremely beautiful daughters of *Naga* kings.

Qutrub: The werewolf of Arabian myth. It's described as a great beast that comes out at night to devour corpses. *Qutrub* is also the name of the male ghul.

Swan Maidens: Swan Maidens, or swan-mays, are fairy women who can assume the shapes of swans through the use of feathered cloaks. If a mortal man can steal this cloak of feathers (usually while the Swan Maiden is bathing), then he can force the Swan Maiden to marry him. This marriage lasts until the Swan Maiden can recover her cloak, at which point she flees back to the fairy realms. But not all Swan Maidens flee. One who's treated well will often fall in love with her husband and remain with him. But if her husband treats her poorly, she'll seek to escape as soon as possible.

Tales about Swan Maidens are found throughout Europe and the rest of the world. Some can assume forms other than swans — doves, guinea fowl, partridges, and peahens are just some of the shapes they can take.

Taw: The *taw* is found in Burma. It's a man who takes the shape of a beast and only appears at certain times of the month.

Tigre Capiango: Found in Argentina and Brazil, this creature is a man who can assume the form of a jaguar at will. Normally the *tigre capiango* is harmless, only using its animal shape to frighten friends and passersby, but some outlaws have been known to become a *tigre capiango* because they can use the ability to attack victims and hide from the authorities. Similar to the *tigre capiango* are the *runa-uturungu* and the *yaguareté-abá,* both of whom can assume jaguar form.

Vilkacis: This is the name of the Latvian werewolf. In Lithuania it is called *vilkatas* or *vilkolakis.* Both types of werewolf are said to be horrible monsters, although some hoard treasure and occasionally share it.

Vircolac: *Vircolac* is a Romanian name for a wolf-like beast said to capable of devouring the sun and the moon. Also known as a *procolici* or a *tricolici,* the *vircolac* periodically assumes the form of a dog, pig, or wolf.

Vrykolakas: A *vrykolakas* was originally a Greek name for the werewolf. It refers to a person who assumes the form of a wolf and preys on the local cattle. Over the years, "vrykolakas" has come to mean a type of vampire, and no longer refers to any sort of shapechanger.

Vulkodlac: This Slavic werewolf is said to rise as a vampire once killed. The vampire can then become a wolf when needed. The name *vulkodlac* means "wolf's hair."

Yenaldooshi: The *yenaldooshi,* or "skinwalker," is found in the myths of the Navajo. A human witch, the *yenaldooshi* can assume animal form by wearing coyote skins and traveling at night.

A *yenaldooshi* is very malevolent. It gains its power by murdering a relative (such as a sibling), it goes naked (an affront to Navajo beliefs about modesty), and wears only a mask and a great deal of jewelry. They create sacred Navajo sandpaintings only to defile them, have intercourse with the dead, practice cannibalism, and sprinkle disease-causing powders into the homes of sleeping Navajo. The presence of a *yenaldooshi* can be sensed by the sound of dogs barking, dirt falling from the ceiling on one's *hogan* (Navajo dwelling), or strange sounds at night.

METAMORPHIC GADGETS

Here are a few examples of gadgets and devices that grant characters metamorphic powers, or which relate to metamorphs and metamorphosis somehow.

BLACK HOLE BELT

Effect: Density Increase (400,000 kg mass)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6
Breakability: 12 DEF

Description: This belt emits an energy field that causes the wearer to become much denser and heavier — up to 400,000 kg in weight!

> **Game Information:** *Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB) (60 Active Points); OIF (-½). Total cost: 40 points.*

Options:

1) Strong Black Hole Belt: Increase to Density Increase (3.2 million kg mass, +75 STR, +15 PD/ED, -15" KB). 75 Active Points; total cost 50 points.

2) Weak Black Hole Belt: Decrease to Density Increase (50,000 kg mass, +45 STR, +9 PD/ED, -9" KB). 45 Active Points; total cost 30 points.

3) Experimental Black Hole Belt: The energies that increase the wearer's density don't always interface properly with the human biosystem; fluctuations may cause the character to spontaneously revert to normal mass on occasion. Add Activation Roll 14- (-½). Total cost: 30 points.

