MUTANTS & MASTERMINDS

gimmick's guide to gadgets

MIKE MEARLS · GREEN RONIN PUBLISHING
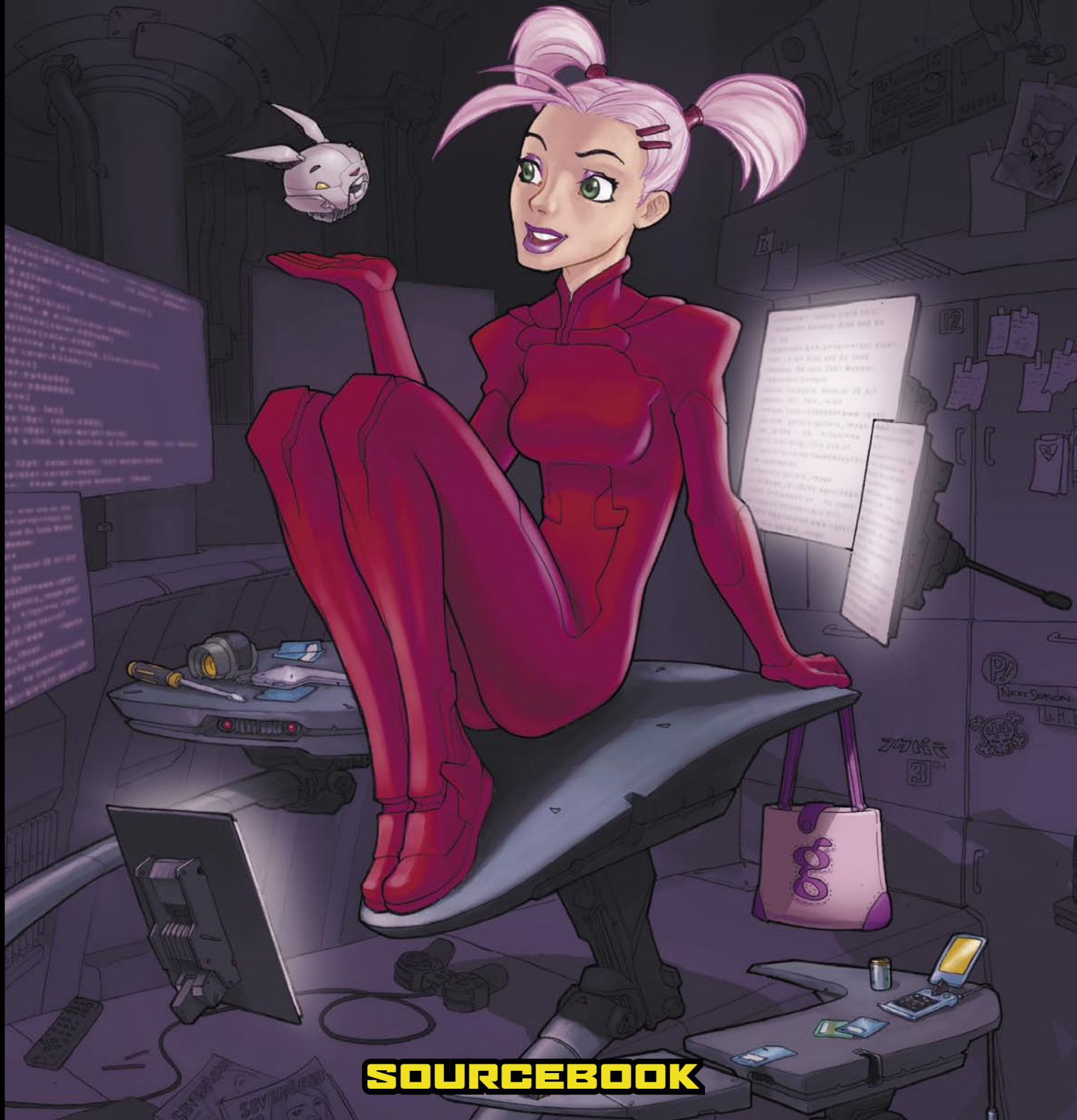
SOURCEBOOK

NECESSITY, WHO IS THE MOTHER OF
INVENTION.
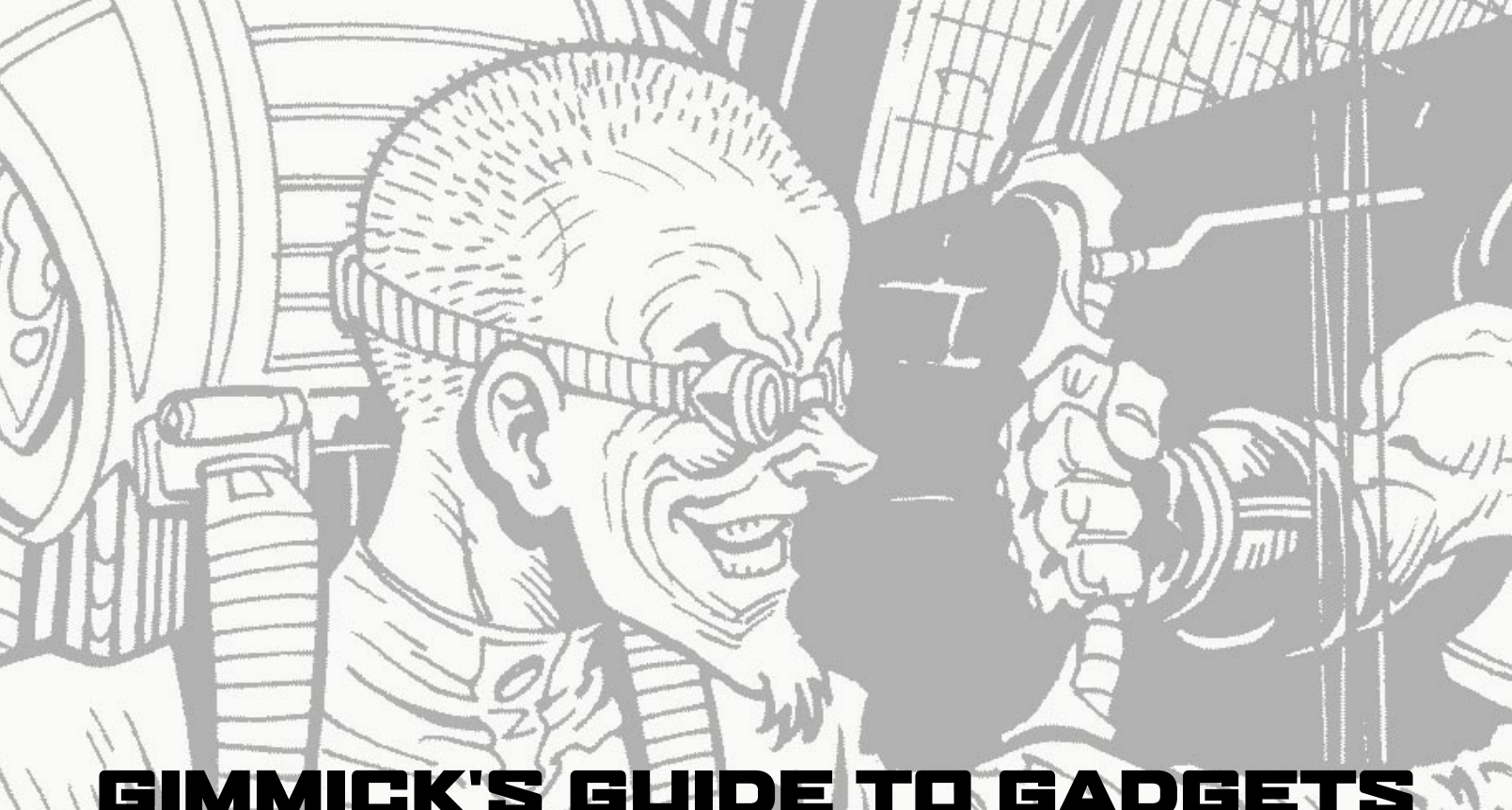
— PLATO (427 BC — 347 BC),
THE REPUBLIC

GETTING CAUGHT IS THE MOTHER OF
INVENTION.

— ROBERT BYRNE

MY MOM NEVER INVENTED ANYTHING...
BUT I SURE CAN!

— GIMMICK

GIMMICK'S GUIDE TO GADGETS

A GREEN RONIN PRODUCTION

Printed in Canada

TABLE OF CONTENTS

INTRODUCTION:
WELCOME TO THE WORKSHOP

IMMICK'S GUIDE TO GADGETS opens up a new world of flashing diodes, clanking robots, and super-science for your MUTANTS & MASTERMINDS game. Whether you're a player or gamemaster, this book is a supermarket of technology just waiting for you to cruise in with a turbocharged shopping cart. However, GIMMICK'S GUIDE is more than just a catalog of new devices. MUTANTS & MASTERMINDS makes designing your own devices a simple process and GIMMICK'S GUIDE presents new options and details to give more depth and flexibility to your gadgets.

Chapter One: Characters and Gadgets builds the foundation for creating heroes and villains who use gadgets and devices. It introduces two new powers, Scientific Genius and Spontaneous Inventor, feats for constructs, expanded options for classic comic book genius powers, like Super-Intelligence, and skills, such as Knowledge.

Chapter Two: Designing Devices and Gadgets focuses on options unique to devices. Tech templates break devices down into categories, while tech levels allow you to account for the historical era or campaign setting your adventures take place in.

Chapter Three: Technology and the Campaign takes a detailed look at how technology can alter your game and its setting. It gives advice and guidelines for giving the heroes access to technology without overshadowing their powers.

Chapter Four: Gadgets and Gear is the core of GIMMICK'S GUIDE. It breaks technology down into a few categories, such as ranged weapons or armor, and gives new powers, extras, power stunts, and other options for them. Each category also lists sample devices to use in your campaigns. Finally, every power from the core MUTANTS & MASTERMINDS rulebook receives at least one sample device. These devices include background information that shows you how such technology can be used in your game and provides adventure ideas.

HOW TO USE THIS BOOK

With all of the new options given in this book, you and your players have a new segment of possible charac-

ters and villains. Technology demands more attention than a list of the bonuses, ranks, and abilities that a particular device might have. GIMMICK'S GUIDE TO GADGETS was designed to give you a context for devices. The rules and ideas were built with the understanding that adding new rules to a campaign requires thought and effort. If Dr. Digital's thugs carry energy blasters, what happens if Minotaur decides to pick one up and use it? If you want to run a game against the backdrop of a cyberpunk future where cybernetics are common, how does that change the rules? GIMMICK'S GUIDE provides you with advice and rules to answer these and other questions.

For players, this book expands their options for heroes relying on devices. Whether you want to play a suave superspy who has the right device for any situation or a super-genius inventor, GIMMICK'S GUIDE has what you need. Just as devices don't exist in a vacuum within a campaign, a comic book character who relies on gadgets usually has talents and abilities developed to complement his equipment. Thus, the rules for melee and ranged weapons include new powers for heroes who specialize in using devices. The master swordsman or the expert marksman now has distinct powers they can purchase to reflect their talents. This extra detail makes those characters feel more unique while giving you greater flexibility in their design. GMs can use these rules to design new villainous threats that are more distinctive.

The sample gadgets presented in this book follow a similar path. They give you more than a rundown on their game traits; they also have backgrounds, story ideas, and other information you can use to help develop your game. A device that can control the weather might serve as the focal point for an entire story arc. Mass-produced power armor changes the face of warfare, and could allow a greedy corporation to field mercenaries who equal the heroes in power. Technology plays an important role in shaping society in the real world, and it can do the same for your campaign.

So, it's time to grab a shopping cart, ready a list of every gadget you've ever wanted, and dive in. From starships to enchanted magical swords, GIMMICK'S GUIDE TO GADGETS has got it all!

CHAPTER ONE:
CHARACTERS AND GADGETS

Superheroes and advanced technology go together like peanut butter and jelly. Heroes exceed the limits of humanity. They lift buses, outrun high-speed trains, and absorb hails of bullets. Just as some heroes have exceptional physical traits, others have towering intellectual talents. A super-scientist might throw together a device transcending the known boundaries of science. An inventor with a thirst for justice could build an advanced suit of armor incorporating lasers weapons, jet-powered flight abilities, and plating that can deflect an artillery shell. These heroes use the power of their genius to produce amazing gadgets to battle evil.

By the same token, many super villains rely on their prodigious intellects to menace society. From giant, rampaging robots to mind control machines to death rays that can disintegrate whole cities, the same inventive impulse giving rise to heroes can spawn the darkest villainy as well. Across the spectrum—from the noblest hero to the foulest villain—gadgetry plays a role in almost every comic book.

This chapter provides more detail on the use of gadgets, devices, and technology in your MUTANTS & MASTERMINDS game. It presents two new powers, Scientific Genius and Spontaneous Inventor,

along with new feats, optional new rules for the core book's Gadgets power, and information on robots, golems, and other constructs as heroes. Hopefully these tools should open up a wide variety of new possibilities for your MUTANTS & MASTERMINDS campaign.

GADGETEERING POWERS

Let's start things right off with the new power possibilities. This section introduces two new powers that you can use to replace the Gadgets power (see MUTANTS & MASTERMINDS, p. 72). They interface with the equipment creation rules from **Chapter Two** of this book, providing a hero with a pool of points he can spend on laser rifles, powered armor, force fields, and other gear.

You can use the original Gadgets power alongside these new powers, but it may cause some confusion amongst the players. For your convenience, this section includes a version of Gadgets that uses the new rules and guidelines for converting characters over to the powers. This section comes after the power descriptions to give you a chance to look at and understand the new rules before going into the conversion process.

SCIENTIFIC GENIUS

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You are a master of a variety of sciences, from biology to physics. Your work stands far ahead of the efforts of other researchers, allowing you to possibly produce gadgets, machines, and computers more advanced than any in the real world. When you embark on a mission, you always have a number of completed tools on hand that could prove useful.

Note this power might not always produce high tech items exceeding the level of technology in your GM's campaign. With few ranks in this ability, you can create relatively simple items. As you gain more ranks, you can produce lasers, powered armor, and other advanced items.

You cannot have more ranks in Scientific Genius than the total of your Intelligence and Super-Intelligence bonuses. For each rank in this ability, you gain 4 power points to spend on gadgets using the construction rules in **Chapter Two**. You can spend these points to represent devices you have invented. At any given time, you can have gadgets on hand whose point cost equals your ranks in this ability. Thus, when designing items you should keep in mind you cannot have all of those items in your possession at the same time. Some may need maintenance, while others malfunction in testing. If you have six hours to work in your lab, you can exchange the items you have on hand for items from your pool of inventions. You can take the same item more than once to fulfill the point allotment you have on hand.

For example, Gimmick has 10 ranks in Scientific Genius. This means she has 40 points to spend on inventions and she can have up to 10 points of devices on hand. Thus, from her pool of 40 points of equipment she must select 10 points of goods that are currently functioning and useable at the start of a game session. Her inventions are an 8-point suit of armor, a 5-point sonic pistol, a 5-point jet pack, and a 5-point teleport belt in addition to others. At the start of a game session, her player decides to take along her jet back and the teleport belt. During the adventure, she realizes her sonic pistol would come in handy against the Shadowlurker. She heads back to her lab, spends six hours working, and emerges with two sonic pistols.

The pool of designs you create remains static until you have sufficient time and resources to create new ones. If you have three days to spend tinkering in your lab, you can reallocate the points in your pool of inventions as you wish. You can keep any items already there, rewrite them, or remove them entirely and create new ones.

Regardless of an item's cost, you cannot add features that have more ranks than your power rank. Your GM may allow some exceptions to this rule based on the tech level of his campaign.

If an item is damaged or destroyed, you can repair it with six hours of work.

In addition to a pool of inventions, you also gain a bonus on checks with Computers, Repair, and three specialties of the Science skill equal to half your rank in this power (rounded down).

Note the Device flaw has already been factored into Scientific Genius and cannot be applied to it again.

POWER STUNTS

- **Frenetic Worker:** You can do eight times the work of a normal scientific genius through dedication, tremendous effort (and possibly copious amounts of caffeine). Reduce the time needed to create new inventions, swap out your current gadgets for new ones, or construct new inventions for your pool by half. You may take this power stunt more than once, each time you take it halves the time it takes to swap out gadgets.

- **Tech Specialty:** Pick a single power you can duplicate with a device. Reduce the total cost of any gadgets you invent using that power (and only that power) by 2.

EXTRAS

- **Clever Inventor:** You gain +1 point of inventions you can have on hand and +2 points to your invention pool per power rank. You can take this extra more than once, each time increases your on hand and pool points by +1 and +2 per rank, respectively.

- **Expanded Knowledge:** You have a broader knowledge of science and technology. You gain bonus ranks in Computers,

GADGETS AND THE NEW RULES

As you can see, both Scientific Genius and Spontaneous Inventor have the same base cost as Gadgets. However, both of these powers feature extras and power feats that you might want to purchase. As a rule of thumb, GMs should allow a character to liquidate Gadgets and any other powers with a super-science origin and then spend those points on Scientific Genius, Spontaneous Inventor, and their related options. Otherwise, a character can continue to use Gadgets as given in the main rulebook, or use the following, altered version of Gadgets:

GADGETS

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You have the ability to come up with the right device for any situation. You can allocate your ranks in Gadgets and use a half action to produce any item or invention you need. This piece of equipment can cost up to 2 times your ranks in this power and lasts until you choose to create another gadget. You become fatigued when you create a new gadget unless you spend a Hero Point. GMs may wish to require you to spend a Hero Point to use the gadget rather than applying a fatigue result, depending on the device's special effects.

Note the Device flaw has already been factored into Gadgets and cannot be applied to it again.

Repair, and one form of Science equal to your ranks in this power instead of half your ranks.

- **Utility Belt:** You have a knack for bringing the right invention along with you. If a villain drops you into a shark-filled tank, you just so happen to have your canister of shark repellent on hand. With this extra, you never have to determine the items you carry with you. Instead, you can pull an invention from your pool of designs and spend the points from your pool on the fly. In essence, you reach into your utility belt and happen to have the item you need. You can use this ability only with items that are no larger than a pistol. Note you can use the gadget design rules to make collapsible or micro-sized items you can carry with you. The additional cost balances the benefits you gain from designs with this extra.

SPONTANEOUS INVENTOR

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You are skilled at using mundane items to produce highly effective gadgets and gear. Using baling wire, duct tape, circuit boards, and a TV, you could produce a laser rifle, a hologram projector, or some other gadget.

If you have sufficient raw materials on hand, you can produce an item duplicating a single gadget or piece of high tech gear with a point cost equal to half your ranks. This item lasts for a short time before its jury-rigged construction fails. The TV you use to project an illusion burns out from the strain placed on it, or your crude laser pistol's barrel melts. The items you make require attention, care, and constant upkeep. As soon as you use this ability to make something else, the previous item stops working. It lasts only one hour after you begin work on another item.

The time needed to create an item depends on its total point cost. It takes 10 minutes per point to complete the item. In addition, you must make a power check with a DC equal to 10 + the item's total power point cost. If you fail, the items gathered are not sufficient to complete the design. The GM can assign a bonus or penalty to this check depending on the applicability of the materials you have. As a rule of thumb, this modifier should range from +5 to –5. Your GM can rule you have enough material to automatically succeed. He can also decide you simply lack the raw materials needed.

Your invention cannot have any power with a rank greater than your Spontaneous Inventor rank.

You also gain a bonus on Repair checks equal to half your power rank (rounded down).

Note the Device flaw has already been factored into Spontaneous Inventor and cannot be applied to it again.

POWER STUNTS

- **Technological Mastery:** Pick a single gadget power. When producing items using that power, reduce their total cost by 2 points.

EXTRAS

- **Technological Genius:** In addition to your talent for invention, you also have thorough training in scientific and technological fields. You gain ranks in two Science skills of your choice equal to your ranks in this power.
- **Talented Inventor:** When you build a gadget, you can spend points on it equal to your ranks in this power. Normally, you gain points equal to only half your ranks.
- **Versatility:** You have a knack for turning even the most useless items into a finely honed machine. You can multiply the time needed to produce an item by 10, but never fail an attempt for lack of resources. As long as you have something to work from, even coconuts or bamboo, anything is possible. If you choose not to take the added time to produce an item, you can make a power check and take the listed time as normal.

ROBOT AND CONSTRUCT CHARACTERS

Robot and construct characters are created in much the same manner as any other hero (see MUTANTS & MASTERMINDS p. 117). A construct character should select one of the power sources to reflect its origin. The mutation, psionic, and training sources *might* fit with a construct character, but they do not typically make sense for such a hero. Still, that option is available to you with a good enough reason and your GM's approval. Any ability, power, or attack that can use Drain against powers that have the same source as the construct can be used to make lethal attacks against these characters. For example, the Devourer has Drain +10 (with the Super Science power source). If he attacks the robot hero R-77 (a construct with the Super Science origin) with this power, he can choose to use Drain as a +10 lethal attack. In this case, the Drain targets the construct's electrical systems, servomotors, and other key components.