BRAINWAVE OSCILLATOR

Effect: Major Transform 6d6 (transfer Target 1's mind to Target 2's body and vice-versa)
Target/Area Affected: Two characters
Duration: Instant
Range: No Range
END Cost: 29
Breakability: 1 DEF

Description: A masterpiece of Mad Science, the Brainwave Oscillator allows a character to swap two peoples' minds! He simply straps the victims onto their respective slabs, lowers the device's helmet-like headpieces onto each one's head, and then activates the Oscillator. Colored buttons on the console flash, the lights in the room dim due to the massive power requirements of the device, and five minutes later each victim has the other's mind!

In game terms, this device works more or less the same as the *Mind Transfer* power on page 174, except that it's Usable As Attack — instead of switching his mind with the target's, the character has two subjects and switches their minds (the attack should be made as a Sweep so the character can affect both victims' minds at once).

> **Game Information:** *Major Transform 6d6 (transfer Target 1's mind to Target 2's body and vice-versa; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Usable As Attack (+1) (292 Active Points); OAF Immobile Fragile (-2¼), All Or Nothing (-½), Extra Time (5 Minutes; -2), Limited Target (humans; -½), No Range (-½), Requires A Power: Brainwave Oscillator Roll (no Active Point penalty; -0). Total cost: 43 points.*

CAMOUFLAGE SUIT

Effect: Sight Group Images, -6 to PER Rolls, Set Effect (camouflage)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3
Breakability: 6 DEF

Description: This suit uses sophisticated video technology to make it look like the wearer isn't there. Miniaturized cameras on each side film the character's surroundings and broadcast the footage to the flexible flat screens that make up most of the suit. Thus, other people "look right through" the character at what's beyond him. This "camouflage" is difficult to penetrate if the character remains still; if he moves it becomes easier to see him... and of course the suit doesn't cover his noises or smells.

> **Game Information:** *Sight Group Images, -6 to PER Rolls (28 Active Points); IIF (-¼), No Range (-½), Set Effect (only to camouflage wearer; -½). Total cost: 12 points.*

Options:

1) Strong Suit: Increase to -10 to PER Rolls. 40 Active Points; total cost 18 points.

2) Weak Suit: Decrease to -4 to PER Rolls. 22 Active Points; total cost 10 points.

3) Experimental Suit: The miniaturized cameras and flexible screen technology used with this suit are highly experimental and don't always work. Add Activation Roll 14- (-½). Total cost: 10 points.

4) Built-In Battery: The suit has a built-in power source strong enough to keep it functioning

indefinitely... even if the wearer is unconscious. Add Reduced Endurance (0 END; +½) and Persistent (+½). 56 Active Points; total cost 25 points.

CHANGING-SKIN

Effect: Multiform (assume 120-point wolf form)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 5 DEF

Description: As discussed on page 9, a changing-skin is an enchanted animal skin that transforms a character into that type of animal when he puts it on. This particular one is a wolf's-skin. A character who uses it must beware, though, lest he spend too long in wolf-form and be taken over by the wolf's nature.

> **Game Information:** *Multiform (assume 120-point wolf form) (24 Active Points); OAF (Focus can't be taken away from character once he changes form; -½), Independent (-2), Extra Time (it takes an Extra Phase to put on or take off the skin; -¾), Personality Loss (1 Hour; -1). Total cost: 5 points.*

CLONING MACHINE

Effect: Duplication, Usable As Attack
Target/Area Affected: One character
Duration: Persistent
Range: No Range
END Cost: 14
Breakability: 28 DEF for machinery, 1 DEF for genetic samples

Description: Also known as an Artificial Womb, this Science Fiction device creates clones of human beings. This basic unit requires extensive laboratory equipment, specific DNA and tissue samples from the subject, a highly-trained operator, and a lot of time.

> **Game Information:** *Duplication (creates one Duplicate built on up to 350 Character Points), Usable As Attack (+1) (140 Active Points); OAF Immobile Fragile Expendable (device, lab equipment, and DNA samples; -2½), Cannot Recombine (-0), Costs Endurance (-½), Extra Time (1 Month; -5), Requires A Power: Genetic Technology Roll (no Active Point penalty; -0), Side Effects (clone suffers from randomly-determined Psychological Limitation, and subject may also develop mental problems; -¼). Total cost: 15 points.*

Options:

1) Advanced Cloning Machine: In the farther future, or in Space Opera-style settings, the cloning process is much faster, easier, and safer. Change to: Duplication (creates one Duplicate built on up to 350 Character Points), Usable As Attack (+1) (140 Active Points); OAF Bulky Fragile (device and lab equipment; -1¾), Cannot Recombine (-0), Costs Endurance (-½), Extra Time (1 Day; -4), Requires A Power: Genetic Technology Roll (no Active Point penalty; -0). Total cost: 19 points.

DRACOFORM AMULET

Effect: Multiform (change shape into 800-point dragon)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: Unbreakable

Description: This golden amulet, a powerful relic of ancient days, is shaped like a dragon's head that stares straight at the observer with its ruby eyes. It grants the character the power to transform himself into a mighty dragon... but he dare not remain in dragon form too long, lest the draconic nature take over his mind, leaving him a dragon forever. The amulet can only be used once per day (i.e., one change to dragon form and then back again).

> **Game Information:** *Multiform (change shape into 800-point dragon) (160 Active Points); OAF (-1), Independent (-2), 1 Charge (-2), Personality Loss (5 Minutes; -1½). Total cost: 21 points.*

INTANGIBILITY COSTUME

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: This costume, which powers itself via the wearer's body heat and motion, allows the wearer to become intangible by cybernetic command. While intangible, the wearer can still be affected by magic and some other attack forms.

> **Game Information:** *Desolidification (affected by magic) (40 Active Points); OIF (-½). Total cost: 27 points.*

Options:

1) Realistic Costume: The costume has a built-in battery with a limited power supply. Add 12 Charges (-¼). Total cost: 23 points.

2) Experimental Costume: The intangibility-generating circuitry in the costume is highly experimental and doesn't always work. Add Activation Roll 14- (-½). Total cost: 20 points.

3) Self-Renewing Battery: The costume comes with its own power supply that replenishes itself via the character's body heat and movement, solar power, and the like. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.

INVISIBILITY SUIT

Effect: Invisibility to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 4 DEF

Description: This suit generates a field around the wearer that bends light, rendering him invisible. However, persons near him can see the "fringe" as the lightwaves arc around his body.

Game Information: *Invisibility to Sight Group (20 Active Points); IIF (-¼). Total cost: 16 points.*

Options:

1) Strong Suit: Add No Fringe. 30 Active Points; total cost 24 points.

2) Weak Suit: Add Bright Fringe (-¼). Total cost: 13 points.

3) Realistic Suit: The suit only works if the character remains still. Add Chameleon (-½). Total cost: 11 points.

4) Experimental Suit: The suit is a prototype that has an unfortunate tendency to go on the fritz. Add Activation Roll 14- (-½). Total cost: 11 points.

5) Built-In Battery: The suit has a built-in power source strong enough to keep it functioning indefinitely... even if the wearer is unconscious. Add Reduced Endurance (0 END; +½) and Persistent (+½). 40 Active Points; total cost 32 points.

6) Silence Suit I: This form of the suit doesn't hide a character from being seen; it emits counter-frequency sound waves that hide him from other peoples' hearing (unless, of course, he speaks or otherwise deliberately makes noise). Change to Invisibility to Hearing Group. 10 Active Points; total cost 8 points.

7) Silence Suit II: This suit masks the wearer from both sight and hearing. Change to Invisibility to Sight and Hearing Groups. 25 Active Points; total cost 20 points.

MASQUERADE MESH

Effect: Shape Shift (Sight Group; any humanoid form), Imitation, Instant Change
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4 to change shape
Breakability: 9 DEF

Description: This device, built into a belt or garment, generates a powerful hologram to disguise the wearer, who can even specify a hologram that looks like another person by cybernetic command.

Game Information: *Shape Shift (Sight Group; any humanoid form), Imitation, Instant Change, Costs Endurance Only To Change Shape (+¼) (44 Active Points); IIF (-¼). Total cost: 35 points.*

Options:

1) Strong Mesh: Change Costs Endurance Only To Change Shape to Reduced Endurance (0 END; +½). 52 Active Points; total cost 42 points.

2) Weak Mesh: Remove Costs Endurance Only To Change Shape (+¼). 35 Active Points; total cost 28 points.