In addition to choosing a source, construct characters also gain access to feats and other abilities that are unavailable to other heroes or villains. These abilities are marked as constructs only in their prerequisites, costs, or descriptions.

Creating a construct hero is simply a matter of picking the right combination of powers and feats to model their unique talents. This section lists an example construct for each of the power sources from the core rules. In addition, it provides feats and powers that are a good fit for these heroes.

ALIEN CONSTRUCT: THE TECHNO-CREATURE

While organic life is the dominant force on Earth, other worlds may have developed radically different forms. Silicon-based life forms could develop into robot-like creatures, while a highly advanced race might develop technology allowing them to shed their organic bodies for immortal, artificial ones. These constructs might be crafted from advanced plastics, polymers, and other materials.

A techno-creature might have evolved with silicon, rather than carbon, as its basic building block. On a planet featuring such

life, plants and animals might seem to have more in common with computers and machines than living things. The techno-creature might have talents and abilities that are mundane or average for its kind, but amongst humans it stands out as powerful and awe-inspiring. These beings may devour rocks, minerals, or even raw energy to survive. Usually, they have a natural affinity for computers and other advanced machines, and may have trouble viewing carbon-based life forms as truly alive. Techno-creatures make great misunderstood villains or heroes who arrive on Earth from a distant planet.

BASIC FEATS

Darkvision can simulate a techno-creature's unique senses, particularly if it evolved on a world with a weak sun. Radio Hearing and Radio Broadcast can combine to show how an alien could use a strange set of senses and abilities to talk to the other creatures native to its home. Of the Immunity feats, disease and poison tie into its strange, alien biology, while Suffocation is a good choice for techno-creatures that do not need oxygen. The other Immunities may or may not fit, depending on how you view the alien's background. Though it evolved from a silicon base, it might still age, need to eat, have organs and joints vulnerable to critical hits, and all the other weaknesses typical of a living creature.

COMMON POWERS

Datalink can illustrate the connection between a techno-creature and computers, artificial intelligences, and other inorganic beings. Otherwise, a techno-creature might have any mix of powers and abilities.

MYSTICAL CONSTRUCT: THE GOLEM

The power of magic is strong enough to lend awareness and an independent spirit to a golem, an animated statue constructed from clay, metal, stone, or a similar material. The hero might be resurrected in this form, or he could have no memory of the time before his creation.

The golem is a primal force. It can batter through enemies with its mighty fists, as chances are it was built to defeat some sort of menace or defend a place or group from enemies. A golem might maintain contact with its creator, especially if it is relatively young. Keep in mind the golem's creator might have sculpted its personality along with its body. One crafted to serve evil might have thrown off its master's influence, but could still be plagued by loyalty to him. A golem could also have a strict moral code it obeys without question. Its creator may have incorporated these strictures into the golem's personality

as a means of controlling it or ensuring it serves as a righteous, heroic figure.

BASIC FEATS

As an artificial creature, a golem should have Immunity to aging, critical hits, disease, exhaustion, poison, pressure, starvation, and suffocation. Immunities to different forms of energy might make sense depending on the material used to craft the golem. Stone could be proof against heat, while a wooden golem may ignore cold damage. Power Attack can reflect a golem's mighty strength. Toughness and Durability tie into the endurance granted by its supernatural nature and the materials from which it was crafted.

COMMON POWERS

Golems are usually depicted as tough and durable. Amazing Save (Damage) and Protection allow a golem to absorb a lot of punishment. Other powers can simulate a golem's great strength and size. Super-Strength is an obvious choice, along with Growth or Immovability.

PSIONIC CONSTRUCT: THE METAL MAN

A psionic construct could arise in a number of ways. A powerful psychic could transfer his life force into an artificial form. He could inhabit a statue, or even bring life to an object lacking a humanoid form such as a pile of junk, a car, or almost anything else. In some cases, a powerful psion could incorporate metal objects into his body, turning himself into a living metal creature.

The idea of a psionic construct may seem odd, as psionic powers are normally associated with living creatures rather than constructs. As described above, though, psionics can bridge the gap between the organic and the artificial. The metal man is more than a robot. Rather, he is a living being that has adopted a wholly artificial body. He can alter and transform metal and plastic in ways beyond the most advanced scientific devices. The metal man might shift his form, spawning new devices or abilities in the space of a moment. He can alter his opponents' weapons and tools, using his mental powers to manipulate technology with the same ease as an expert technician.

BASIC FEATS

The metal man probably lacks most of the Immunity feats. At his core, he remains an organic being even though he has a supreme mastery of technology. The same weaknesses affecting other creatures plague him despite his partially artificial nature. Rapid Healing is a good choice for this character, as he can use his psionic abilities to rebuild his body. Minions and Sidekicks can represent followers the metal man has crafted by using his mental abilities to breathe life into machines and metal objects.

COMMON POWERS

All of the "classic" psionic powers provide a sensible choice for a metal man. These include ESP, Telepathy, and Telekinesis. This construct could also have the power to control and shape metal objects via powers such as Animation, Shape Matter, Shapeshift, and Transmutation. Whether the metal man uses his powers to alter his own form via Shapeshift or commands an army of metallic followers via Animation, he has a powerful, innate ability to control and manipulate inorganic matter.

SUPER-SCIENCE CONSTRUCT: THE ROBOT

This source is the most common category for constructs in a superheroic setting. Sufficiently advanced technology can produce robots, androids, and other artificial beings. These creations are wholly inorganic. They might exhibit human emotions and possess free will, but at their core they are manufactured beings. This doesn't mean they are soulless, uncaring machines, but it does give them a variety of distinct advantages. Robots never tire, nor do they need food or water.

A robot character could potentially come from one of a wide range of backgrounds. It could be a machine that looks identical to a human, with synthetic skin and hair over a metal or plastic chassis.
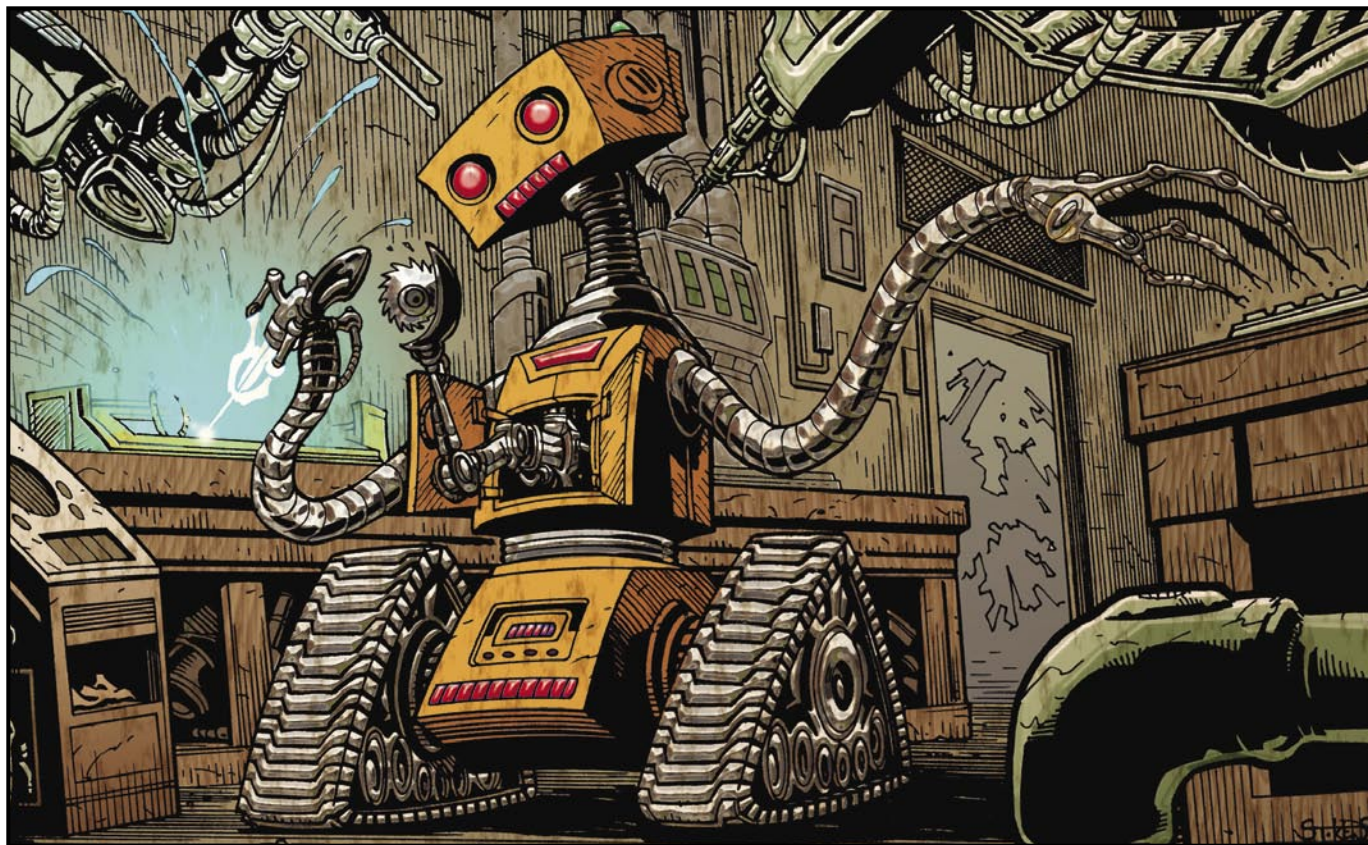
A robot's form may be tied to its original purpose. One designed to explore caves might have treads in place of legs, and it could be built to stand low to the ground. Other robots could have the typical, humanoid shape, designed to fulfill roles normally taken by humans. A robot's appearance is limited only by your imagination.

BASIC FEATS

A robot should have almost the full array of Immunity feats, including aging, critical hits, disease, energy (cold, heat), exhaustion, poison, starvation, and suffocation. You may elect to exclude some of those immunities, such as against critical hits and exhaustion, depending on your concept for how the robot was designed and how it operates. A robot could have fragile or important systems that make it vulnerable, while physical exertion might tax its power system. Radio Broadcast and Radio Hearing can represent a robot's communications gear, while Extra Limb is a common feat for robots designed for combat or heavy industrial use.

COMMON POWERS

Drawing from comics and science fiction, there are a few powers commonly linked to robots, whether heroic defenders or rampaging monsters. Energy Blast is probably the most common robotic attack form, as a society or corporation advanced enough to create independent robots probably has the resources to equip them with energy weapons. A robot designed for combat probably has Energy Field, Force Field, or Protection. Mental Protection is a good choice for many robots, especially as a tool to represent the inability of psychics to affect artificial beings.

TRAINING CONSTRUCT: THE CYBORG

Pouring effort into becoming a construct might seem nonsensical, but there are some ways in which you can justify this choice. Perhaps a hero uses intense meditation or an ancient, lost martial art to transform his body into a living weapon. Parts of his body transform into metal, and for game purposes he is now a construct. Learning to use cybernetic systems might require intense training and study. Drawing on the user's biological processes, these implants are somewhere between biological and technical in nature.

A cyborg can be any character combining mechanical or inorganic tools with an organic body.

BASIC FEATS

Immunity feats don't normally fit this type of character, as his human body continues to function as normal. His artificial components supplement, rather than replace, his natural organs.

COMMON POWERS

Most cyborgs train to improve their abilities and enhance their human forms. All of the super-abilites, such as Super-Strength or Super-Dexterity, are good choices for these characters. Strike could represent a powerful physical attack. Energy Blast could represent a laser weapon or a similar device included in the cyborg's systems, or it could even simulate a blast of bioelectricity. Protection might cover a cyborg's metal or extraordinarily tough body, as can Amazing Save (Damage).

NEW FEATS

The following feats and abilities are designed to interact with devices. Some of these feats grant bonuses to characters who make use of gadgets, while others grant defenses or special attacks against such weapons.

JAM THE SYSTEM

You have a talent for rendering technology inoperable. You do not destroy a device. Rather, you tweak a switch, stuff a wad of paper in a heat sink, or otherwise disrupt its ability to function for a short period.

Prerequisite: Monkeywrencher.

Benefit: As a full action, you can make an attack against a device. The device's Defense is its user's total defense +5. If you succeed, the device's current ranks are cut in half, rounded down, until your next action. A device can only suffer this effect once per round. You cannot use this feat against a device already damaged by this feat.

LIGHTNING REPAIR

You can fix things much faster than normal.

Prerequisite: Repair 4 ranks.

Benefit: You can make Repair checks in half the normal time. Before you make your Repair roll you may spend a hero point to reduce the time even further. Each hero point you spend cuts the repair time in half. If your Repair check fails, you lose the points spent.

MONKEYWRENCHER

You have a knack for destroying technological items.

Benefit: If you choose to attack an item, such as a suit of power armor, a rifle, or a similar item, you gain a +2 bonus to your damage. As a rule of thumb, this bonus only applies to mechanisms that have moving parts, require electrical power, or are fueled by a chemical reaction.

RESURRECT DEVICE

With a length of baling wire, duct tape, and a few dollops of super glue, you can patch together a shattered device.

Prerequisite: Repair 4 ranks, Lightning Repair.

Benefit: You can spend a hero point to immediately repair a destroyed or badly damaged device, construct, or other gadget with a successful Repair check. This item's ranks are restored to half their maximum value. Obviously, you gain a better value for your hero point if the device has sustained more damage.

TECHNICAL ANALYSIS

Your scientific training allows you to quickly determine how a device functions.

Prerequisite: Science (any) 4 ranks.

Benefit: With a half action, you can study a device or an opponent and make an Intelligence check. You learn the abilities and ranks of every device or power that has the super-science source as long as the result of your check equals or exceeds that device's ranks + 10. You make the check once, but you may learn about some or all of the target's devices with that one roll.

You can use this feat once per encounter per device or opponent.

WEAPON FOCUS

Choose one type of weapon. This weapon must be a specific type of pistol, sword, or a similar armament.

Prerequisites: Base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. This feat does not stack with Attack Focus. You can only apply this feat to powers with the Device flaw.

WEAPON SPECIALIZATION

You have closely studied the workings of a specific weapon, such as a pistol, sword, or other weapon. You deal extra damage when using that weapon.

Prerequisites: Base attack bonus +5, Weapon Focus with chosen weapon.

Benefit: You gain a +1 bonus to damage when using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. You can only apply this feat to powers with the Device flaw.

CONSTRUCT FEATS

The feats in this section are only available to constructs. They draw on their artificial nature to create special tricks and abilities.

ALTERNATE MOVEMENT SYSTEM

You have treads, wheels, a hover system, or some other form of locomotion. You cannot gain the ability to fly with this feat (that requires the Flight power) but you can improve your ability to move over difficult terrain.

Benefit: You gain bonuses to movement in certain situations, depending on the form of movement you use. When you select this feat, choose one of the following modes:

- *Hover:* You can move over any flat surface you would normally sink into, such as water, lava, or quicksand. You can avoid hazards relying on tripwires or pressure plates.
- *Multiple Legs:* You have an additional pair of legs. You gain +5 feet to your speed and a +4 bonus on all checks or saves to resist being knocked over, pushed, or otherwise moved against your will.
- *Treads:* Your heavy-duty treads allow you to cruise over the most difficult terrain. You are never slowed due to uneven ground, such as dirt, potholes, and similar obstacles.
- *Wheels:* Your wheels grant you superior mobility and maneuverability. You can make one turn when making a charge or sprinting, as your wheels allow you to change direction with relative ease. You can charge around corners, but you must be able to see or be aware of your opponent when you start your charge.

Special: You can select this feat more than once, taking a different mode each time. In this case, you have a configurable transportation system or multiple systems you can engage and disengage as you wish. You can only gain the benefits and drawbacks of one movement mode at a time, and switching to a new one is a half action.

BACKUP POWER

You have a secondary, temporary source of power you can access for a few brief moments when your primary systems are offline.

Benefit: When you are knocked unconscious, stunned, or otherwise put out of action, you can take your next action as normal. After you take your turn, you then suffer the condition you temporarily avoided.

COLD ROBOTIC MIND

Your artificial nature makes it extraordinarily difficult for mental powers to affect you.

Benefit: You gain a +4 bonus on all saves against powers and effects that can directly affect your mind regardless of their power source. If a power does not allow a saving throw, your opponent suffers a –4 penalty to his attack roll or power check, as appropriate. Note this ability only applies to mind-affecting powers. It has no effect on mental powers with a physical effect, such as Telekinesis or Energy Blast.

CONFIGURABLE CHASSIS

You have the ability to shift plates on your outer hull, reconfigure your appearance, or morph your form, allowing you to change your appearance and alter your defenses to deflect incoming attacks.

Benefit: You gain a +2 bonus on Disguise checks. You can spend a half action to gain a +2 bonus on Damage saves until your next action.

FEARSOME DESIGN

Your outer chassis is designed to resemble a fearsome monster, or your features are exaggerated and distorted to give you a daunting appearance.

Benefit: You gain a +1 bonus to Intimidate checks. If an opponent strikes you and fails to damage you, you can immediately make an Intimidate check against that foe. If this check succeeds, your opponent is shaken for one round (–2 to attack, defense,

and all checks), as your terrifying design and seemingly invulnerable armor strike fear into him. You can use this ability once per encounter per opponent, and you cannot use it against enemies who have successfully damaged you.

IRON BODY

You feel no pain, allowing you to turn an opponent's seeming advantage into a vulnerability. You absorb a strike, catching your foe's weapon or fist in your chassis and leaving him vulnerable to a counter attack.

Benefit: When a foe strikes you in melee combat, you can opt to grant him a +1 bonus to damage to gain a +1 bonus to hit on your next action against him. You must choose to grant this bonus after your opponent's attack hits but before resolving the result of your Damage save.

ORGANIC FACADE

Your outer hull or exterior body resembles a living creature's form, allowing you to pass for a human, animal, or some other creature.

Benefit: A casual observer mistakes you for a living creature. Seeing through this disguise requires a Spot check opposed by your Disguise or Charisma check. Observers only make Spot checks if they have reason to suspect something out of the ordinary.

RECHARGE

You can draw energy from electrical outlets or some other source, allowing you to temporarily ignore damage you have taken.

Benefit: Select a single type of energy or fuel such as electricity, heat, or even water. By spending a full action to recharge your systems, you can remove up to 5 stun or lethal hits for a period of 10 minutes. After this time, you immediately suffer the effects of those hits. You can use this feat once every 6 hours.

RECONFIGURATION

Your weapon systems, bionic implants, or the materials that form your body are capable of adopting new forms. By altering how a few key systems function, you can turn a weapon into an energy scanner. These changes take time, but they make you more adaptable than other heroes.

Benefit: You can reallocate your power points from one ability to a different one, or you can create a new power from the spare points. You can move up to 10% of your total power points in this manner. This process takes 24 hour to complete. During the time of this changeover, you lose the benefits those points provided. You can't change more than 10% of your total power points at a time from your normal statistics.

STORAGE COMPARTMENT

A hollowed portion of your chassis allows you to keep a weapon, device, or some other piece of equipment from view.

Benefit: You can store a device of up to Medium size or hide one of your powers from plain sight. Anyone studying or search-ing you may make a Spot check opposed by your Bluff check to notice the hidden item. You gain a +2 bonus to this Bluff check. Deploying a stored item requires a half action. Any powers that grant enhanced senses automatically see through this deception unless the device has the Disguised extra (see p. 25).

TELESCOPING ARMS

Your arms are designed to extend away from your body. You can increase the distance you can reach.

Benefit: Each time you take this feat, you increase the reach of your melee attacks by 5 feet.

TELESCOPING HEAD

You can extend your head or other sensor array away from your body, allowing you to peak around corners or over obstacles.

Benefit: You can extend your head a distance from your body equal to your height. This distance can be above, below, or in a direction to the side. You gain no bonus to Spot checks, but you can look around barriers and over walls.

TOUGH AS STEEL

Your subsystems and backup power systems allow you to battle on even after your chassis has absorbed a tremendous amount of damage.

Benefit: By spending a Hero Point, you can downgrade the result of a failed Damage save by one category. You can count a bruise or injury as no effect, stunned result as a bruise or injury, or uncon-scious or disabled as stunned.

TURN THE TABLES

Your artificial body can sometimes absorb an attack in such a way as to put your foe at a disadvantage. A hero might punch through your chassis, damaging you but leaving his hand caught on the pistons and jagged metal.

Prerequisites: Immunity (critical hits), Iron Body.

Benefit: When you are hit with a melee attack, you can spend a hero point to make the attacker's weapon or body part become stuck on your chassis. Your opponent must either discard his weapon or make an opposed Strength check against you to pull free. While he is trapped, he loses his dodge bonus to defense.

SCIENCE AND KNOWLEDGE

The Science and Knowledge skills form a basic foundation for a technology-oriented character's abilities. However, it is difficult to produce a character who has a strong talent for a variety of sci-ences or a broad range of knowledge without sacrificing super powers, feats, ability scores, and other areas. Usually, this isn't a problem if your GM presents challenges and opponents allow-ing a technology-based character to make full use of his abilities. However, since Knowledge and Science lack the flash and excite-ment of Energy Blast or a high attack bonus, they sometimes end

up on the backburner. Yet, as a player you may want to take ranks in these skills to create the character you want to play.

GAINING KNOWLEDGE AND SCIENCE SKILLS

A brilliant hero might need ranks in biology, physics, chemistry, and mathematics in order to properly model his knowledge. However, gaining proficiency with all of those skills costs 4 power points per rank. That's the equivalent of the cost of Super-Strength or Elasticity. To reduce this burden on the hero, while still allowing him to gain ranks in multiple areas of Knowledge or Science, use the following optional rules.

Training in the scientific disciplines does not take place in a bubble. An expert on astrophysics must also have training in advanced math, several other branches of physics, and possibly engineering and chemistry. Academic study frequently branches out to cover multiple areas of learning. A psychologist or doctor must study biology, chemistry, math, and other related areas in order to form the foundation needed to study medicine. To bring an example closer to comic heroes, the typical scientific genius shows a mastery of topics from microbiology to theoretical physics. The same character who in one issue might identify an alien virus and create a vaccine against it might build a spaceship to investigate an incoming comet in the next one.

Rather than choose specific Knowledge and Science and spend ranks in each of them, these rules take the opposite approach. Spending ranks in Knowledge or Science allows you to add more sub-skills to your repertoire. As you learn more about one subject, you naturally pick up a foundation in other, related fields. This has a recursive effect as you expand your training and branch out into more and more areas.

PURCHASING RANKS IN KNOWLEDGE AND SCIENCE

When you first purchase a rank in Knowledge or Science, choose a sub-skill your character is trained in. For every additional 2 ranks you purchase, you can choose another sub-skill. You use your total bonus for your Knowledge or Science checks for each of these sub-skills. For example, Steve is creating a super-scientist. He purchases 7 ranks of Science; he gets to choose four sub-skills. At rank 1 he takes astrophysics, at rank 3 he chooses subatomic physics, at rank 5 he takes engineering, and at rank 7 he chooses chemistry. He can use each skill at rank 7.

While it might make sense to pick sub-skills that are closely matched or related, it is not required. You can pick sub-skills from a broad range of areas, or construct a series of choices modeling real world training.

INTELLIGENCE, KNOWLEDGE, AND SCIENCE

A character's Intelligence covers not only his ability to think, but also in part his general education. A starting character may gain ranks in Intelligence-based skills equal to his Intelligence bonus by spending 1 power point. Obviously, this benefit is best used for characters who have an Intelligence score of 14 or higher. While this option is not applicable to all characters, it makes sense for those who base part of their smarts on advanced training and college degrees.

SUPER-INTELLIGENCE, KNOWLEDGE, AND SCIENCE

The Super-Intelligence power is a natural choice to provide an additional benefit with skills. Since Knowledge and Science sometimes allow checks only if a character is trained in them, depending on the GM's judgment, a Super-Intelligent hero might be left out in the cold. Given that this power could allow a hero to browse through a set of encyclopedias in a few hours, it makes sense to expand the benefits it provides.

In addition to allowing a bonus to all Intelligence skills, Super-Intelligence grants a character a broad range of knowledge and training. Each rank purchased in this power allows a character to count one skill as trained even if he does not have any ranks in it. Note you do not gain any ranks or other bonuses for this skill. You can make checks with it using the appropriate ability modifier even though you do not have ranks in it.

KNOWLEDGE AND SCIENCE SUB-SKILLS DEFINED

Sometimes, it's useful to have a set list of sub-skills for Knowledge and Science. It makes it a bit easier to design scenarios, since you can add in checks based on a limited list of abilities rather than remembering the characters' talents. In addition, a limited list helps the players decide how to spend their ranks. Without a clear list of options, they might be confused or unable to decide

on how to purchase their ranks. Listed here are several sub-skills for both Knowledge and Science.

KNOWLEDGE SUB-SKILLS

- *Culture:* This version of Knowledge reflects familiarity with how a particular nation or ethnic group conducts itself. This includes etiquette and similar rules governing everyday interactions. You select one culture as the primary basis for this skill. When using it with other cultures on the same planet, you suffer a –2 penalty on checks. For cultures on different planets, the penalty is –4. For those found on other dimensions, the penalty becomes –6. While you might not have direct contact with these cultures, you can draw on many of the general trends of civilized discourse to make an educated guess or approximation. You can add a new category to this skill by spending 1 power point.

- *Current Events:* You have a grasp on important news and events that took place during your lifetime. You can only use this skill to reflect events on your home planet or the place you have called home for at least one month. If you travel to a different world and then return home, you need to spend a week taking in the latest news. Until then, you suffer a –2 penalty to your checks.

- *Geography:* You have an understanding of the layout of natural terrain, cities, and even highways. You can find the nearest gas station when on a highway or when driving around a city by look at the businesses nearby and studying the layout of streets. When dealing with alien landscapes or cultures on other planets or different dimensions, you suffer a –2 penalty to this skill.

- *History:* This sub-skill covers events and people beyond the scope of your lifetime or 25 years, whichever is shorter. You have a general knowledge of critical episodes from your home world's history, and with some thought or research you can uncover specific facts.

- *Occult:* From magical practices to folklore and traditions, you have a working knowledge of the various bodies of knowledge dealing with spells, extra-dimensional beings, and other strange events. This skill works the same even on other worlds and dimensions, as magic remains the same unless your GM rules otherwise. In a world where magic does work in markedly different manner, you suffer a –2 penalty to your checks.

- *Religion:* You have studied a broad range of religions, from Christianity, Judaism, Islam, and other sets of beliefs. As a rule of thumb, any religion practiced in the modern world falls into this category. Other faiths are categorized under Knowledge (occult). You can use this skill on alien worlds at a –2 penalty. Many of the principles of religion follow familiar patterns, but unique cultural and psychological differences make it difficult to gain the full benefit of your skill.

- *Science:* This sub-skill does not cover the specific knowledge included in the Science skill. Instead, it reflects familiarity with the people, advances, and commercial applications surrounding scientific development. For example, this skill would apply to your ability to recall a specific scientist or to remember the name of a company that developed a man-portable laser weapon.

- *Trivia:* You have a deep knowledge and appreciation of pop culture, hobbies, and fringe activities. This sub-skill applies in most cases where none of the others fit a question or check. You cannot use this skill on an alien planet unless you have spent at least a month living there on a full-time basis while in contact with its popular culture, TV programming, or similar facets.

SCIENCE SUB-SKILLS

- *Archaeology:* This Science sub-skill covers the investigation and study of ancient cultures. You know how to organize a dig, and you have a knowledge of the cultures and traditions of civilizations that have passed into history.

- *Biology:* You have studied the basic components if life and understand anatomy. This Science skill also includes genetics, xenobiology, botany, and all other similar topics related to living creatures.

- *Chemistry:* You know how elements and chemicals interact. In a laboratory setting, you can conduct tests to determine the nature and origin of an unknown substance.

- *Engineering:* This skill covers a broad range of subjects, from building a bridge to designing an engine. As a rule of thumb, engineering applies to any machines or artifacts built by an intelligent being. You can also judge the structural integrity of a building, bridge, or similar edifice.

- *Geology:* From the study of rocks, minerals, and metals to the analysis of earthquakes, landslides, and similar catastrophic events. You can also use this skill to navigate a cave or determine if it is structurally sound.

- *Mathematics:* With this skill you can use advanced math, such as calculus, differential equations, and so on. You might need the help of a computer or an hour or so to solve a problem, but you have the educational background needed to utilize such techniques.

- *Physics:* You understand the basic, physical laws of the universe and many of the highly advanced, theoretical ones. From the physics of stars and galactic cultures to quantum mechanics, you have broad grounding in the physical sciences.

- *Psychology:* You have studied the function of the human mind, allowing you to gain insight into inner workings of a patient's personality. You understand how people work and can draw connections between their actions and their internal, mental processes. You can only use this skill in cases regarding your own species or those that you have had extensive contact with.

NEW USES FOR KNOWLEDGE AND SCIENCE SKILLS

With the ranks you have invested in Knowledge and Science, you can pull off tricks and stratagems by drawing on your familiarity with science and your wide base of information. The following are some new uses for the Knowledge and Science skills.

ANALYSIS

You can study and draw conclusions from an item, event, or other clue that is related to an area of Knowledge or Science in which you are skilled. You must have access to a laboratory in order to use Science or some sort of database or library to complete an analysis using Knowledge. In either case, you spend a day studying an object or other clue and make a skill check. The DC of this check depends on the difficulty of extracting clues from the item, similar to how the Gather Information skill functions.

The nature of the information learned and the process by which you complete an analysis are determined by the skill you use. Science (biology) might involve a dissection and chemical tests to analyze blood and fluid samples, while Knowledge (history) could consist of hours of research in a college library.

TABLE 1–1: ANALYSIS

DC	Result
5	Common, basic facts that even a beginner could uncover.
10	Slightly obscure information, perhaps known to the average college student.
15	Advanced or specific information, usually equivalent to what an experienced professor, researcher, or scientist could easily gather.
20	A basic, thorough overview of the object, its importance, and its purpose.
25	Detailed, advanced clues and information from the object or sample, including detailed information on its origin and nature.
30	A new discovery that could push the bounds of knowledge.

NOTICE OPPORTUNITY

Drawing on your knowledge, you can notice an advantage or an opportunity that escapes the notice of those who lack your vast knowledge. You may make a skill check and describe how you draw on your Knowledge or background in Science to gain an advantage over an opponent or while attempting an action. For example, in a fight you may use Science (engineering) to notice that your opponent's power armor has an exposed power coupling, allowing you to strike at him with a bonus to hit or damage. You must justify and describe your skill attempt, and your GM can always veto an attempt to use a skill in this manner.

As a rule of thumb, you can use Knowledge or Science in this manner once per game session. This use of these skills is designed to allow you to show off your character's scientific and practical knowledge, not as an excuse to pointlessly wrack up bonuses. For GMs, make sure that a player who uses Knowledge or Science in this manner earns it. Part of the fun of this use is watching a player create a line pulled straight from a comic book super genius's mouth. It adds to the game's roleplaying element while giving brainy characters another tool in their arsenal.

TABLE 1–2: NOTICE OPPORTUNITY

DC	Result
30	+1 bonus on next attack or skill check
35	+2 bonus on next attack or skill check
40	+3 bonus on next attack or skill check

OTHER POWERS & ABILITIES

In addition to the new uses for skills, powers, and feats given in this chapter, this section expands on a few powers commonly associated with brilliant prodigys and other super-heroic scientists and inventors. It also gives new extras and options for powers to make them fitting choices for genius characters.

POSTCOGNITION

This ability may seem better suited to a psychic or other character with mental powers, but it can prove useful to scientific genius characters with the help of the following power stunt and extra.

POWER STUNT

- **Read Opponent:** If you succeed in a power check against an opponent's Defense, he must make a Will save with a DC equal to your power check. If it fails, you gain a temporary insight into the target's fighting style in the form of a +1 bonus to attack rolls and defense against that opponent until the end of the encounter.

EXTRAS

- **All Knowing:** You can use your ability to read the past to seek out information or knowledge concerning a particular subject. You can make any Knowledge or Science check using half your ranks in this power as your ranks in the appropriate skill. Using Postcognition in this manner taxes your intellect and requires tremendous concentration. It takes an hour to use your power in this manner, and you cannot take 10 or take 20 on the subsequent skill check.

SUPER-INTELLIGENCE

The Super-Intelligence power is a perfect choice for gadgeteers and other heroes and villains who excel at creating devices and building new machines. These rules expand the scope of this power and give you more options to use it and expand the benefits it offers.

The following new extras and flaws allow you to expand on the options offered by the Super-Intelligence power.

POWER STUNTS

- **Mathematical Genius:** While a mundane person with an affinity for math can do simple sums, multiplication, and division in his head, you can crunch through massive quantities of large numbers. You compute square roots, work through quadratic equations, and otherwise complete any mathematical

operation that can be normally completed with a calculator or computer. You can process a math problem of any kind as fast as a top of the line computer.

- **Eidetic Memory:** You have perfect, photographic memory. You can recall the smallest details of things you have read, places you have visited, and people you have met.

- **Speed Reader:** You can absorb entire books worth of information in a matter of moments. You can read a volume in 1% of the time it would take a normal person.

EXTRAS

- **Expert:** Pick a single skill based on an ability other than Intelligence. You gain your Super-Intelligence bonus when using it due to your intense training and study of methods used with it.

- **Master Linguist:** For each rank in Super-Intelligence that includes this extra, you are fluent and literate in an additional language.

FLAWS

- **Idiot Savant:** Your Super-Intelligence bonus is limited to certain areas, and only counts towards Knowledge and Science skill checks. You do not gain it for general Intelligence checks or for other Intelligence-based skills.

SUPER-WISDOM

While super-human insight and awareness might seem better suited to a martial artist than a mad scientist, gadgeteers and inventors who work with mystical devices might find this power useful. Super-Wisdom denotes an inhuman willpower and the ability to perceive things that escape the typical person's notice. It makes an excellent fit for heroes who use magical powers or devices as well as people who are hyper-aware of their surroundings and are able to interpret information as quickly as they perceive it.

POWER STUNTS

- **Intuitive Awareness:** Your uncanny ability to perceive your surroundings allows you to gain insight into the people you met and the places you visit. As a full action, with a successful power check (DC 20), you can gain a keen insight into your current situation that grants you a +1 bonus to all attacks and checks for the rest of the current encounter. You might notice something about the layout of the area that gives you an advantage in a fight, or you may gain an intuitive sense of a person's mood during a negotiation.

- **Mystic Sight:** Your keenly honed senses can detect the presence of magical energy auras. You see them without any special effort, allowing you to note enchanted items, people who have abilities with the mystical power source, and so on.

TELEPATHY

A hero who develops an intellect extending far beyond the normal, human limits might have gained his abilities through mutation, intense training to improve his mind, or some form of super evolution. The same processes might also grant telepathic abilities. In many comics, super-evolved humans are depicted as gaining prodigious psychic powers, making Telepathy a logical choice for such heroes.

POWER STUNTS

- **Psychic Bond:** You can forge a deep, intuitive link with a willing ally by concentrating for 5 minutes. While the two of you are linked, you gain a +3 bonus to hit if the two of you flank an opponent rather than +2. You can also choose to act on the lower of your two initiative scores. In this case, you gain a +1 bonus to hit if you both attack or target the same opponent with powers and effects. Finally, you each gain a +1 bonus to Spot and Listen checks as you draw on each other's senses. You can only create and maintain one Psychic Bond at a time and it lasts as long as you sustain it.

- **Transmit Knowledge:** You can transfer some of the knowledge you possess to a person with whom you're actively using the Telepathy power to contact. This transference lasts for as long as you sustain contact. You can transfer one of your skill ranks to your target per Telepathy rank. The recipient uses these ranks as normal, though you may not use them while you're transmitting knowledge.

CHAPTER TWO:
DESIGNING DEVICES & GADGETS

Creating a new device is a lot like putting together a power. You select a base effect, add on extras, power stunts, and flaws, and determine the item's total cost based on its ranks. If you're familiar with the core MUTANTS & MASTERMINDS rules, this section's concepts should be easy to absorb. However, while powers and devices are similar they are not exactly the same. There are a few extra concepts the device creation rules use to give technology a distinct feel from super-heroic powers.

Tech templates allow you to distinguish a magical sword from a suit of biotech armor that grows on its user's skin. Templates work like power sources, they determine how a device was created. All devices have a tech template. The default template—advanced tech—allows you to create devices without adding any extra rules.

Tech levels are tools allowing you to model technology's effects on your game. They represent a combination of the development and use of inventions within society. They can model historical progress, or you can use them to create a specific feel or tone for your campaign. Tech levels alter the cost of certain powers and abilities. In a campaign where laser pistols and other energy weapons are common, the Energy Blast power may be cheaper.

Since every space pirate and cyborg sports a blaster, heroes with Energy Blast are less unique or special. In much the same way, the Flight power is cheaper in a setting where personal jetpacks are as common as automobiles. As a rule of thumb, if technology makes a power obsolete, that power's cost drops. This change allows you to place your games in the far future, magical realms where everyone can cast a few simple spells, and other exotic settings that make some super powers not so super. The modern day tech level keeps all of the power costs the same, allowing you to introduce this rule only if you think it would add something to your campaign.

In addition to these new rules, this section introduces power stunts, extras, and flaws designed specifically for devices.

BUILDING DEVICES

Creating a device works a lot like designing a power. First, choose a tech template to reflect the item's origin. Select a base power or gadget ability that reflects the device's primary function. You can add secondary functions to a device in much the same way you can

take powers as extras for other powers. In addition, the campaign's tech level might alter the costs of some powers and abilities. Next, select the item's extras, power stunts, and flaws. You can also add features—feats designed for gadgets—to reflect useful but minor gadget abilities. Finally, determine the device's total point cost. If a character wants to use it, simply pay the power point cost.

As you can see, this process almost exactly duplicates the method for creating powers in the core MUTANTS & MASTERMINDS book. In many ways, every device simply provides you with a power with the Device flaw. However, the new extras, powers, power stunts, and flaws given in this book help make a real difference between zapping a thug with Energy Blast and spraying a field with machine gun bullets. By choosing the right extras and flaws, you can turn a device from a machine that simply duplicates an ability to a tool that feels and operates like a gadget in your game. Many of the new abilities given in this book include notes on how to apply them to best make devices feel distinct from powers.

DEVICE LEVELS

Like characters, devices can have levels that describe their relative strength. A device's power level determines the maximum ranks it may have in any power, along with the total power points you have to spend on its abilities and features. As you can see on **Table 2–1: Device Power Level**, most devices receive 5 points per level. However, some complex devices, such as robots and vehicles, receive more. These devices have more attributes compared to guns, armor, or other tools. **Chapter Four** covers a variety of device types and includes rules for any categories that receive more points per level.

TABLE 2–1: DEVICE POWER LEVEL

DEVICE POWER LEVEL	POWER POINTS
1	5
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50
11	55
12	60
13	65
14	70
15	75
16	80
17	85
18	90
19	95
20	100

A device's level is an optional measure. Not all devices need them. Sometimes, you may want to assign ranks in an ability to a device without worrying about the overall cost. You might need it as part of an adventure's plot, or you may simply need a weapon or device that poses a proper challenge. A device's level is a tool you can use to gauge a gadget's relative strength or power, not a straitjacket that restricts your creativity.

TECH TEMPLATES

A tech template grants an item bonuses, drawbacks, and other modifiers based on its origin. A magical sword forged by the gods has different intrinsic properties than a mass-produced energy blade. A tech template also determines the extras, flaws, and other features you can give an item. A biotech gun might be able to manufacture more ammunition if its user feeds it, while cybertech is easy to conceal and difficult to disable.

Tech templates have costs listed in their descriptions. They add a flat modifier to an item's total cost. The advanced tech template costs zero points. It represents the basic, most common item template for super-heroic items. The mundane template is a useful tool for creating common items that lack any special abilities, as is the primitive one. They are included here as guides to help you make sensible choices when designing tools and weapons from different time periods.

ADVANCED TECH

Advanced tech serves as the default template. It reflects gadgets created using advanced technology and scientific methods belonging to science fiction. As a rule of thumb, if an item is extraordinary, advanced, or beyond the common technology of the day, it should fall into this category if none of the other ones fit.

• *Cost:* All advanced tech gadgets have the Device flaw, granting them a –1 cost modifier per rank.

ARCANE

Magical items, enchanted blades, and other devices that draw on mystical energy are considered arcane. Usually these gadgets are swords, suits of armor, and other low-tech tools, but sometimes a modern computer, pistol, or similar item can feature this template. For example, the Spectral Kid might be a hero who is the ghost of a Texas Ranger. His six shooters are imbued with the magical power of the spirit of justice, making them arcane devices.

Arcane items can also purchase magical extras at the standard cost of 1 power point per rank and magical power stunts for 2 power points each. In addition, an arcane item can never be truly destroyed. The magical energies that created them transcend their physical forms. They never take damage when attacked unless they are struck with another arcane weapon or damaged by a power with the mystical power source.

• *Cost:* The arcane template has a base cost of 0. It does not modify a device's power point cost.

BIOTECH

These devices are a byproduct of a highly advanced branch of bio-engineering that can produce living items. A biotech gun might

consume a protein mix and excrete pellets it uses as bullets. In addition, biotech items have an unparalleled ability to interface with their user's bodies.