3) Realistic Mesh: The Mesh has its own self-contained energy supply. Remove Costs Endurance Only To Change Shape (+¼) and add 4 Continuing Charges lasting 1 Minute each (stop working if character goes through an energy field or intense magnetic field; -¼). 35 Active Points; total cost 23 points.

4) Experimental Mesh: The Mesh is a prototype and doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 25 points.

METAMORPHIC SCRAMBLER

Effect: Suppress Metamorphosis Powers 18d6
Target/Area Affected: One character
Duration: Constant
Range: 10"
Charges: 1 Continuing Charge (1 Hour)
Breakability: 54 DEF

Description: Because many metamorphs tend, by their very nature, to frighten normal humans, the demand for ways to stop them from using their powers exists. Recently Harmon Industries introduced a weapon for law enforcement personnel that does just that. Similar in appearance (and in some ways function) to a ranged taser, it consists of a small gun that fires a pair of tiny spikes that connect to the weapon's battery pack by two superconductive wires. When the spikes hit a target, the weapon surrounds the target's body with an electromagnetic field that competes with the brain's normal electronic impulses, particularly those normally associated with human transformations, thus "jamming" the body's ability to change forms for about one hour. (Depending on the extent of the target's powers, they may not be completely removed, but most targets are rendered powerless for the duration.)

JC CRAM '03

Because it works by directly interfering with the brain, the scrambler has no affect on metamorph powers deriving from sources such as potions, spells, or devices — it only works against innate, internal abilities. However, it has been known to prevent even uncontrollable changes such as those associated with lycanthropes changing on nights of the full moon.

Game Information: *Suppress Metamorph Powers 18d6; all metamorph powers simultaneously (+2) (270 Active Points); OAF (taser-like pistol; -1), Only Versus "Natural" Changes (see text; -½), Limited Range (10"; -¼), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 90 points.*

Options:

1) Strong Scrambler: Increase to Suppress Metamorph Powers 24d6. 360 Active Points; total cost 120 points.

2) Weak Scrambler: Decrease to Suppress Metamorph Powers 12d6. 180 Active Points; total cost 60 points.

3) Experimental Scrambler: The Scrambler is a new form of technology and doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 77 points.

POTION OF GIANT FORM

Effect: Growth
Target/Area Affected: One character (usually self)
Quaffing Time: Full Phase
Duration: Constant (5 minutes)
Range: Self
Charges: 4 Charges
Breakability: 1 DEF

Description: After quaffing this potion, the imbiber grows to giant size — 8", or 16 meters tall — in the blink of an eye. Now much stronger and tougher than normal, he can wreak havoc among his enemies... but can also be hit more easily by them.

Game Information: *Growth (+45 STR, +9 BODY, +9 STUN, -9 KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive, 16m tall, 8 m wide), Delayed Effect (may have available a number of potions equal to character's INT; +½) (67 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and grow; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 9 points.*

POTION OF INVISIBILITY

Effect: Invisibility to Sight Group, No Fringe
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Duration: Constant (5 minutes)
Range: Self
Charges: 4
Breakability: 1 DEF

Description: One dose of this potion, and the character fades from sight completely for five minutes. Even someone standing right next to him cannot see him.

Game Information: *Invisibility to Sight Group, No Fringe, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 6 points.*

POTION OF TINY FORM

Effect: Shrinking
Target/Area Affected: One character (usually self)
Quaffing Time: Full Phase
Duration: Constant (5 minutes)
Range: Self
Charges: 4 Charges
Breakability: 1 DEF

Description: After quaffing this potion, the imbiber shrinks to become a mere four inches tall. Not only does this make it easy for him to slip into or through places he ordinarily could not fit, it also makes him harder to hit and to see.

Game Information: *Shrinking (.125m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, +12" KB), Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and shrink; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 8 points.*

POTION OF TRANSMUTATION

Effect: Multiform (defined type of animal of up to 250 points)
Target/Area Affected: One character (usually self)
Quaffing Time: Full Phase
Duration: Constant (1 hour)
Range: Self
Charges: 4
Breakability: 1 DEF

Description: This potion allows the imbiber to change his form to that of one specific type of animal. The alchemist must specify the type of animal when he creates the potion, and it cannot be built on more than 250 Character Points (the GM may, if he wishes, recalculate the cost of this potion for animals built on more or fewer points). While in animal form he has all the abilities of that animal — if it has wings, he can fly; if it can breathe water, so can he; if it has fearsome claws, so does he. However, he retains his own intelligence, memories, and ability to think. The change wears off after one hour.