Biotech items regenerate over time, as they heal injuries and replace any ammunition or energy they consume. However, a biotech item that fails to receive sufficient nutrition slowly withers and dies. Biotech items heal at a rate of 1 point of hardness or 1 rank of abilities per day. They restore lost powers, extras, or power stunts at a rate of 1 per day. However, they must be fed and properly cared. They do not heal if they are not provided with food and lose 1 rank from each ability for every 2 days they do not receive food. You can assume that a biotech weapon can consume any edible food that is fit for human consumption. Aliens and other strange beings might have to feed their biotech items fuel similar to their own diets.

Biotech items have a –2 penalty to hardness, with a minimum of 0. Their outer shells and bones are tough and durable but they are no match for steel, advanced plastics, and other artificial materials. In addition, biotech devices have exclusive access to a special set of extras, flaws, and power stunts.

• *Cost:* The biotech template, like super-science, counts as the Device flaw. It has a –1 modifier to a gadget's cost per rank.

CYBERTECH

Cybernetic implants are technological items that enhance their user's natural abilities by adding machines, tiny computers, and other inorganic improvements to the body. Retractable claws, computerized targeting eyes, and blood filtration units all count as cybertech. This template provides gadgets that are difficult, if not impossible to destroy or disable. While a hero might lose a gun or suction cup boots, the sonic amplifiers embedded in his ears remain intact.

Cybertech removes the drawbacks of the Device flaw. They cannot be directly attacked as they are as much a part of a hero's body as his arms or legs.

• *Cost:* Cybertech removes the normal drawbacks associated with a device. It does not modify a gadget's cost per rank.

MUNDANE

Items created with this template represent common, every day technology. It includes mobile phones, TVs, radios, pistols, assault rifles, and so on. These devices can only use features, extras, and power stunts specifically listed with the mundane keyword. In some cases, abilities listed as mundane have a rank limit. This means mundane items can have the ability or power in question up the listed limit. Modern technology allows for the duplication of some minor powers, but they cannot match the power's upper, superhuman limits.

• *Cost:* These gadgets have the Device flaw, granting them a –1 cost modifier per rank. Note this is the same rules effect as super-science, but it means mundane devices cannot gain access to many of the special abilities listed in this chapter.

PRIMITIVE

Simple swords, suits of chain mail, and clubs all fall into this template. Primitive devices usually lack moving parts and pre-date the development of the internal combustion engine or firearms. They are unreliable and usually offer only limited abilities. This template is best used for heroes who hail from cultures that have yet to develop into modern societies. Thorag the Hunter, a mighty apeman hunter from Primearth's ancient past, might overcome his foes with a stone club.

Weapons created with this template can only gain the benefits of a limited number of abilities and extras. These options are flagged with the primitive keyword, much like the selections open to mundane equipment are noted.

In some cases, abilities listed as primitive have a rank limit. This means that primitive items can have the ability or power in question up the listed limit. Even the simplest technology allows for the duplication of some minor powers, but they cannot match more technically advanced item's upper limits.

• *Cost:* As independent objects that can be broken, lost, or stolen, primitive gadgets have a –1 power point per rank cost modifier.

TECH LEVELS

A tech level describes the current level of technology in your campaign. As a default, the gadget creation rules assume that your game takes place in a world similar to early 21st-century Earth. Laser weapons are experimental at best, while powered armor, artificial intelligence, and star ships are still the stuff of fiction. However, you might choose to set your game in a different time period. In comic books, the heroes sometimes venture into outer space to deal with advanced alien races. In other series, the heroes are members of an advanced, interstellar civilization.

Technology in comics, science fiction, and animé rarely follows a straight line. One show might depict a civilization that developed faster than light travel, but its armies still use guns that fire bullets. Lasers might defend spaceships, but are too big, bulky, or expensive for the average soldier to carry. Another series could include heroes with advanced suits of powered armor, time travel, and cybernetic implants, all against the backdrop of a world where little else has advanced.

The rules for tech levels allow you to introduce these background elements into your game while keeping the rules balanced. The concept is simple. In a world where the average police officer pilots a small, heavily armored mecha sporting laser cannons and rail guns, the battlesuit hero becomes less unique and less powerful. After all, common thugs probably have powered armor of their own. Another future setting could feature a world where everyone has at least minor psychic powers, making a telepath less like a superhero and more like the average office worker.

To combat this potential clash, the tech level rules allow you to tinker with the cost of powers to reflect the game setting you have created. If powerful laser weapons are common, a character who has Energy Blast is less important, memorable, and super, in the sense of a superhero. Thus, making that power less expensive allows a hero who takes

it to add additional powers to her repertoire. In addition, gadgets built with that ability are cheaper, reflecting the ease in which scientific geniuses can mimic current tech or advance it to higher levels.

Tech levels are fully explained in **Chapter Three**. Be sure to check with your GM before creating a device to see if there are any modifications to the cost of the powers it uses.

INDEPENDENT INTELLIGENCE

Cost: 2+ (see description)
Action: None
Duration: Continuous

An advanced computer program controls an automated cannon, locating and firing at targets that draw too close to the installation it guards. When a truck with the proper markings pulls up, it holds its fire. An enchanted sword contains the spirit of a great hero who lends advice to the champion who wields it. These devices and similar gadgets use complex systems to act independent of a human operator. In some situations, these Independent Intelligences can prove as useful as a sidekick or other helper.

Independent Intelligence is usually purchased as an extra for devices. Adding this ability to a device allows it to operate on its own. In many ways, it acts like an NPC with the powers that the device has built into it. For example, a gun could fire at targets while a vehicle might navigate without a pilot. Otherwise, the Intelligence represents a highly advanced computer system. In this case, you can create an Independent Intelligence and add powers to it as an extra.

The device's Intelligence, Wisdom, and Charisma scores start at 3 and can be raised up to its ranks in Independent Intelligence using improvements.

The Independent Intelligence can activate one of the abilities at its disposal after its user has spent a half action to command it to begin operation. It continues to act until its user spends another half action to deactivate it. Its Intelligence score determines any limits on its actions. All Independent Intelligences can see and hear as well as a normal human.

Treat the Independent Intelligence just like any other NPC with its Intelligence score. It follows directions to the best of its ability, though it may have only a limited array of options. Unless an Independent Intelligence's capabilities are expanded via extras, it seeks to activate its powers to the best of its abilities each round. For example, a weapon system with an Independent Intelligence shoots the nearest target, while one attached to a portable medical system administers painkillers and healing agents to its user. Independent Intelligences with higher Intelligence scores can attempt more complex acts, as detailed below.

An Independent Intelligence can use powers, skills, and abilities that are built into the device at a maximum ability equal to its rank. Its base attack bonus and the bonus it gains from an ability can never exceed this limit.

Each round, an Independent Intelligence gains actions as normal. However, it has no special ability to move unless you purchase an extra. Even in this case, the Intelligence lacks physical ability scores. If it is attacked, treat it as a device. Determine its Defense

INDEPENDENT INTELLIGENCE PERSONAS

When creating an Independent Intelligence with this level of complexity, your GM can either opt to create its personality or allow you to do it. **Tables 2–3** and **2–4: Independent Intelligence Personas** allow you to randomly craft a device's foibles and characteristics. The device's gender determines the sound of its voice and its general attitude, though it has no effect on its traits. After rolling on the gender table, roll twice on **Table 2–4** to determine its quirks and important traits. Note these traits have no effect on the device's abilities. They simply give the GM a personality to depict while roleplaying it. Re-roll any contradictory results, such as both optimistic and pessimistic. On the other hand, such a divide could indicate a moody device that flip-flops its attitude.

TABLE 2–3: INDEPENDENT INTELLIGENCE PERSONAS

D20 RESULT	GENDER
1–10	Female
11–20	Male

TABLE 2–4: INDEPENDENT INTELLIGENCE PERSONAS

D20 RESULT	PERSONALITY TRAIT
1	Maternal/Paternal
2	Worrier
3	Pessimist
4	Optimist
5	Sarcastic/cynical
6	Pedantic
7	Stubborn
8	Talkative
9	Grumpy
10	Emotionless
11	Excitable
12	Arrogant
13	Patient
14	Kind
15	Rude
16	Religious
17	Childish
18	Fearful
19	Enthusiastic
20	Panicky

based on its size. If you want to create a mobile device, you should use the rules for constructs.

Note that while Independent Intelligence may seem like a computer-specific ability, it can be used to simulate any device capable of acting on its own, from the previously mentioned magical sword containing a spirit to a living, intelligent, biotech device/creature to cybertech containing a complex artificial intelligence (AI) capable of managing its features while its user attends to more important matters.

The GM must use his judgment to determine if an Independent Intelligence can attempt an action. For example, an intelligent rifle cannot aim itself unless it has the appropriate extras.

INDEPENDENT INTELLIGENCE SIDEKICKS

You can purchase a device with this power as a sidekick. For example, a super-heroic pilot might fly an intelligent jet. The section describing gadgets (see **Chapter Four**) gives you guidelines for assigning devices levels based on their total point cost. Use those levels and their associated pools of points to create your sidekick.

IMPROVEMENTS

Unlike extras or power stunts, improvements allow you to customize an AI for a variable cost (which is unlike power stunts) that is not connected to its ranks (which is unlike extras). The AI's Intelligence, Wisdom, and Charisma scores start at 3 and can be raised up to the item's ranks in Independent Intelligence. These abilities have the normal power point cost (see **Table 1–2: Power Point Costs** in MUTANTS & MASTERMINDS p. 21). An AI can also gain skill ranks and a base attack bonus. Skills and the base attack bonus cannot be higher than the device's Intelligence. The points for these abilities, skills, and attack bonuses are added to the total cost of Independent Intelligence (similar to how a power stunt is purchased), do not increase the cost per rank of Independent Intelligence. Keep a separate tally for these improvements.

Skills requiring independent movement, such as Hide or Jump, are useless for an independent intelligence. On the other hand, an intelligence capable of speech could find great use for Knowledge and Science skills. In this case, the intelligence could make checks for its user and report back the results. It makes all Intelligence and Wisdom-based ability checks using its ability score.

Devices, even devices with a basic intelligence cannot normally communicate. If a device has a higher than usual intelligence it comes equipped with some ability to communicate information. **Table 2–2: Intelligent Device Capabilities** indicate what method of communication (if any) an intelligent device has and what actions it's capable of performing on its own.

Normally, an Independent Intelligence cannot attempt skill checks relying on Strength, Dexterity, or Constitution. However, in some cases it makes sense for an Intelligence to gain such skills. Your GM should rule on this on a case-by-case basis. As a rule of thumb, if a skill is necessary or useful to using the device the intelligence inhabits, it should be able to purchase ranks in it. If the intelligence can use such a skill, treat its ability score modifier as +0 for skill checks.

TABLE 2–2: INTELLIGENT DEVICE CAPABILITIES

INTELLIGENCE SCORE	COMMUNICATION	ACTIONS
3 – 5	None	Activate one power
6 – 9	Video display	Activate any power
10+	Spoken language	Standard

INTELLIGENCE 3–5

At this level, an Independent Intelligence cannot think for itself. It can activate a single power per round. That power must be chosen when creating the device. The Independent Intelligence is not advanced enough to switch to a different one based on the situa-

tion. It always targets the nearest opponent for offensive attacks or its user for defensive or beneficial ones. As a half action, its user can set it to target a specific person or location. It continues to target that person until instructed otherwise.

INTELLIGENCE 6–9

The Independent Intelligence can make use of any of the powers or abilities built into it. It has a video display allowing it to communicate with its user via text messages. The Independent Intelligence can print up to 50 words at a time on this display as a free action, but its user must spend a half action to read it. This intelligence always attacks the nearest enemy or uses beneficial abilities on its owner or the nearest ally. Its user can spend a half action to give it a general description of a target that consists of no more than 10 words. Examples include "Shoot anyone entering the door" or "Heal any of my friends that Dr. Inferno shoots." The Independent Intelligence attempts to fulfill this order to the best of its ability, but it lacks the flexibility to stray from the plan.

INTELLIGENCE 10+

The device is capable of speaking, and this level comes with a voice system and audio sensors. It acts as an NPC under the GM's control. While it flawlessly obeys its user, it develops a distinct personality and may even argue with its user at times. The Independent Intelligence has full control over all of its abilities and can use them in a creative manner just as a human could.

POWER STUNTS

- **Feat:** Due to its advanced programming or intelligence, the Independent Intelligence gains a feat.

EXTRAS

- **Independent Aim:** This extra allows the Independent Intelligence to alter its aim without the aid of its user. For example, a gun could deploy a tripod and rotate to fire. The gadget cannot move, but it can turn and point in any direction within its current space.

- **Mobility:** The device is capable of independent movement. Its speed is 10 ft. and it counts as walking. It cannot run. Any additional movement abilities are available only to constructs.

- **Powers:** An Independent Intelligence can purchase ranks in Super-Intelligence and Super-Wisdom as an extra, but only if the corresponding non-super score is 10 or higher. Otherwise, it is too simple to handle such abilities.

DEVICE SIZE

The gadget creation rules draw on the power point cost of super powers and other abilities. Thus, they carry the implicit assumption that gadgets are meant to be portable and easy to use for a human-sized creature. In some cases, though, a larger or smaller gadget presents a better fit for the device you have in mind. Doctor Chronos might travel through time using a gateway into the time stream. His palm-sized tracking unit allows him to return to his home time period, but it cannot create a new gateway to

a different era. The Legion of Ten could have a computer the size of a small car in their interrogation chamber that uses the Telepathy power to tear trade secrets from the minds of kidnapped business and government leaders. Obviously, these two devices lack the flexibility of a device that can be carried around and used to full effect anywhere…or anywhen. The device size rules allow you to scale a gadget from a tiny machine all the way up to a house-sized supercomputer.

A device's size works like a flaw or extra, though it can reduce or increase the cost of the device by more than 1 point per rank. **Table 2–5: Gadget Size and Cost** summarizes the point costs and weight of the various gadget sizes. In addition, the device gains the standard size modifier to defense and attacks, if applicable.

Note these modifiers and rules apply only to gadgets meant to be carried or used by an operator. They do not apply to self-propelled or mobile devices, such as vehicles or constructs. A big, immobile gadget is harder to use, thus the discount. You cannot gain these benefits if the character's or device's abilities remove the drawbacks of its size. For example, a character with the Shrinking power with the Range extra could simply turn a massive, ponderous device into a pocket-sized trinket. If a character adds movement abilities to a device or otherwise finds a way around its size, remove the size penalty from its cost. The PC must pay back these points via earned power points before he can purchase other powers unless he abandons the gadget or its size once again becomes a hindrance.

TABLE 2–5: GADGET SIZE AND COST

Size	Cost per Rank
Miniscule or Fine	+2
Diminutive or Tiny	+1
Small or Medium	0
Large or Huge	–1
Gargantuan or Colossal	–2
Awesome	–3

MINISCULE OR FINE

Measuring less than a few cubic inches in size, this device is easy to hide in a pocket or pouch. Only radically advanced technology can produce devices of this size, and many cybernetic implants fall

into this category. A miniscule weapon can be mounted as a ring, allowing a user to fire it while carrying something else in his hand. Miniscule weapons are too small to wield unless the user is Fine size or smaller. You can conceal a Miniscule item on your person by making a Hide check. Anyone attempting to find the hidden item must make a Search check with a DC equal to the result of your Hide check.

A character could, in theory, carry dozens of items this size. They are small enough to fit into belt pouches, bandoleers, and other small containers.

DIMINUTIVE OR TINY

These items are roughly the size of a small box. It includes pistols, daggers, and other smaller weapons. They are difficult to conceal, requiring a Hide check with a –4 penalty opposed by an investigator's Search check. These items are light and easy to carry. With a backpack or similar container, a single character could carry up to a half-dozen of them.

SMALL OR MEDIUM

This size rating is the average category for most weapons, including rifles, submachine guns, and swords. Items in this range of sizes gain no special benefits or hindrances.

LARGE OR HUGE

These items are too large for a normal character to carry and use with ease. Even a hero with Super-Strength finds them too bulky to handle properly. A weapon might be difficult to balance, while a device that scans for psychic activity must be set up on a tripod and properly arranged for it to function. A sufficiently strong character can carry and use these items, but they cause a –8 penalty to all attacks and checks due to their unwieldy nature. Apply this penalty only if a PC or NPC tries to use the item.

GARGANTUAN OR COLOSSAL

These items are the size of a large room or a small house. They are impossible to use unless set down and properly arranged. Supercomputers, incredibly advanced devices that stretch the era's technology to the limit, and vehicles fall into this category. It takes 2 – 8 hours to disassemble or set up an item of this size.

AWESOME

These monstrous devices range from world-shattering weapons to starships or the most advanced, complex devices created with everyday technology. An Awesome device cannot be moved and used. It requires a minimum of 24 hours to set up or disassemble for transport.
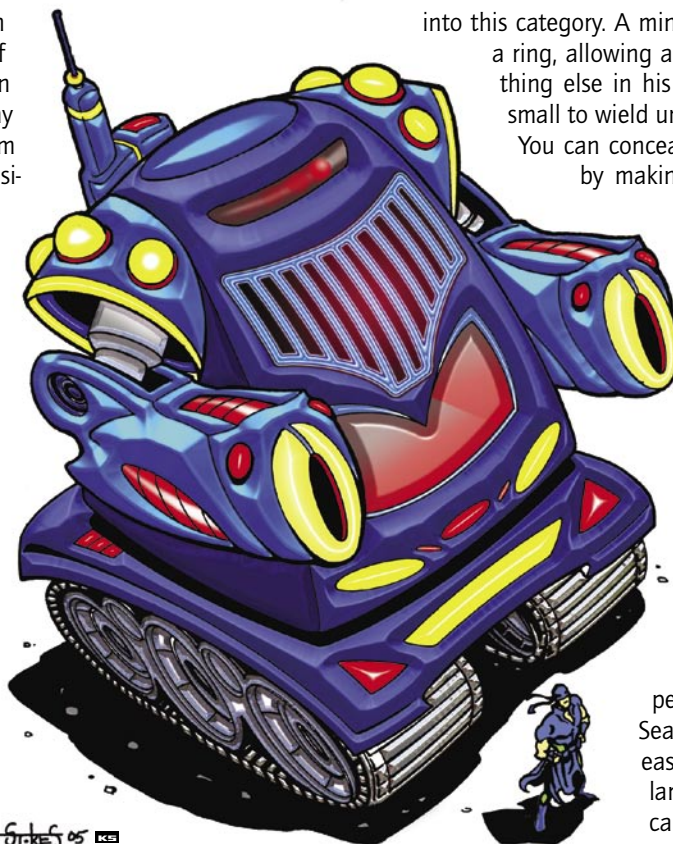
WEAPONS AND SIZE

Most of the time, you can assume that a character uses a weapon with a size equal to his own. For most heroes, their rifles, pistols, swords, and other armaments are Medium. In some cases, a character might try to pick up and use a weapon designed for a different-sized warrior. A character can use a weapon for a creature one size category larger than him in two-hands, and one size smaller without restriction. For each size category difference beyond the first, the character suffers a –1 penalty to attacks. Remember a character must be strong enough to lift the weapon. For example, a Medium creature probably needs Super-Strength to pick up and use a Gargantuan weapon. Keep in mind the penalty represents smaller or larger handles and grips, kickback from ballistic weapons, and factors other than weight.

DEVICE FEATURES

Device features are analogous to power stunts. They are minor modifications to an item that increase its utility or improve its function. Adding a feature to a device adds 1 point to the final cost of the device. You can also add these features to any power with the Device flaw.

- **Durable:** Crafted from superior materials and built to withstand punishment, this device increases its hardness rating by 2.
- **Easily Repaired:** The device features a design that makes it easy to fix. You gain +5 bonus to all Repair or other checks made to mend any damage dealt to it.

- **Instant Deployment:** The device springs into your hand with the mere flick of your wrist or even a thought. You never have to spend an action to ready it, such as if you are a construct that hides it with the Storage Compartment feat, and gain a +2 bonus to Initiative if you activate the device on your first action of an encounter.
- **Security System:** This device requires an access code or a spoken password. Perhaps it analyzes its user's DNA. In any case, it fails to work for anyone other than an authorized user. Defeating these security measures requires a Disable Device check with a DC equal to the device's highest power rank.

DEVICE POWER STUNTS

Power Surge: An emergency overload function built into this device allows it to deliver a single, massive burst of energy. Activating this extra requires a half action. Until your next action, it gains a +2 bonus to the ranks of all its features except hardness. After this time, it automatically shuts down for 5 rounds due to the strain on its systems.

DEVICE EXTRAS

Device extras can only be added to powers with the Device flaw. They represent modifications that make a power more useful in proportion to its ranks. For example, an attack that can target an area of effect allows the user to damage more than a single target. Thus, allowing it to cover an area should make the power more expensive based on its ranks. Device extras apply the same increase in cost (+1 power point per rank) as normal extras.

- **Disguised:** The device is particularly hard to notice as a dangerous or useful item with the naked eye or more advanced means. It is designed to resemble an innocent trinket or something equally unobvious, or perhaps special alloys or materials used in its construction foil metal detectors and other tools. Anyone attempting to determine the device's true purpose must make a Search check (DC 10 + the device's ranks). If a power or device with sensory abilities scans it, it remains concealed by its disguise unless the searcher makes a power check (DC 10 + the device's ranks).
- **Light:** Slim, compact, and easy to carry, you can fight with this device in your off-hand with relative ease. Reduce the attack penalty for your primary and off-hand weapon by 1 when you wield this device in your off hand.
- **Repair Systems:** The device incorporates sub-systems allowing it to repair itself. A suit of armor might might shift damaged plates to plug gaps, while a gun can be set to clean out its inner workings. The device grants its user 1 rank in Repair for each rank of this extra, so a

battlesuit with Armor +10 and this extra would get Repair +10. These ranks can only be used to fix the device and they stack with any Repair ranks the user already has.

- **Weapon:** This device is heavy enough to be used as a weapon. A wrench is a good example of this extra. While designed as a tool, in a pinch it is usable as a club. The device functions as if it had the Weapon power as a melee weapon with ranks equal to the ranks in this extra.

DEVICE FLAWS

Due to mistakes in the design process, or an effort to cut costs by using inferior materials, devices can sport a number of flaws that hinder their use. The following flaws reduce a gadget's cost per rank.

- **Bulky:** The device is heavier and larger than normal. Weapons with this flaw require both hands to properly wield. Anyone using one hand suffers a –2 penalty to hit. Before you can use the device you must heft it into position, requiring you to spend a half action to position it. If you do anything other than move, use the device, or use a free action, you must spend another half action to ready it.

- **Complex Operation:** Activating this device requires more effort than normal. You may have to prime a firing circuit or input a complex series of instructions. Increase the action needed to use it according to **Table 2–6: Complex Operation**. You can select this flaw more than once. Each time you take it, the action needed to use the item increases. You cannot apply this flaw to powers that have an action of none or reaction.

TABLE 2–6: COMPLEX OPERATION

Base Action	Modified Action
Free	Half
Half	Full
Full	1 minute
1 minute	10 minutes
10 minutes	1 hour
1 hour	2 hours
2 hours	4 hours
time in hours	double time in hours

- **Debilitating Failure:** Due to its poor construction or shoddy, incomplete design, this device frequently malfunctions, requiring repairs before it can function again. Each time you use the device, it gains a malfunction point. You must roll a d20 before each use to check for a malfunction. If the result is less than or equal to the device's malfunction point total, it fails to operate and loses all ranks in its powers and abilities and all of those that are purchased as extras or power stunts. It must be fixed using the repair rules (see **Repairing Broken or Damaged Devices** on p. 35).

As a rule of thumb, a device gains a malfunction point each time you activate it or gain the benefits of any of its powers. A suit of armor would gain a point each time its users sustains a successful attack, as its Armor power would come into play.

- **Fragile:** This device is made of very delicate parts or was designed for use in a controlled, clean environment such as a research lab. When deployed in the field, it develops frequent breakdowns and other problems as it is jostled, dust clogs its intakes, water vapor condenses inside its housing, or warm or cool temperatures disrupt its electronics. For every hour the device is outside, it suffers a –1 penalty to all of its powers' ranks and all of those that are purchased as extras or power stunts. You can carry the device in a sealed case to protect it, but you must spend a full action to open this case and prepare the gadget. If you return it to its case after an hour passes, it still suffers the –1 penalty.

- **Inaccurate:** This flaw is suitable only for weapons. The device is unwieldy in combat. You suffer a –1 penalty to hit with it, as it is poorly balanced or has a flawed targeting system.

- **Power Fluctuation:** Due to a faulty connection with its energy source, this device operates at a limited strength level. Each time you use this device, roll 1d20. On a result of 10 or less, the device loses 2 ranks from its abilities until your next action. Note that this flaw is appropriate only for devices requiring some form of power.

- **Unreliable:** This device properly functions only part of the time. Due to shorts in its wiring, jams, or other minor, temporary malfunctions, it fails to activate when used on a d20 roll of 5 or less. Make this check each time you attempt to activate the device.

CHARACTERS AND GADGETS DESIGN

Characters can only design and use new gadgets if they have free power points to spend on one. Otherwise, a hero or villain should use the invention powers given in **Chapter One**.

If a character has the spare power points needed to create a device, she should be allowed to gain it without any additional requirements or excessive hurdles. If you are a player, you should take care to ensure the devices you create make sense within the context of the game. If your hero is a club-swinging, strong but dim caveman, it would be a bit silly for him to invent a giant death laser.

For GMs, try to remain flexible when dealing with the players' requests for new gadgets. Part of the fun in any roleplaying game is that a player can create and run the character she wants to portray. If you find yourself saying no too often, the players might lose enthusiasm for the game. Try to compromise. If you don't want to use a power in the game, make it clear to the players why you feel that way. Perhaps you can allow a device on a probationary basis. If the device works out fine, then there's no harm done. If it proves troublesome, the device might break down, malfunction, or otherwise drop out of the game. In this case, if you are clear with the players from the beginning they are likely to be much more understanding of why certain things don't work in the game you want to run.
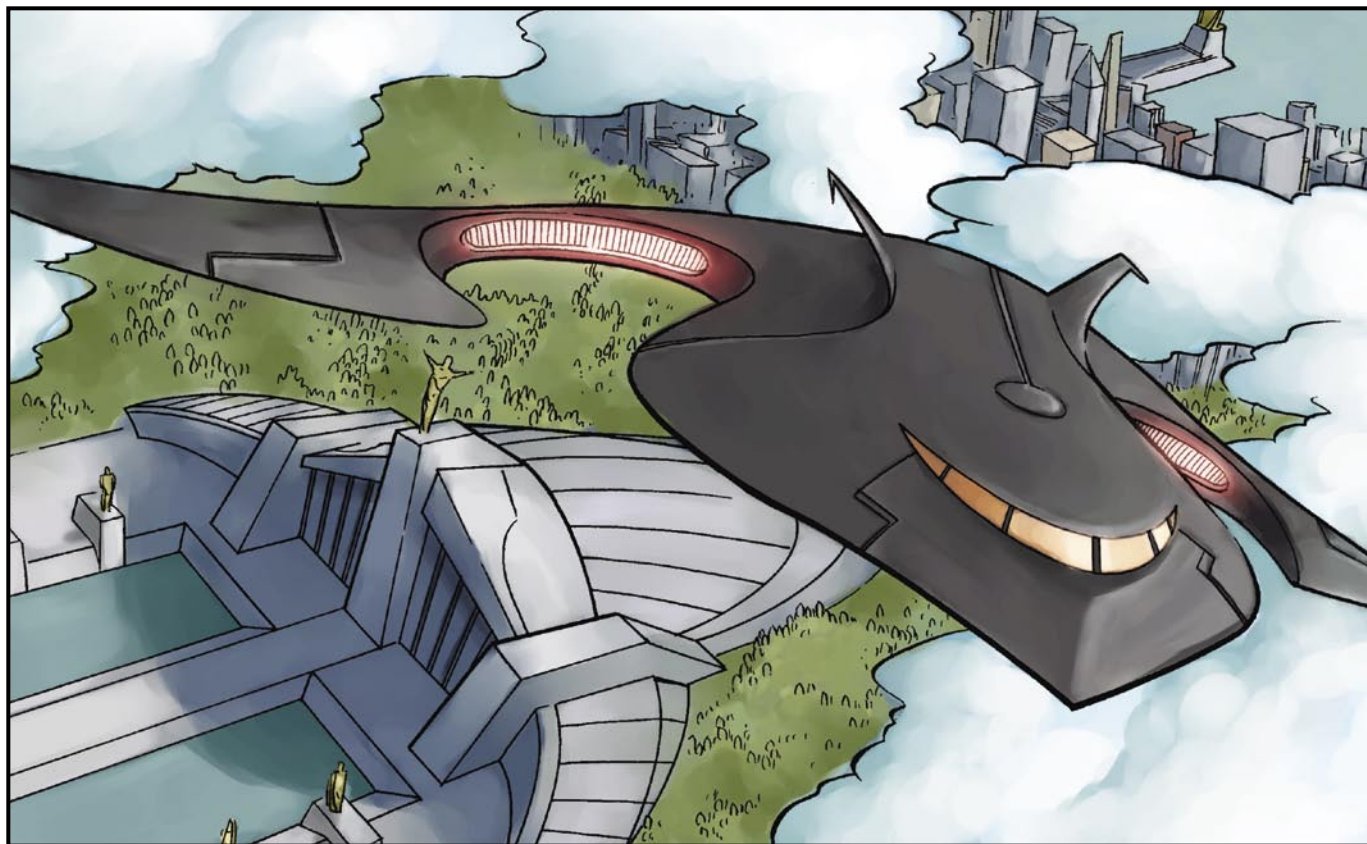
CHAPTER THREE:
TECHNOLOGY AND THE CAMPAIGN

A dding gadgets and high tech devices to your campaign can range from as simple as assigning the Device flaw to a power, or as complex as creating an entire range of spaceships, armored mecha, and planet-busting energy weapons as the latest in military hardware. This chapter gives you guidelines for granting heroes access to devices. It takes a closer look at tech levels, a concept introduced in **Chapter Two**, and provides some example levels you can use to create different campaigns. In addition, this chapter provides a variety of rules to cover devices in combat, damage to high tech gear, repairing gadgets, and other important information for gadget-users.

CHARACTERS AND DEVICES

Sooner or later in your campaign, a character may try to claim a device from a defeated villain or grab a weapon from an unconscious thug. In most cases, a character can use a device for a short period of time without causing any problems. However, over the long term, the presence of freely available technology can start to unbalance the game. Imagine a battlesuit character who invests all his points in his devices. Now, compare him to a psychic who grabs a suit of powered armor from a defeated villain and adopts

it as his own. The psychic gains the battlesuit's powers while still retaining his own. It might be realistic for the characters to loot their enemies, especially if the players have experience with heroic fantasy roleplaying games and their emphasis on gathering treasure. However, comic book heroes rarely, if ever, take and keep their enemies' technology unless it's to study it. In addition, a character who grabs a device in essence gains additional power points for free. The level system is meant to ensure a level playing field for all of the characters. Efforts to get around the limits it places on character power can leave the entire group in one mighty hero's dust.

The level system also helps you design threats that pose a good challenge to the PCs. Thus, if one character is significantly stronger than the rest you might have to create opponents specifically for that mightier hero. This further exacerbates the divide between a character who scavenges devices and one who refuses to.

With some gaming groups, this poses little to no problem. If you feel the players are still having fun, then you can let them go ahead and do as they wish. Track the hero points a character gains for carrying around tech and design your villains with the PCs' artificially inflated level in mind. On the other hand, many gaming groups

might become unhappy as one PC outdistances the rest. In that case, you need to consider how the characters can use technological devices and what steps you need to control them.

FAIR PLAY

The easiest way to keep devices from getting out of hand is to talk about the issue with your players. If you explain how the rules can go out of whack if they grab devices from villains and use them in every encounter, the reasonable player should be willing to avoid such actions. Point out that characters in comics rarely do so, but be sure to make it clear that using a device for an encounter or two might be appropriate. If a character picks up a laser gun or a suit of armor, never be afraid to take the player aside and explain that he needs to pay power points to hold on to it permanently. You might find the players grow a little gun shy about picking up items, but if you clearly communicate with them your entire group can find a comfort zone. As a rule of thumb, a character should stop using a device after one or two scenes. After that point, it might start to have an effect on the game.

It's worth noting that many issues in a gaming group can be resolved by discussion. Remember, everyone plays a roleplaying game to have fun. Mutants & Masterminds shouldn't be a game where the GM watches the players have fun, or one in which the GM tells a story while the players sit back and listen. Everyone has an equal stake in making the game enjoyable, making open, honest discussion about how the rules work the first step towards making the game work for everyone. If you talk over the issues and the players find that artificially limiting their ability to pick up devices rubs them the wrong way, then you can talk over other solutions.

DESIGN

If you find the players want to loot technology from their enemies, the simplest way to keep it out of their hands is to avoid giving it to the villains and thugs you design. Alternatively, you can stick to weaker, less effective devices that have less of an impact on the game. Unfortunately, that has the drawback of making it difficult for you to design devices that can pose a threat to the heroes. The Cybertech tech template provides a convenient solution in this case, as such devices are impossible to simply extract from an opponent and use as weapons. In addition, heroic characters might face ethical questions about ripping open an unconscious foe's body to grab the bionic implants installed within him.

KEEP AWAY

If the characters simply cannot use the devices they find, you neatly remove their ability to scavenge. Some of the device extras and features, such as Security Systems, make it more difficult for someone to simply pick up and use a device. You can also rule that when the characters defeated a villain or thug, they inadvertently damaged or destroyed the devices their opponents carried. Weapons can run out of ammo, powered armor might drain its batteries, and any item might need extensive repairs after the heroes are done with knocking around its previous owner.

BALANCING DEVICES

If neither of the previous solutions appeal to you, or if you want to make technology and devices an important part of the campaign, you can use the following rules to draw limits on the devices characters can pick up and use without penalty. In some settings, it makes sense for the heroes to make use of devices. In a game set in World War II, the heroes might be part of a special army unit. They could all be issued rifles, pistols, grenades, and flak jackets to supplement their powers. After all, if the average GI has access to such gear then important, superheroes can surely be afforded the same consideration. In a science fiction campaign, space suits, laser pistols, and advanced armor might be typical pieces of equipment.

Instead of simply restricting devices or forcing the characters to pay the appropriate power point cost for everything they find, you can establish limits and guidelines on the power, type, and point cost of devices that the characters can carry. In a PL 15 game, a laser pistol that has 5 ranks of Energy Blast is far from a game breaking item. It *might* prove useful against thugs and mooks, but against powerful villains it's a poor second choice to a hero's powers. In addition, a hero has only so many actions in a combat round, so a character is usually better off using his powers rather than a weaker gadget. It's only when gadgets approach the average character's powers in terms of usefulness that your game can develop problems.

The following rules, as well as **Table 3–1: Gadget Limits and Power Level**, give you guidelines for judging which gadgets are appropriate for the characters to carry and use without having to pay points for them. Based on a character's power level, some devices are simply too weak to have a major impact on the game.

TABLE 3–1: GADGET LIMITS AND POWER LEVEL

PL	Maximum Gadget Ranks	Maximum Gadget Cost (Without Flaws)
1	–	0
2	–	0
3	–	0
4	1	8
5	1	10
6	2	12
7	2	14
8	3	16
9	4	18
10	5	20
11	6	22
12	7	24
13	8	26
14	9	28
15	10	30
16	11	32
17	12	34
18	13	36
19	14	38
20	15	40

By limiting the ranks a gadget can have in a power, you can prevent them from overshadowing the heroes' and villains' powers. Weapon gadgets have only a minor effect on combat, as they can only injure characters who have a bare minimum of defensive powers or a poor Damage save. The cap on a gadget's cost makes it more likely a character has to carry around multiple gadgets to cover different needs. A single, super gadget, even one with relatively low ranks, could in theory include almost any power. In addition, some powers, such as Super-Speed, must be kept at a level below the maximum ranks, as they grant multiple effects or are useful in a wide number of situations.

When using these rules, ignore a device's flaws when determining if it fits beneath the maximum cost. It is relatively easy to build multiple gadgets, each with the same power but different flaws, to gain access to powerful abilities in most situations.

Remember these rules are merely guidelines you can use to judge if a gadget is weak enough to have only a minor or negligible effect on your game. These rules do not give the players *carte blanche* to carry as many gadgets as possible. As a rule of thumb, a character can carry two or three gadgets that fit within this profile without any problem.

Of all the devices characters are apt to carry under these rules, armor and weapons are the most useful. Before instituting these rules, consider the effect this would have on your game. Even without flaws counted towards their total cost, these devices can max out their available ranks under these rules. You can usually assume characters will have the maximum listed ranks in armor and weapons, either ranged or close combat, if you allow full use of these rules. Keep in mind the advice about talking to your players about these matters. As long as you do not abuse these rules and assign every last random street punk the maximum allowed gadgets, then the players might not feel any pressure to outfit their heroes. Also, keep in mind these rules are best used in settings where high tech devices and military hardware are fairly common. They are a poor fit for a modern-day-comics game or one set in an earlier era. On the other hand, science fiction or war-time settings are ideally suited to them.

When using these rules with NPCs, keep in mind these guidelines are a relative measure. The PL 10 heroes might use the level 10 caps on ranks and point cost, but a 3rd-level thug should use the ones listed for his level. Use the thug's allotment of points to buy his weapons, armor, and other gadgets. Otherwise, you risk making weaker enemies too powerful. By the same token, higher level opponents should never have free access to devices above the characters' level. If the heroes are power level 10, a 12th-level villain should use the 10th-level limits on device ranks and point cost. If you allow the villain to use higher level tech, he could become too powerful for the characters to handle. As an additional guideline, you can rule certain powers are simply too useful for even low-level gadgets to use them.

The following powers are best suited for minor gadgets. This list offers some good guidelines, so think carefully about placing other powers on it. The allowable powers are Blending, Combat Sense, Comprehend, Datalink, Deflection, Energy Blast/Weapon, Force Field, Healing, Obscure, Protection/Armor, Running, Strike/Weapon, Super-Senses, Swimming, and Telescopic Sense.

If you use a tech level to simulate the effects of your setting's scientific development on the cost of powers and gadgets, you can apply any discounts or cost increases before checking to see if a gadget violates the maximum cost. This is the *only* case in which a flaw or other cost reduction applies to the gadget's cost when determining if it is too powerful for a character to carry without paying points for it.

TROUBLESHOOTING TECHNOLOGY

In both real life and in your MUTANTS & MASTERMINDS game, technology can cause as many problems as it solves. This section looks at the common types of technology and offers advice on how to keep it from overrunning your game. Most of this advice applies if your game's tech levels draw close to the characters' power level. In that case, common thugs, cops, and other NPCs might carry weapons and armor that are a match for the heroes' talents.

ADVANCED ARMOR

In a game with a lot of high-tech armor, some characters might be relegated to the sidelines during combat. If the average thug or robot has Protection or Armor with enough ranks to stop a character's attacks, then that character has little chance to deal an effective attack in combat. There are a few ways to work around this drawback. The character could use extra effort to gain a +2 bonus to a power's ranks (see MUTANTS & MASTERMINDS, p. 105), or you could make high tech weapons available to the characters. However, the first solution can quickly drain a character's hero points or leave her fatigued for most of an adventure. The second solution may make the players feel odd that their characters have to act like walking arsenals to handle the villains. After all, comic book heroes don't normally tote guns unless that's part of their concept. On the other hand, it isn't fair to essentially force the players to invest points in powers like Energy Blast. There are a few ways you can avoid this problem.

First of all, keep in mind the relative tech level and power level of your game. If the characters' power level is five or fewer levels greater than the Armor tech level, there's a good chance that some of the heroes simply can't blast through their enemies' protection. Unless your campaign emphasizes the use of technology and weapons alongside super powers, be sure to keep your game's Armor tech level relatively low. By the same token, the average thug probably carries a weapon that can seriously hurt a character. Remember, the Armor tech level is usually a point or two behind the Weapon tech level. More about tech levels will be explained later in this chapter.

ADVANCED WEAPONS

In a high technology campaign, the characters might regularly face thugs and minions whose equipment packs a tremendous wallop. Not every hero has powers such as Protection or a good Damage save. Subjecting these characters to volleys of heavy laser fire in every fight might force the players to load up on protective abilities regardless of their ideas for superheroes. In some campaigns, this makes sense, but in others it can become a hassle.

Remember that the tech level rules are balanced so the most common armor types are roughly equivalent to the available guns, melee weapons, and other equipment. While the armor only rarely outmatches its corresponding armaments, it usually helps keep characters going. In a futuristic setting, it makes sense that heroes would don reflective armor or powersuits in hazardous situations.

You can also provide encounter areas that have plenty of cover. Characters who have less of a combat focus can dive behind walls or slip away from a fight, perhaps using their powers from a distance or sneaking up on their opponents to take them down before they can take a shot.

Keep in mind that a hero with a lot of protective powers would tend to draw more fire than his teammates. A thug with a gun is far more likely to take a shot at the guy built like a tank than at the scrawny person next to him. When running an encounter, play to the characters' strengths.

OTHER ABILITIES

The key to preventing other common, high tech items from overshadowing the characters' abilities lies in the revised pricing for powers under each tech level. Keep in mind these changes are meant to prevent these problems. You might choose Super Speed as a power that high tech can reproduce. If a player spends the power points to maximize his characters' ranks in Super Speed, he has invested a sizeable portion of his talents in an ability that others can duplicate with a common piece of machinery. Reducing the cost for Super Speed opens up other options for a character who takes it. He might have maximum ranks in that power, but he still has power points to spend on other abilities. When he goes against thugs and low-ranking villains who use technology to duplicate that power, he has other powers, feats, and talents that allow him to stand out. Remember to show the players the affect a tech level has on the cost of powers.