Game Information: *Multiform (defined type of animal of up to 250 points), Delayed Effect (may have available a number of potions equal to character's INT; +½) (75 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and change; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 10 points.*

ROBES OF INVISIBILITY

Effect: Invisibility to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: These exquisitely-made silk robes can, upon mental command from the wearer, render him unseen. Someone who gets close to him might have a chance to perceive him, but even that remains doubtful.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.*

Options:

1) Improved Robes Of Invisibility: Even someone standing close to the wearer of these Robes cannot see him. Add No Fringe. Item: 45 Active Points; total cost 10 points; creation spell: 30 Active Points; total cost 4 points.

2) Chameleon Robes: This form of Robes Of Invisibility only works when the wearer remains motionless. Add Chameleon (-½). Item: 30 Active Points; total cost 7 points; creation spell: 15 Active Points; total cost 2 points.

SHRINKING RAY

Effect: Shrinking, Usable As Attack plus related Linked powers
Target/Area Affected: One character
Duration: Uncontrolled
Range: 50"
Charges: 4 Charges
Breakability: 105 DEF

Description: This insidious device projects a beam that shrinks a human being down to the size of an insect! It also reduces a normal human victim's STR and Running to insect-like levels (persons stronger and faster than normal suffer the same effect, but retain more overall STR and Running because they had more than normal to begin with). The victim returns to normal size after a month, or if he's exposed to the Shrinking Ray a second time.

Game Information:

Cost **Power**

83 *Shrinking Ray:* Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Usable As Attack (does not work against characters who have Density Increase, Desolidification, Growth, or Shrinking; +1), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (270 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼)

150 *Shrinking Ray:* Drain STR 15d6 (standard effect: -45 STR), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (525 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼), Linked (to Shrinking; -¼), Victim Always Has Minimum Of 0 STR (-0)

37 *Shrinking Ray:* Drain Running 4d6 (standard effect: -5"), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (140 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼), Linked (to Shrinking; -½), Victim Always Retains Minimum Of 1" Running (-0)

Total cost: 270 points.

Options:

1) Attached Shrinking Ray: This form of the Ray is more difficult to take from the character. Change OAF (-1) to OIF (-½) throughout. Total cost 98 + 175 + 43 = 316 points.

2) Variant Shrinking Ray: GMs who prefer a more predictable effect for this weapon, and who don't mind bending the rule about substituting Transform for other Powers, can build the Shrinking Ray this way instead: Major Transform 10d6 (normal-sized person or object to person or object one inch tall with STR -35 [but no less than 0 STR], Running 1", and other relevant abilities appropriately reduced; heals back after one month or when exposed to Shrinking Ray a second time), Continuous (+1), Reduced Endurance (0 END; +½) (375 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼). Total cost: 115 points.

STEALTH SUIT

Effect: +8 to Stealth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 3 DEF

Description: This suit, a primitive gadget compared to the Camouflage and Invisibility suits, augments the wearer's ability to hide in shadows and move silently. It adds to his Stealth roll (either the one he's paid for, or his natural 8-Everyman roll in the Skill).

> **Game Information:** *+8 to Stealth (16 Active Points); IIF (-¼). Total cost 13 points.*

Options:

1) Strong Suit: Increase to +10 to Stealth. 20 Active Points; total cost 16 points.

2) Weak Suit: Decrease to +6 to Stealth. 12 Active Points; total cost 10 points.

3) Experimental Suit: The suit's technology is so cutting-edge it's prone to malfunction. Add Activation Roll 14- (-½). Total cost: 9 points.

TITANOBELT

Effect: Growth (32 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6
Breakability: 12 DEF

Description: This belt emits an energy field or gas that causes the wearer to grow to a height of about 100 feet, making him proportionately stronger and tougher as well.