TECH LEVELS AND SETTING DESIGN

The basics of tech levels are covered in **Chapter Two** (see pages 20–21). While that section included all the rule information you needed to reference when creating a gadget, this section looks at the thought and design that you need to put into crafting a tech level for your campaign. It provides some basic guidelines on how to offer discounts on powers and which abilities you should target for cost modifications in order to model far-future technology.

Creating a tech level is more involved than simply modifying a power's cost. You need to consider the feel and tone of your setting, and also consider the types of devices you want to make common. If you aren't careful, you might unwittingly make it easy for the characters to overpower the villains. On the other hand, you want to make sure that the tech level has a real, tangible effect on your game. If you want armored mecha to be a common piece of military hardware, you need to make sure you design it and send it against the characters often enough for that aspect of your setting to shine through.

Creating a tech level involves two steps. First, you must decide what sorts of technology are common in your campaign. Focus on devices that are beyond the modern day level of development. At this point, don't worry about powers and other rules effects. That step comes later, after you've identified the key components of the tech level.

To help get you started, think about a few common areas of life in the setting you want to design. What types of technology are a part of everyday life? Think about what kind of vehicle the average person drives and the level of technology available on the open market. The military is a useful guide, as weapons, armor systems, and similar devices are likely to play an important role in a superhero game. Usually, the army has hardware that is at or near the cutting edge for "normal" technology, devices that are

advanced for their time but not necessarily on par with super-science or the sorts of devices that villains are likely to sport.

In addition to thinking about common technology and military weapons, take time to consider the technology that plays an important role in how you describe the setting. If you expect every hero to have a few similar, basic powers, a tech level can help encourage players to take those abilities. In a game where superheroes do battle against a backdrop of a world where giant monsters from outer space battle armored robots, advanced lasers and robots might not be available to average people or the military, but they are common amongst superheroes and their enemies. In this case, the tech level reflects the common traits of heroes and villains but doesn't extend to the average person's life. This situation could still call for a tech level to help emphasize the nature of your game.

Once you've thought over your setting's level of technology, you should make a list of the key types of devices that are common or are a key part of defining the campaign. Try to design each of them using the system in **Chapter Two**, paying particularly close attention to the powers and abilities that form the foundation for their abilities. Once you're done, you should have a reasonably clear list of the powers that could gain a discount via a tech template. At this point, you don't need to completely finish your designs. Just look through the powers and options and pick ones that are appropriate.
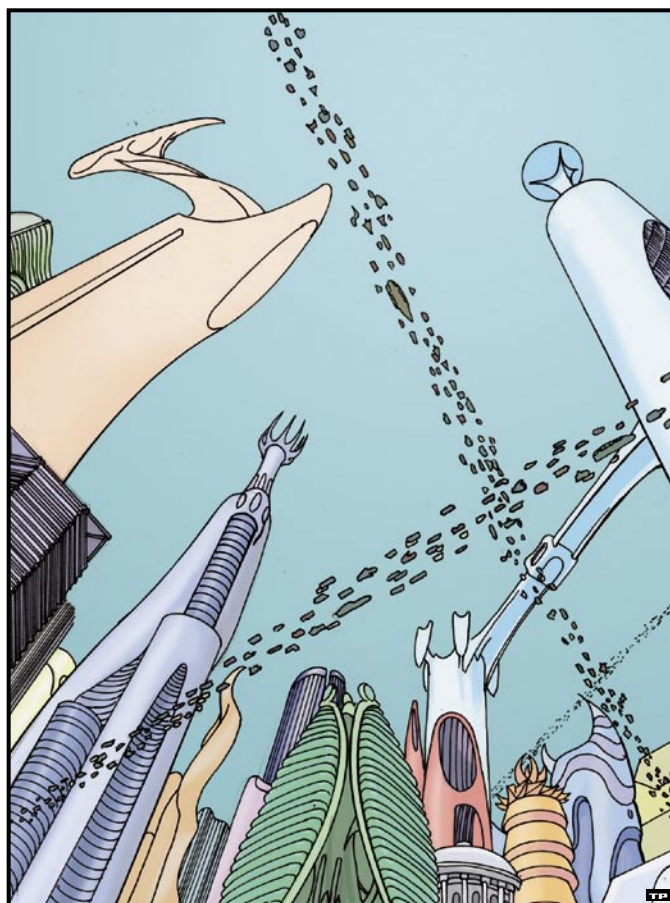
CHOOSING A DISCOUNT

As a rule of thumb, a –1 discount to a power's base cost per rank is usually enough to make it an attractive option. This discount applies after adding extras and flaws to an ability, allowing you to use it with powers with a base cost of 1 point per rank. Otherwise, these abilities would cost the same regardless of the setting. If you want to apply a –2 or –3 discount per rank, you should strongly encourage the players to take the powers you chose to make cheaper.

Tech levels pose a potential problem in that characters who do not have the discounted powers are at a minor to severe disadvantage. A –1 modifier keeps things reasonable while still making the power a more attractive option. The discount might free up enough points to improve another power, purchase a few feats, or grant a bonus to base attack or abilities. A character who lacks the discounted power has only a minor disadvantage compared to characters of the same level who take the cheaper power. At most, a character can gain a discount equal to his power level. An interesting side effect of tech levels is that this gap increases with power level. Thus, you might want to consider avoiding tech levels for high-powered games. Mighty characters have less need for technology, as only the most powerful devices have any chance of affecting them.

A discount of –2 or –3 exacerbates the gap between characters with the discounted powers and those without them. At PL 10, the discount could amount to one or two levels worth of bonus points to characters who select discounted powers. Remember, unless every character in the game takes these powers, you might drive a large gap between the heroes and villains who fit the tech level and those who do not.

Keep in mind that the tech level discount applies when creating devices and when designing a power. A player might not envision the discounted abilities as part of his hero's talents, but he can still take them as devices. In a militaristic, science fiction campaign a character with many psionic abilities might take advantage of the tech level discount by carrying a powerful energy pistol and wearing a suit of advanced power armor. This approach allows a player to design the hero he wants while outfitting him in a manner that makes sense for the campaign. Players who want to make Armor or Energy Blast a key part of their heroes' abilities can add free extras and other abilities to their repertoire.

In summary, tech levels are useful tools to represent the effects of technology on super-heroic powers. However, you need to carefully consider their impact while designing and implementing them. Altering the cost of powers serves to fundamentally alter the basic foundation of MUTANTS & MASTERMINDS. Be sure to consider the advice given here before you add them to your campaign. A tech level is not a tool to be casually tossed into a setting.

TECH LEVEL QUALIFIERS

When creating a tech level, you can add qualifiers to the discount to help refine your vision of how your setting works. A qualifier

allows you to attach the discount to specific extras, flaws, and other features of a power. This method is a handy way to use tech levels with powerful abilities, such as Time Control, without turning your campaign upside down. Flaws and extras help make a power's role in the setting clearer. They also allow you to add additional drawbacks into the technology available to the characters. For example, energy weapons might be common, but they are notoriously unreliable.

You can also put caps on the power ranks that qualify for the tech level modifier. This allows you to introduce relatively weak super powers as common in the game, but the most powerful versions are still the purview of heroes and mighty villains.

TECH LEVELS WITHOUT TECHNOLOGY

For some campaigns, tech levels can simulate the inherent abilities and talents of an alien race. You might set a game on an alien planet where everyone has minor Telepathy and Postcognition abilities. These talents are natural, inherent abilities, perhaps reflecting a species' highly developed psionic potential. In this case, you can assign modifiers to any power, not just those that are commonly used with gadgets or those that have the Device flaw.

BALANCING TECH LEVELS

One of the key issues to keep in mind is that tech levels could potentially cause imbalance between different characters in your game. If you want to run a game where blasters and power armor are common, the player who takes Armor and Energy Blast has a higher net total of points to spend than one who chooses Super-Speed and Precognition. If a character has multiple powers that receive discounts, the gap widens.

n some games, and for some groups, this isn't a problem. Your players might be comfortable with this discrepancy, or you might run you game so that the affected powers play only a minor role in adventures. Other times, it can become a problem. The characters with discounted abilities steal the limelight time and again, particularly if they take a variety of powers that make it hard for other heroes to stand out. In a setting where advanced technology is ubiquitous, you might expect the players to spend points on specific powers or gadgets, such as armor and weapons. They might not be happy with such dictates on how they must spend their points.

If the tech level becomes an issue in your game, you can solve it in a number of ways. First, always remember you should talk to the players about any problems in an open manner. Don't be afraid to just come out and say what's on your mind. You might need to be diplomatic, especially if you don't want to appear to blame the players who took advantage of the tech level you designed.

If you are in the middle of an existing game and want to fix an ongoing problem, consider awarding the characters some bonus power points to improve their heroes. Allow a character to add a new power to let him stand out from the rest of the group, or

give him a bonus level to improve the abilities he already has. Be careful when using this advice. The other players might think you are playing favorites. Usually, it is best to have a player spend the bonus points to pick up abilities that are discounted by the tech level. You can also create a pool of points that exist outside of a character's total for purposes of determining his level. For example, you might give a hero 10 points to buy a suit of armor because every other villain, thug, and hero in the game wears some sort of protection, and after four game sessions it has become a problem. Rather than allow those points to bump a PC's level up, you can set them aside in a different pool, keeping the character's level the same and balanced against the rest of the group.

At the start of a game, you can give the characters a basic set of powers that they receive, or you can allow them to purchase equipment with a pool of bonus points. These points could represent an actual cash budget, such as a grant given to the PCs' super team to help fund their quest for justice and peace. As a group, the players can design or select weapons, vehicles, and armor from **Chapter Four** to fill out the characters' arsenal.

Another way you can ensure that tech levels remain under control is to give each character a pool of points to spend on the powers and abilities that receive discounts. In essence, you ensure that the characters have one or more powers that play a key role in the setting. For example, you might decide to combine supers with giant robots straight out of anime. In this case, you might expect each character to be a super-powered robot pilot. Each character might receive a set of points independent of their power point total to construct their personal mecha. You can add certain restrictions to this process, such as requiring the machines to be at least a certain size or to feature specific flaws or extras.

In the same way, you can bring focus to a few powers without forcing the players to spend their allotment of points by simply granting them a set of powers at a rank of your choosing. This might seem like a heavy handed approach, but it gets the job done.

As a final option, you can restrict the tech level benefits to devices. As mentioned above, you can require that powers feature certain flaws and extras in order to qualify for the tech level modifiers. In this case, you can specify that while some types of technology are cheaper and easier to use, superpowers still remain the same. This option works best in games where you expect the heroes to carry a fair amount of equipment with them at all times.

SAMPLE TECH LEVELS

To give you some idea of how tech levels can work this section presents two examples, each tied to a briefly described sample setting. Remember that tech levels should reflect your game world's unique features and distinct flavor. They aren't an excuse to hand out discounts on powers, and you should only use them if your game is sufficiently unique and different from the base-

line MUTANTS & MASTERMINDS setting. In many cases, you can run a game in a far future setting or an ancient world without any alterations to the world. The keys to a tech level lie in how technology should affect each character and what sorts of technology should play a role in every game session. If there is some talent or ability that you expect every character to have, then chances are a tech level might help highlight its importance.

Each sample tech level includes a description of a setting and a summary of the powers it discounts. Note that these tech levels use a variety of approaches, including many of the optional and variant ones discussed above. These examples are built primarily to show you how you can use tech levels, not simply as example game settings that you can set up and run.

TECH LEVEL: FAR FUTURE

From laser pistols to starships, the common images of the future form an amalgam that you may want to draw on when creating a MUTANTS & MASTERMINDS game. If superheroes can operate in the modern day, there's no reason to assume that their power suddenly wanes as technology marches forward. Perhaps heroes and villains with Super-Intelligence and similar powers developed technologies that allow for a great leap into the future, mankind is then able to colonize the stars and meet a staggering array of alien races. Personal force fields, powered armor, and energy weapons replace firearms and bulletproof vests. In this campaign, the advanced tech that you might expect to show up in a hero or villain's hand is everywhere. Many powers might be replicated through common devices. Every household might have a tool that uses the Telekinesis power to make it easy to rearrange furniture, while personal gravity belts grant commuters a few ranks in Flight.

The far future setting is the most flexible of the tech levels presented here. You can easily modify it to match your particular view of a science fiction supers game. The setting described here conforms to the typical visions of the future from TV, movies, and books. Rather than dwell on scientific accuracy, it highlights flashy device and catchy tech.

The key to modeling this setting lies in looking at the powers that are most likely to be commonly used as devices on a flexible, every day basis. Society might develop gravity machines, but if they are rarely used outside of keeping passengers and cargo stuck to a starship's floor, they aren't common enough to demand a tech level modifier. Beam weapons and heavy armor, on the other hand, might be as close as the nearest department store.

The far future setting assumes that interstellar travel is not only possible, but common. The typical family's vacation might consist of a jaunt to a nearby star system. Moving around an inhabited planet is relatively easy, thanks to supersonic mass transit. Shuttle flights between planets in a system are as common as airline flights today, perhaps more common. Aliens from a dozen worlds mingle, while laser blasters, energy swords, and plasma cannons are the weapons of choice.

Each power that receives a discount based on the tech level is listed below. In addition, each has a description that explains why it receives a discount. This process is meant to show you how and why you can use a tech level to sculpt your game's setting.

- **Armor:** As weapons improve in efficiency, armor technology always seems to lag slightly behind. In most far future settings, heavy body armor is restricted to elite troops or special cadres. Thus, the Armor power does not normally receive a discount. Power armor and mecha are special cases that deserve their own tech level.

- **Energy Blast:** With the wide array of powerful energy weapons available to criminals, space pirates, soldiers, and even civilians, the Energy Blast power loses some of its punch. The ability to project energy is less impressive if every combat capable person has an energy weapon. This ability receives a –1 discount per rank.

- **Protection:** While the Armor power might not be worthy of a discount, Protection does qualify for one. Armor is not common enough to make the power any cheaper, but it does make the Protection power a bit less useful. This ability is easy to gain by raiding a military compound or even purchasing a high-end set of protective gear. Thus, it qualifies for a –1 discount per rank.

- **Space Flight:** Starships and other craft capable of providing a reliable way to travel between planetary systems make this power less useful to heroes. As with Energy Blast, machines that can duplicate this power are relatively common. It receives a –1 discount per rank.

- **Other Powers:** In crafting your setting, you might find that other powers also qualify for a discount. If transporters and similar devices that can beam a person to a distant location are commonly used on spacecraft, then Teleportation loses some of its utility. In essence, the –1 modifier per rank puts a power at the same price as a device. A hero can take the Device flaw to further reduce the cost, reflecting that a person who can use a machine to replicate that power is not particularly noteworthy or powerful within the setting. The key lies in remembering that tech levels should be used with powers that are common and easy to gain access to, not simply ones that technology can duplicate.

Defensive powers all fill the same role in MUTANTS & MASTERMINDS campaigns. Because the mechanics vary slightly from power to power, you may choose to reduce the cost of some or all defensive powers. Armor may be very common in a setting and because of that a GM may reduce the cost of Amazing Save (Damage), Force Field, and whatever other powers appropriate to the campaign.

TECH LEVEL: MECHA

A staple of anime and military science fiction, mecha includes any human-piloted robots used as weapon systems. They can range in height from slightly above a man's head to towering war
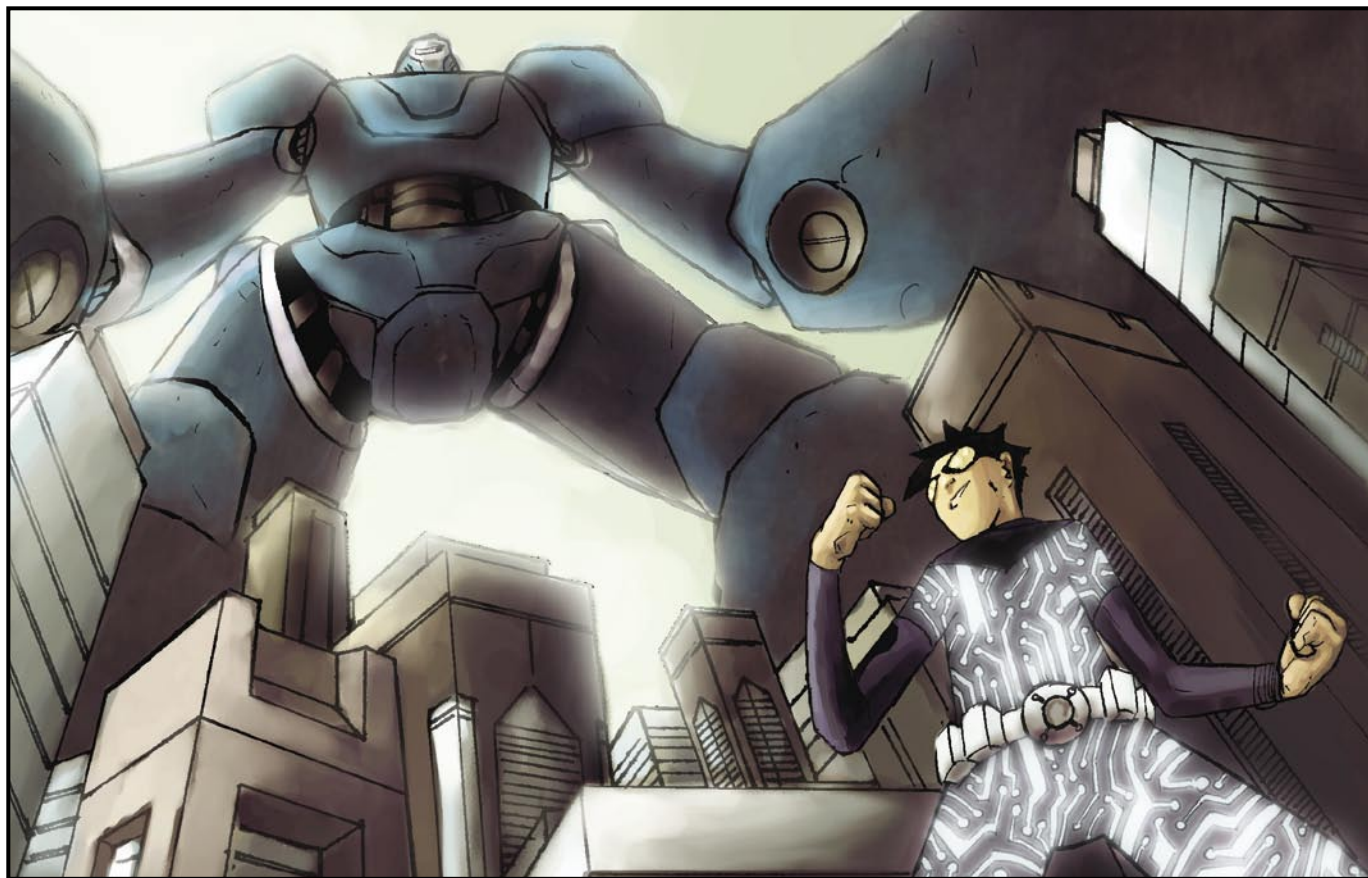
machines that stand alongside skyscrapers. In a mecha setting, these machines are the most powerful military hardware available. Their heavy armor, formidable array of weaponry, speed, and agility combine to make them the ultimate war machines.

In anime, mecha can range from a few, unique prototypes to mass-produced, armored fighting vehicles. In the former case, mecha fills the same role as any other superhero. It might be an ultimate weapon, but the armored suits and robots are too few in number to represent a broadly based, fundamental change in how society works. Civilian vehicles might resemble current designs, while the armed forces still rely on tanks and infantry for most situations. In this case, you're best off designing mecha just like any other construct superhero. Use the vehicle creation rules from **Chapter Four** (p. 74) to create them. Unless you want to run a campaign where the characters are all mecha pilots, a tech level is probably inappropriate. A giant robot is just as remarkable as a superhero soaring through the sky.

If mecha are ubiquitous, your campaign takes on a different feel. The police may respond to a call in mobile, armored suits that can handle a modern day armored battalion. Construction workers operate robots equipped with digging tools, plows, and cranes. While designed for civilian use, these machines can pack a wallop with their industrial equipment strong enough to punch through tank armor. Advanced military hardware might make the typical, mecha-equipped soldier the equivalent of a superhero. A

mecha's great strength, tremendous firepower, and mobility make it a match for many heroes. Super-Strength and Flight lose some of their luster if any reasonably trained pilot can gain them via a common piece of military hardware.