> **Game Information:** *Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide) (60 Active Points); OIF (-½). Total cost: 40 points.*

OPTIONS FOR TITANOBELT

1) Strong Titanobelt: Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m [about 200 feet] tall, 32 m wide). 75 Active Points; total cost 50 points.

2) Weak Titanobelt: Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide). 45 Active Points; total cost 30 points.

3) *Experimental Titanobelt:* The energies (or gas) that allow this belt to function don't always interface properly with the human biosystem; fluctuations may cause the character to spontaneously revert to normal size on occasion. Add Activation Roll 14- (-½). Total cost: 30 points.

BIBLIOGRAPHY

BOOKS

Allan, Tony, Michael Kerrigan and Charles Phillips. *Spirits of the Snow: Arctic Myth*

Barber, Richard and Anne Riches. *A Dictionary of Fabulous Beasts*

Borges, Jorge Luis. *The Book of Imaginary Beings*

Clark, Jerome. *Unexplained!*

Clark, Jerome and Nancy Pear. *Strange And Unexplained Phenomena*

Cohen, Daniel. *The Encyclopedia Of Monsters*

Douglas, Adams. *The Beast Within*

Gibson, William. *Neuromancer*

Guiley, Rosemary Ellen. *The Encyclopedia Of Ghosts And Spirits*

Hawksworth, Henry and Ted Schwarz. *The Five Of Me*

Herbert, Frank. *Dune*

Igmack, Carol and Dinah Mack. *A Field Guide To Demons, Faeries, Fallen Angels And Other Subversive Spirits*

Irwin, Robert. *The Arabian Nights: A Companion*

Keel, John A. *The Complete Guide To Mysterious Beings*

Lovecraft, H.P. Various works

Rose, Carol. Giants, *Monsters, And Dragons: An Encyclopedia Of Folklore, Legend, And Myth*

—*Spirits, Faeries, Leprechauns, And Goblins: An Encyclopedia*

Rovin, Jeff. *The Fantasy Almanac*

Schwarz, Ted, *et al. Minds In Many Pieces*

Smith, Malcolm, ed. *Mythical And Fabulous Creatures*

Steiger, Brad. *The Werewolf Book*

Stevenson, Robert Louis. *The Strange Case Of Dr. Jekyll And Mr. Hyde*

Strauss, Steven. *The Sizesaurus*

COMIC BOOKS

Here are some notable metamorph characters from the comics, most of whom have appeared in numerous titles.

The Absorbing Man (Marvel Comics)

Ant-Man (Marvel Comics)

Bouncing Boy (DC Comics)

Chameleon Boy (DC Comics)

Changeling/Beast Boy (DC Comics)

Colossal Boy (DC Comics)

Colossus (Marvel Comics)

Elastic Lad (DC Comics)

Elongated Man (DC Comics)

Giant-Man (Marvel Comics)

Goliath (Marvel Comics)

The Hulk (Marvel Comics)

The Impossible Man (Marvel Comics)

Invisible Girl/Woman (Marvel Comics)

The Lizard (Marvel Comics)

Jamie Madrox (Marvel Comics)

Metamorpho (DC Comics)

Mimic (Marvel Comics)

Mister Fantastic (Marvel Comics)

Mystique (Marvel Comics)

Plastic Man (DC Comics)

Kitty Pryde (Marvel Comics)

Rogue (Marvel Comics)

The Sandman (Marvel Comics)

Sasquatch (Marvel Comics)

Shrinking Violet (DC Comics)

Triplicate Girl/Duo Damsel (DC Comics)

The Vision (Marvel Comics)

The Wasp (Marvel Comics)

FILMS

Any werewolf movie

All Of Me

The Blob

Body Snatchers

Darkman

Enter The Dragon

The Exorcist

Fallen

The Fantastic Four

Fantastic Voyage

Honey, I Shrunk The Kids

Innerspace

Invasion Of The Body Snatchers

The Island Of Dr. Moreau

Island Of Lost Souls

Sinbad And The Eye Of The Tiger

The Sixth Day

Terminator II

The Thing

Tron

The X-Men (and X-Men II)

TELEVISION

Quantum Leap

The X-Files (particularly episodes such as "Tooms," "Jump The Shark," "Gender Bender," or any in which aliens are shown changing forms)

INDEX