In this type of game, the characters might be the most talented mecha pilots on the planet or have some other powers or skills that set them apart. Mecha use the rules for vehicles given in **Chapter Four** (p. 74). The characters might have two different power levels, one for their characters to reflect their training and another that represents their mecha's weaponry, armor, and other systems. In this case, the PCs might all have superpowers that are directly useful for a mecha pilot. Abilities such as Energy Blast and Protection are covered by their vehicles' abilities while Super-Dexterity, Combat Sense, Precognition, and similar abilities are possessed by the heroes and make them stand out above others of their kind. The characters' mecha could be experimental prototypes or highly advanced machines that allow them to stand out from the typical military and industrial models. These machines should be at least two or three power levels above the most common mecha, with a five level gap a good medium between making the PCs' robots powerful without making them overwhelmingly so.

In a mecha campaign, the characters' enemies can range from giant monsters sent to menace Earth by a conquering, galactic empire, to heroic battles against a power-mad despot's legion of robotic soldiers. The characters could even be mundane police

officers or other government agents who use their high tech equipment to keep super villains and other threats under control. Imagine a world in which supers are common or at least exist in large enough numbers to prove difficult to keep track of. In this case, the government may need to develop high tech armor and weapons that can grant law enforcement the same level of strength, firepower, and speed as the typical PL 10 hero or villain.

MECHA TECH LEVEL RULES

Implementing a tech level for a mecha-based supers game can follow a few different paths. This section summarizes one of them. If you find that your game is significantly different from the ideas given here, you might need to modify these guidelines to fit your vision for the game.

In this tech level, all of the heroes are mecha pilots. The characters each pilot a unique robot and use their super powers to improve their piloting abilities. They might also have minor powers allowing for adventures outside of their machines.

When creating characters, the players build their characters and mecha seperately. Use the vehicle creation rules from **Chapter Four** (see p. 74) to create mecha. In addition, since everyone in the campaign is expected to handle vehicles, you can give the characters (power level) ranks in Drive and Pilot for free. This allows players to develop the unique aspects of their characters while still having some room to customize their vehicle skill ranks, since the maximum rank is (power level +3) and they have the option of taking the Skill Focus and Talented feats.

The characters should be at least three or four levels below their mecha. However, allow them to purchase skills and powers with ranks up to their mecha's level. In essence, the mecha serves as a big pool of points that the characters use to purchase their primary powers. If the characters can purchase their personal abilities to the same level, you ensure that they are equally useful when handling action in and out of the cockpit. You might want to place a limit on the powers that can be purchased above the character's level. As a rule of thumb, any ability that can be used to directly injure an opponent should be limited to the characters', rather than the mecha's, level.

When creating NPCs and villains, use the same system as outlined above. Keep in mind that you need to focus on increasing the level of a villain's mecha in order to keep battles balanced and interesting. When designing scenes that take place while the characters are outside of their mecha, use their PCs' level as a guide. Usually, combat serves as a better challenge while the characters are in their machines. The characters' can rely on their mecha's armor to protect them from attacks, and they can probably sustain a few serious hits before risking defeat. With the lower power levels for the characters, they are much more fragile outside of their machines. Most players might avoid powers such as Protection, Strike, and Energy Blast, since their mecha duplicates them. Focus on roleplaying, character development, problem solving, and similar issues when the PCs are separated from their mecha. A fight scene can serve to spice up

an adventure in that situation, but if you use too many of them the players might feel a bit short changed. Most importantly, be sure to change the scale of the battles when the characters are in and out of their mechas. On their own they should face adversaries that can challenge them without the abilities of their mechas. While piloting their mecha you can really ramp up the scale and give them some real knock-down, drag-out fights worthy of increased power level.

POWER COST MODIFICATION

You can simply use the standard tech level guidelines to create the same campaign. Since the players will have to spend the majority of their points in their mecha's abilities to have a viable role in the campaign, you should use the following discounts to encourage them to create appropriate PCs.

POWER DISCOUNT

The cost for a mecha has a –2 discount per rank. Apply this modifier after deciding on its features and abilities. This heavy reduction reflects the prime importance placed on mecha in this style of game. Note that abilities and features that have a flat cost, such as power stunts, gain no benefit from this modifier. Note that in this case, individual powers receive no special discounts or modifiers. A character with Energy Blast or Telekinesis can still fight against giant robots, and he can easily handle police or industrial mecha providing that his power's ranks are equal to or above his opponent's rating.

ADDITIONAL RULES FOR GADGETS

Using gadgets in your game is more involved than simply designing equipment and assigning it to the villains. Invariably, a situation comes up that requires additional rules to cover devices. A hero might try to smash a villain's suit of power armor, or the characters might need to repair a broken down vehicle or mend a shattered time machine. The following rules cover a variety of situations involving gadgets.

ATTACKING DEVICES

With death rays, powered armor, and gravity cannons unleashed on your campaign, sooner or later one of the characters will try to smash the villain's super device. The Atomic Brain's armor might be too strong for Minotaur to punch through, so our resourceful hero tears a few holes in the Brain's defenses before sending him to the ground with a mighty uppercut. These rules allow heroes and villains to wreak havoc on technological items. They provide some more details to the rules for attacking objects (see MUTANTS & MASTERMINDS, pages 138–139). Use those rules for objects that lack ranks or powers. These rules apply to any gadget that has ranks in any powers.

Striking an object follows the standard MUTANTS & MASTERMINDS rules. High tech devices have a hardness either based on the table from MUTANTS & MASTERMINDS (see **Table 8–11: Substance Hardness** on p. 139) or equal to the power rank of their best abil-

ity. As a rule of thumb, use the former option when the device's materials are obvious based on its manufacture. Strange, alien, or ultra-high tech devices should use the latter option to reflect their advanced manufacture.

A device's abilities degrade as they take damage in much the same way an attack reduces an object's hardness. If it fails a Damage save, reduce the ranks of all its abilities and its hardness by 1. If it fails this save by more than 5, reduce the ranks of all its abilities and its hardness by 3. If it fails the save by more than 10, reduce the ranks of all its abilities and its hardness by 5 and choose a random ability, extra, or power stunt it provides; it loses that ability. Any features reduced to +0 or less are rendered inoperative.

These rules make it more likely that a gadget loses its effectiveness with a successful hit, but there is less of a chance of destroying a device outright.

REPAIRING BROKEN OR DAMAGED DEVICES

Repairing a device takes time and effort. Each check takes one hour. Each successful Repair check restores +1 to each ability and hardness or brings a destroyed capability, such as an extra or power stunt, back on line. The player may choose which ability is being repaired when making the skill check. A character can repair a power with ranks by restoring its bonus to +1 or higher. If the device is an ability that the character bought with power points, he can make Repair checks to fix it using his ability's original bonus as his Repair check ranks. If the character also has ranks in Repair, add the two together. This reflects the hero or villain's intimate knowledge of the item. It also allows you to trash a hero's equipment without rendering him powerless until he can find a skilled technician.

JURY-RIGGING

You can also attempt jury-rigged, or temporary, repairs. Doing this reduces the DC by 5, and allows you to make the Repair check as a full-round action.

However, a jury-rigged repair can only fix a single problem, and the repair only lasts until the end of the current encounter. The jury-rigged item must be fully repaired thereafter, and cannot be jury-rigged again until it is fully repaired.

You can also make a Repair check to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and can be higher depending on the presence of security devices.

DEVICES AND EXTRA EFFORT

You may or may not be able to use extra effort (MUTANTS & MASTERMINDS, p. 105) to improve the performance of your equipment. Trying real hard isn't going to make your gun do more damage or your car drive any faster. You can improve your own ability to use the equipment, but not the equipment's capabilities. Some devices, on the other hand, like magical talismans or cosmic weapons channeling willpower, do work in conjunction with extra effort.

When you acquire a device choose whether or not you can enhance it normally with extra effort, depending on the type of device it is. If you cannot, then you can use a Repair check in place of extra effort to enhance the device's powers. You can jury-rig your own device as a full-round action. The Difficulty Class of the Repair check is 10 + the device's power point cost, so it's easier to jury-rig simple, low-cost devices than it is more elaborate and powerful devices.

If the check is successful, you can apply the benefits of extra effort to the device. The "extra effort" you squeeze out of the device lasts for one use, just like normal extra effort. The device suffers a level of "fatigue" after the extra effort unless you spend a Hero Point to negate it. Three total levels of fatigue render the device inoperative. One level of a device's fatigue can be repaired with a DC 10 Repair check taking an hour.

CHAPTER FOUR:

GADGETS AND GEAR

From robots towering above a city's skyline to bombs the size of your thumb, comics feature a staggering array of inventions, enchanted artifacts, and other gadgets. This chapter uses material from the previous sections of this book to catalog everything from guns and armor to starships and motorboats. It breaks the gadgets down into several basic types, with each type receiving optional rules, powers, features, and other material in addition to sample devices.

This chapter is designed to provide you with the foundation for creating devices for your game. The MUTANTS & MASTERMINDS rules are simple enough that creating devices is a relatively simple task. For example, you can create almost any type of gun simply by assigning ranks to the Energy Blast power and giving it the Device flaw. Thus, this section provides more support for granting devices new capabilities and features. Rather than provide a catalog of devices, most of which would consist of a few powers, it provides you with new extras, flaws, features, and even new powers for heroes who specialize in the use of a single type of gadget.

The final section of this chapter lists a wide variety of miscellaneous devices. Use this section if you need a device to equip a villain. The devices listed in the individual sections are created with an towards providing you with ideas for adventures or to give you a framework from which you can build your own inventions.

- **Arcane:** This section expands on the options available to magical devices. It includes new extras, flaws, and features. (Begins on p. 37.)

- **Armor:** This category covers everything that is designed to protect its user. Armor might offer secondary abilities, such as a suit of powered armor that enhances a wearer's strength. (Begins on p. 39.)

- **Biotech:** Drawing on the concept of living technology, this section presents new features, extras, and flaws for devices made from biological material. (Begins on p. 44.)

- **Computers:** Computer systems offer a wide range of utility to heroes. They can store and analyze data, while highly advanced ones include artificial intelligences that can serve as advisors and aides. This section includes complete rules for using computers. (Begins on p. 45.)

- **Cybertech:** Bionic devices, artificial organs, and similar implants are a natural byproduct of advances in computer and biotechnology. This section allows you customize cybernetic characters with new features, extras, and flaws. (Begins on p. 58.)

- **Robots:** This category covers any sort of artificial being created via magic or high technology. It includes mecha, robots driven by human pilots, along with golems, androids, and other manufactured creatures. (Begins on p. 62.)

- **Spytech:** Pen-sized microphones that can pickup conversations from hundreds of feet away, scanners that can pick out the guns hidden on an assassin, and similar information-gathering devices receive detailed rules in this section. (Begins on p. 70.)

- **Vehicles:** From tanks to skateboards, this section covers any sort of device that transports its user. This section covers expanded rules for everything from simple carts to starships. (Begins on p. 74.)

- **Weapons, Melee:** Clubs, axes, energy blades, and similar weapons are given a complete set of expanded design rules here, in addition to a new power that sword-wielding heroes can use to reflect their talents. (Begins on p. 82.)

- **Weapons, Ranged:** The bread and butter of many super-heroic characters, this weapon category covers everything from primitive crossbows to advanced sniper rifles. If it's designed to hurt people or wreck property at a distance, you can design it with the rules given here. (Begins on p. 85.)

- **Miscellaneous Devices:** This section presents an array of devices for every power listed in the MUTANTS & MASTERMINDS core rulebook. If you need a device to fill a specific need, you can look here to find one. The devices have a per-rank cost to make it easier to customize them, and are all classified by their tech template. (Begins on p. 92.)

ARCANE DEVICES

The idea of an arcane device clashes with images of advanced technology, cybernetic enhancements, and other products of the modern age. Most of the time, we think of spells, charms, hexes, and enchanted swords as relics of the past. Yet, in comics many heroes use such powers to defeat the villain and save the day. From Norse gods who operate as heroes to masters of the arcane arts who use their knowledge to banish demonic monsters and protect the innocent from the machinations of the greedy and ambitious, magical talents and devices have a long history in comics.

This section presents new features, extras, and flaws that you can use with arcane devices. While any device can qualify as a magical item simply by adding colorful details and using powers and features appropriate to an arcane gadget, these options are given rules and background material to give a device a magical feel.

ARCANE FEATURES

Spells and magic can provide for abilities that might appear strange or nonsensical with a technological background. Use these features to give a magical item a more distinctly arcane feel or set of abilities.

- **Arcane Flame:** With a simple command word or phrase issued as a half action, this device sheds a bright, arcane glow. You can illuminate an area with a radius of up to 60 feet, with double the distance beyond gaining partial illumination that grants one-quarter concealment. You can choose to diminish this radiance to a less than 60-foot radius. Changing the area it lights is a half action.

- **Slayer:** Appropriate for weapons, this feature represents a special blessing or enchantment laid upon an item to imbue it with a baneful aura against a particular type of creature or opponent. Pick a single class of creature or construct, such as robots, mutants, or animals. Against that chosen foe, your weapon gains a +2 bonus to hit and a +1 bonus to its damage modifier. You can choose this feature multiple times, selecting it for use against a different type of foe each time.

- **Spellbane:** When used against a creature that has the Sorcery power or the mystical power source, this item gains one of the following benefits depending on its nature. It either gains a +1 bonus to any damage modifier it has, a +2 bonus to power or skill checks, or it gains an effective +1 bonus to its power ranks. The first option is best for offensive items, such as weapons, the second one works well with general utility devices, while the final one is a good pick for defensive gadgets. You can select this feature more than once, gaining a different option from the list of three each time.

ARCANE EXTRAS

- **Arcane Lock:** Only one who is trained in the art of sorcery can use this item. Anyone who lacks ranks in the Sorcery power who attempts to use it must make a Fortitude save with a DC equal to the item's highest ranked power. On a failed check, he suffers a Stun attack with a damage modifier equal to the ranks in the item's highest rank power. This is categorized as an extra, rather than a flaw, because it is useful for sorcerous characters who do not want others to take their items and use them against them. Your GM may opt to classify this as a flaw if heroes with Sorcery are rare in his game.

- **Eternal:** This device can never be fully destroyed. Over time, it slow re-forms and once again gains the full range of its power. If damaged, it automatically regains 1 rank in all damaged abilities per day. If it is destroyed, it fully repairs itself after a month. It appears in its owner's hands or, if the owner is dead, manifests somewhere in which a worthy new bearer might find it.

- **Spirit Bond:** The magical aura that surrounds this device allows it to attune to its user's arcane signature. After you have carried this device for a week, you become its formal

owner. If you lose the device, it appears in your hands one hour after it is taken from you. You can sense this device's relative distance and direction by concentrating and spending a half action.

ARCANE FLAWS

- **Arcane Signature:** This device's magical power has a particularly noteworthy tone and aura. Whenever you activate it, anyone within 10 miles per rank they have in the Sorcery power may sense your presence. They may make power checks with a DC equal to 20 – the item's highest ranked power. On a successful check, the sorcerer knows your exact location and gains a vivid image of where you stand, your allies, and what you are currently doing.

- **Corrupting Influence:** This device was forged with the essence of an evil spirit, such as a demon, devil, or similar malevolent entity. While you carry it, you must fight the urge to commit foul deeds, while heroic actions require far more resolve than normal. While you use or carry this device, you must spend double the normal amount of hero points when attempting to use them. You gain the normal benefits, but go through points twice as fast.

- **Cursed:** Whether by a flaw in its creation or the grim echoes of its past deeds, this device's users have all met with ill ends. In some cases, this flaw represents a strange flux in magical energies that simply draws bad luck near the device. Other

times, it is possessed by evil spirits that actively seek to do harm against the person who bears it. This flaw might not apply to just anyone. Perhaps only the device's chosen user can wield it without harm. In any case, the curse inflicts a –2 penalty to the bearer's Defense and a –1 penalty to all of his Damage saving throws.

- **Mystic Knowledge:** Activating this device is no simple matter. Each time you try to use it, you must make a Knowledge (occult) check with a DC equal to the device's highest ranked power + 10. This check is a free action, and if you fail you can choose to do something other than activate the device. The device simply fails to function for you this round. You can retry the check each round until you succeed. Some magical items require a trained wizard to unlock their secrets, while others activate only with a proper command word or some symbolic action. The check might represent an attempt to complete a short ritual or some other action to bring the device to life.

- **Willful Personality:** The spirits that grant the device is magical nature sometimes take actions contrary to their user's desire. A magic wand might blast the wrong target with a bolt of energy, while a sword may suddenly prove heavy, unbalanced, and difficult to wield. Before each scene, you must make a Charisma check with a DC equal to the item's highest rank + 5. If you fail, the GM may have the device malfunction in some manner as the spirits within, angered at some perceived slight, or simply out of boredom, ignore your commands. It may refuse to function, it could have the opposite of the intended effect,

or it might twist its power around to place you in danger. This happens once during the encounter. For example, if the device fails to work it fizzles on one of your actions, not for the entire battle. Your GM should pick a dangerous or climactic point to use this flaw. GMs may also work this flaw into ongoing plot lines, using it to reflect the device's desire to have its wielder pursue or give up on some course of action.

ARMOR

Supervillains, invading aliens, monsters from the depths of the Earth, all of these threats have advanced laser blasters, savage claws and fangs, and other weapons that can reduce even the bravest hero to a battered heap. Without armor to hold such attacks at bay, the heroes would be quickly overwhelmed. Armor and similar abilities are perhaps the most important powers in MUTANTS & MASTERMINDS. A staggering array of mighty attacks and abilities means little if the first attack you face sends you sprawling to the floor. A few ranks of Protection or Armor can mean the difference between victory and defeat.

This section presents new rules for armor, including extras, flaws, features, and examples of advanced armor. In comics, armor is only rarely a purely defensive measure. It usually includes built-in laser blasters, flying jets, and other abilities. Armor can enhance its wearer's physical abilities, improve his fighting talents, and even grant him super-human strength and agility. Armor is one of the most likely of all powers to include a wide variety of extras to model the abilities it confers to its user.

Armor also includes any protective gear designed for a specific environment or situation. For example, a fire-proof suit would count as a specialized type of Armor. A new virtual power, Power Suit, covers outerwear that doesn't protect its wearer from physical attacks but otherwise grants the use of extras, features, and other abilities normally associated with armor.

NEW FEATURES FOR ARMOR

You can add features to armor at the cost of 1 power point each. These features represent the minor benefits or abilities that a suit grants its user. In addition, you can grant feats to armor to model its special abilities, targeting abilities, and other talents it grants its user. The armor must usually meet the standard prerequisites for the feat, though your GM can choose to waive this requirement. For example, a suit of armor with vision magnification and a targeting computer might grant Far Shot without also possessing Point Blank Shot.

Note that some features are poor choices for armor that doesn't include a helmet, computer system, gauntlets, or other parts. Your GM has the right to overrule a feature selection if it does not fit the armor's style or form.

- **Climbing Spikes:** Spurs and sharp spines in your armor's boots and gauntlets grant you a +2 bonus to all Climb checks. In addition, you can use these spikes to claw or rend an opponent. They count as having Weapon +2.

- **Concealed Weapon:** If your armor includes Weapon, Energy Blast, or a similar power that can be used to attack as an extra, your suit is designed to conceal the armament until you use it. It pops out of a hidden compartment or looks like a harmless piece of equipment. The first time you use this weapon during an encounter, you can make a Bluff check as a free action against your target. If you win, your opponent is considered flat-footed against the weapon's first attack. Your GM can judge that opponents you have faced before expect the attack, denying this bonus against them.

- **Hard Point:** Your armor includes a stable firing platform for a weapon. One attack power purchased as an extra for your armor gains a +1 bonus to hit due to the stability and rugged construction of its mount.

- **Reactive Armor:** This armor can absorb damage, causing it to slowly degrade over time as it soaks up attacks that would normally pierce it. When you suffer a hit that penetrates the armor (an attack that has a damage save modifier greater than or equal to the armor's ranks), before making your Damage save against that attack you may gain a +4 bonus to your Damage save. This bonus allows you to exceed the normal, level-based cap on a power's ranks. After gaining this bonus versus an attack reduce your ranks in Protection by 2 for all future attacks. You can only use this feature once before you must restore it. You need at least a four hours in a workshop or repair bay in order to bring your armor's protection back up to its original level and restore the use of this ability.

- **Reflec Armor:** Designed with a shiny, reflective coating, your armor is particularly resistant to laser beams and other light-based attacks. It gains a +2 bonus to its ranks when you are struck by such attacks. This bonus allows you to exceed the normal, level-based cap on a power's ranks.

- **Sloped Armor:** Your armor has been designed to deflect kinetic and physical attacks. Bullets, axe blows, and even fists strike your sloped armor and are channeled away from you. You gain a +1 bonus to your armor's ranks to resist damage when struck by physical objects or kinetic attacks. This bonus allows you to exceed the normal, level-based cap on a power's ranks.

- **Stable Firing Mount:** This armor can deploy struts and supports to help steady its user's aim and strengthen his footing in the face of a bull rush attack. As a half action, you can deploy this system. You cannot move, but you gain a +1 bonus to hit with ranged attacks and a +4 bonus to all Strength checks to avoid being knocked prone or moved from your current spot by any effect. It takes a half action to return the struts and supports to your armor so you can move again.

- **Storage Compartments:** You have enough space in your armor to securely hold up to four items, each of which can be no larger than your hand, pistol, or other Small item. You can secure these compartments, forcing thieves to make an Open Locks check (DC 10 + the armor's highest ranked power) to open them.

- **Voice Modulator:** Your armor incorporates a sound system that alters your voice, making it impossible to identify you and giving you a more majestic, commanding tone. While wearing this armor, you gain a +2 bonus to Intimidate checks and may boost your volume so that others can hear you clearly from up to a mile away.

ARMOR EXTRAS

Armor tends to incorporate other powers as extras, particular abilities that can be used as weapons. Extras that improve armor are usually best suited to high-tech devices that use a combination of powered motors and computer systems to grant a suit of armor expanded abilities.

- **Auxiliary Power:** When heavily damaged your armor can tap into a secondary reserve of power, allowing it to continue to function despite the battering it suffers. You can immediately repair one rank of damage suffered by your armor or any of its extras, including powers purchased as extras, by spending a rank from this ability. You automatically recover ranks in Auxiliary Power at the rate of 1 per day.

- **Close Quarters Defense System:** Your armor is covered with sharp spines, electrical outlets, and similar hazards that can burn, cut, or impale anyone who comes too close to you. Anyone who attempts to grapple or grab you automatically suffers a hit with a damage modifier equal to your armor's ranks. Your opponent continues to suffer this damage if he maintains a grapple against you.

- **Modular:** Your armor can break apart into smaller pieces, allowing you to lend its protection to others. You can reduce your armor to half its total ranks and grant one other person the ranks you lost. You cannot grant any extras, power stunts, or features in this manner, nor can you get rid of flaws. It takes 1 minute to change your armor in this manner, and another minute to restore it. If you somehow lose the donated section of armor, you can repair it as normal.

- **Recovery System:** This extra can prove useful, but at times it can place you in grave danger. It consists of a simple computer and a heart and brainwave monitor. If you are knocked unconscious, the armor's systems activate an autopilot that attempts to return you to a point you previously chose. The Recovery System can only store one location at a time. Note that your foes might believe that you are still active, perhaps causing them to attack and injure you further. You can toggle this feature on and off as a free action. Your armor uses the full range of its movement abilities to move you to safety.

ARMOR FLAWS

While a suit of armor can protect you from a villain's lethal energy blast, sometimes you must sacrifice speed, mobility, or flexibility in the name of protection.

- **Anchor Weight:** While your armor may ward off attacks, its weight and bulk makes it difficult to complete many common physical tasks while wearing it. With this armor on, you cannot move as fast, nor can you leap, swim, or jump as well as normal. Your normal ground movement speed is cut in half and you suffer a penalty equal to the Armor or Protection power's ranks to all Strength and Dexterity-based skills.

- **Overbearing Load:** This armor presents a staggering weight. While you can fight and act as normal as long as you remain on your feet, it makes it difficult for you to get up if you are knocked prone. If you are knocked prone for any reason, standing up requires a full-round action rather than a half action.

- **Penetrable:** Your armor is designed to ward off attacks, but sometimes even relatively weak strikes pierce it. Your armor might consist of a mesh weave that, while capable of deflecting attacks, always lets some of their force through. If you are struck by an attack that your Armor or Protection would normally negate because the attack power's ranks are less than that defensive ability, you might still suffer injury. You must make a Damage save against DC 15. If you fail, you suffer a hit regardless of your margin of failure.

- **Power Source:** Your armor relies on an external source of power and must be recharged on a regular basis. You can use you armor for 12 hours before it needs fuel or additional energy. It must spend one hour collecting power for three hours of operation. (So it takes four hours to fully charge the armor.) Your armor can incorporate the equipment it uses to build up a charge, such as solar panels, a power cord, or a similar device. If your armor runs out of power, it provides the benefits of the Armor or Protection powers but otherwise loses all of its extras and features.

- **Stiff:** The armor's heavy layers of metal, plastic, or leather slow and inhibit your motions. You cannot react quickly to attacks, and your armor drags down your reflexes and agility. You lose your Dexterity and Dodge bonuses to Defense while wearing this armor and suffer a penalty equal to its ranks divided by 4 to Defense and Reflex saves.

- **Vulnerable Point:** A single spot on your armor is fragile or offers an unprotected attack against you. It might be a space where joints meet, or it simply could an old crack or dent that you have been unable to repair. When you suffer a critical hit, you lose half your ranks in the Armor or Protection power against that attack.

ARMOR POWERS

The new power outlined here, Power Suit, is a virtual power. Alone, it provides no benefits. It grants you the option to construct some form of clothing or protective gear that, while not stout enough to reduce the damage you may take from physical attacks, does allow for other useful features. For example, the hero Blast Havoc might have an enormous cannon set on a stabilized, shoulder-mounted platform. While this rig offers him no protection, it does grant the benefits of extras such as Auxiliary Power or the Stable Firing mount feature.
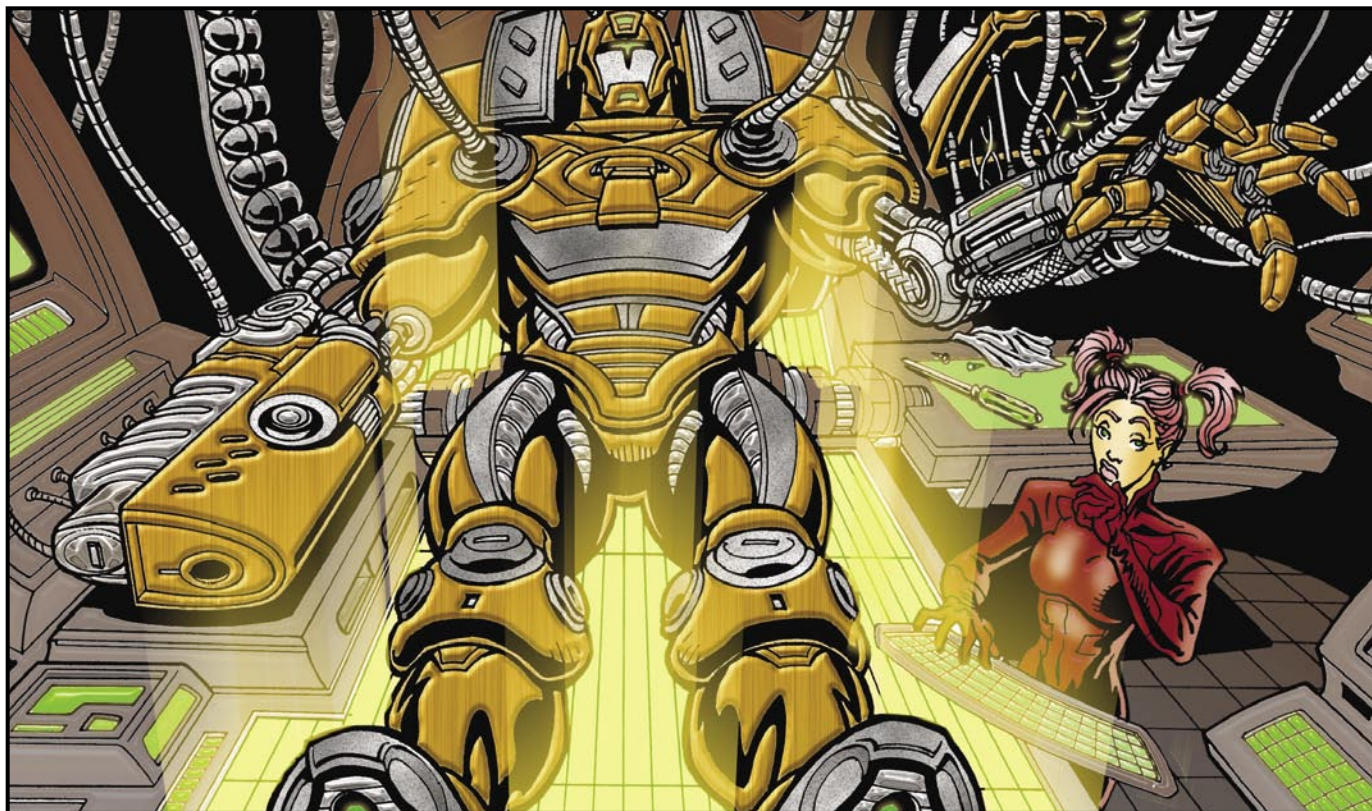
POWER SUIT

Cost: 0 (see below)
Action: None
Range: Personal
Duration: Continuous

A power suit is an otherwise mundane set of clothing or protective equipment incorporating other powers and abilities. It has a base cost of 0 points per rank. However, a Power Suit cannot have more ranks than its highest ranked extra. A Power Suit with no powers, only extras or features, has ranks equal to its highest ranked extra or half its number of features, whichever is higher.

Power Suits usually incorporate features, such as the Immunity feat, or Armor extras that aid the powers it takes as extras. It also gives you access to Armor extras and feats without using the Armor power. For example, a flame retardant suit might provide safety against fire damage but offers no protection against bullets, knives, and other physical attacks. If you want to buy several powers and organize them into a Power Suit, it may make more sense to choose one of those abilities and use the rest as extras based on it.

For example, Chris wants to create a Power Suit with stealth capabilities. He chooses Incorporeal and Invisibility as its powers, both at rank 8, which makes the Power Suit rank 8 as well. Since both powers are extras of Power Suit, they have a –1 cost modifier. So the "stealth suit" costs 2 pp per rank total or 16 power points (for 8 ranks in both powers).

Power Suit already has the Device flaw factored into its cost, so that flaw applies automatically to all extras of the suit, with no further reduction in cost.

POWERS AND ARMOR

The Armor power is a natural fit for a wide range of powers. Many comics depict heroes who are otherwise ordinary people until they don a powerful suit of armor. Weapons, detection gear, and even psychic powers can all be included in a suit of armor as high tech devices. Since almost every power is a good match for Armor, this section focuses on the general roles that extras can fill, rather than providing advice on each one separately.

Not every suit of armor should include powers as extras. Archaic protective gear, such as chain mail armor, does nothing more than provide a shield against harm. Usually, technologically advanced armor or suits enchanted with magical power have powers as extras. Most mundane armor does not.

ATTACKS

Adding an offensive ability to a suit of armor can be as simple as incorporating sharp spikes to its gauntlets and arm guards. Energy Blast, Weapon, Natural Weapon, and Strike are the obvious choices, but Energy Control and Element Control also serve as convenient attacks. Give some thought to how the armor incorporates a weapon. Does its use a shoulder-mounted cannon? Are there built-in claws? Is there a rifle or similar weapon included as part of its design?

DEFENSIVE ABILITIES

While it might seem strange for a suit of armor to include additional defensive abilities, there are more ways to avoid harm than simply soaking a hit. Super-Skill (Hide) or Invisibility can represent a suit of armor's stealth capabilities, while Deflection or Energy Field might serve as back-up defensive abilities. Combat Sense might represent an early warning system included as part of the armor's computer, while Illusion or Obscure can give you cover from an opponent's attacks.

ICONIC POWERS

In addition to attacks and defenses, many suits of armor from comic books offer a few common powers. Flight, Running, and Tunneling allow a suit's user to traverse difficult terrain with ease, while Super-Strength and other super-abilities transform a normal person into a super-heroic figure.

One of the things to keep in mind when creating a suit of armor is that most of the time it is put together with an eye towards a specific task. If there is a popular or well-known hero in your game's setting, suits of armor might be devised to mimic her powers or to counter her talents. A suit of armor devised to allow for deep-sea exploration will have much different abilities than one created to serve the military. However, the deep-sea armor might still offer Super-Strength, Swimming, and Natural Weapon (in the form of tools built into its arms) that could make it a viable option for a would-be superhero. It's easy to fall into a rut when designing armor for heroes and vil-

lains. Adding a twist by creating armor for a task other than battling supers can give a familiar concept a new feel.

SAMPLE ARMOR DESIGNS

The armor presented here ranges from common, mass-produced gear, such as flak vests and ancient armor, to specialized equipment that a particular villain, hero, or group might use.

TABLE 4–1: MUNDANE ARMOR

Type	Abilities	Points
Leather Armor	Armor +2	2
Chain Mail	Armor +3	3
Plate Mail	Armor +4	4
Flak Vest	Armor +3	3
Riot Gear	Armor +4	4
Deep Sea Diving Suit	Power Suit +3, Immunity (cold, pressure, suffocation)	6
Environmental Suit	Power Suit +3, Immunity (disease, poison, radiation)	6
Fire Suit	Power Suit +1, Immunity (fire)	2

GENERIC POWERED ARMOR

This armor represents the common mass-produced, powered armor that you may see in a military science fiction movie or comic book. It is designed to augment the average soldier's abilities, transforming him into a stronger, faster, and tougher warrior. It includes the Leaping power to improve the user's mobility and features a suite of abilities to aid in foiling an enemy's detection gear.

In a science fiction setting, this armor might be the standard issue given to the average infantryman. In a current or near-future game, this powered armor represents the cutting edge of technology. It might be in the experimental stages, making it a valuable target for any villain interested in equipping a super-powered legion of soldiers. In some areas, police officers and soldiers trained to cope with supers might use this armor.

GENERIC POWERED ARMOR

PL 8: Armor +8 [*Extras:* Energy Blast, Super-Skill (hide), Super-Strength (*Extra:* Leaping); *Flaws:* Power Source; *Features:* Immunity (suffocation); *Cost:* 6 pp; *Total:* 49 pp].

BULLDOG COMBAT ARMOR

This highly experimental suit of armor is designed for use by the super-villain Mechanus's thugs and followers. The Bulldog armor, like its namesake canine, is designed to fight with a tenacious, relentless style. Unlike many other forms of powered combat armor, the Bulldog is built to harass and hinder its opponents rather than kill them. Mechanus, an intelligent robot that operates out of a base hidden in Antarctica, ran a statistical analysis of super-villains who have drawn the most attention from heroes and law enforcement during their careers. The one link his study
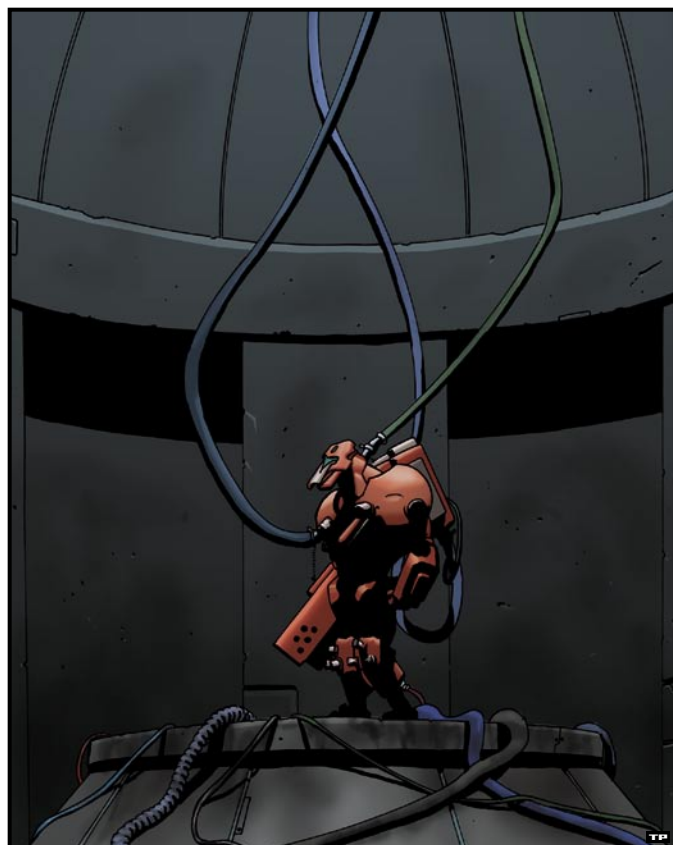
unearthed between these villains was that they were destructive, murderous, and vicious. Other criminals may have committed crimes that had a greater economic impact, such as diamond heists and similar thefts, but murder or rampant violence drew a far greater response. In Mechanus's view, the public was far more likely to overlook a criminal who stole merely for profit, as opposed to those who committed violent crimes.

With this analysis in mind, Mechanus began recruiting minions and designing their tools. He carefully screened out potential agents who showed a tendency towards violence and anger. Instead, he offers an unrivaled share of the take from any robbery to criminals who are driven merely by greed or ambition. These subjects, his tests indicated, were much less likely to lose their cool or engage in shoot-outs with police and heroes.

With his foot soldiers hand-picked for ambition, emotional stability, and an aversion to violence, he then designed a suit of battle armor that would fit his profile of a useful but relatively benign system. The Bulldog is equipped with non-lethal weapons. It stuns or hinders heroes, leaving them unable to pursue the Bulldogs' operators as they make a getaway. The Bulldog's outer chassis is designed with rounded corners, hidden weapons, and an almost toy-like appearance. Many of them are painted purple, blue, and other soothing colors, while an audio modular installed in each gives their users' voices a pleasant, calming tone.

These modifications have had their intended effect. While the Bulldog armor has drawn more than its share of media attention, government agencies have been too busy with other, more violent criminals to allocate extensive resources against them. In some circles, the Bulldogs are seen as cult heroes who steel from the rich and, at least in the rumors, give to the poor. Seizing on this opportunity, Mechanus has designed several artificial intelligences to spread rumors and half-truths on the Internet of his Bulldogs' benign intentions. He has even gone so far as to market t-shirts and toys based on his minions, though he is careful to set up these deals through front corporations.

Of course, while Mechanus operates behind a benign façade, he is anything but charitable. His thugs steal to help line his coffers and place him in a position to slowly create a global monopoly. By laundering his plunder through several companies he owns, he plans to use industrial espionage, sabotage, and a steady stream of crime to launch a global, monopolistic megacorporation.

BULLDOG COMBAT ARMOR

PL 10: Armor +10 [*Extras:* Dazzle, Fatigue (*Flaws:* Only +5), Flight (*Flaws:* Only +8), Paralysis, Slow, Snare; *Features:* Improved Initiative, Point Blank Shot, Rapid Shot; *Cost:* 5 pp; *Total:* 66 pp].

JETSTAR ALL-ENVIRONMENT EXPLORER

A joint project of American and European space agencies, the Jetstar is designed as a multi-purpose tool to aid in the exploration of environments from outer space to the deepest areas of the ocean. It has excellent mobility, as it can fly and tunnel, and its defensive abilities allow it to absorb the crushing pressure at the ocean floor or the searing heat of a volcano's heart.

While the Jetstar offers tremendous utility to science, its durability and toughness have been noticed by a small cabal of super-villains. Known as the the Guild, these villains are a group of low-powered thieves who specialize in robberies and other crimes. Led by the super-genius known as the Architect, they have managed to avoid any super-heroic interference in their work by carefully disguising their true abilities. However, The Architect has grown weary of simple bank robberies, scams, and other minor crimes. While he and his compatriots live in comfort, their greed continually pushes them towards greater schemes.

The Jetstar offers them the tool they need to make it to the big time. Its defensive abilities and other features make it ideal for their uses. While The Guild's members possess powers, none of them are capable of going toe-to-toe with Protonik or a similar hero. With several Jetstars, though, the odds swing to their favor. To this end, The Architect used his talent for computers to infiltrate the Jetstar project's mainframe and insert several rogue programs into it. When the first prototype Jetstars are to be shipped out, they will be mis-routed across the world. The Guild knows to wait in a Guatemalan town for their armor to arrive. Meanwhile, the other suits will spread far and wide to the addresses of several minor super-criminals that the Architect once worked with, while the research center set to test the Jetstars will receive crates of spare parts, junk, and other material. Via a simple loophole in a shipping program, the Guild will unlock its true malevolent potential. The characters may have to step in to avert a global wave of crime, as the Jetstars' owners flex their newly found powers. In the confusion, the Guild hopes to commit a massive heist on Fort Knox to destabilize the world economy and set themselves up for a lifetime of luxury.

Note: If you follow this plot thread, the Jetstar is best used against PL 10 heroes. Its defensive abilities make it difficult for such heroes to overcome the Guild through combat. Instead, the PCs must use guile and cunning to overcome the villains. Sooner or later, the Architect and his lackeys have to leave the armor. The problem the heroes face is in luring them out in the open without this powerful weapon.

JETSTAR ALL-ENVIRONMENT EXPLORER

PL 18: Armor +18 [*Extras:* Auxiliary Power, Datalink (*Flaws:* Only +8), Flight (*Flaws:* Only +15), Regeneration (*Flaws:* Only +5), Super-Strength (*Flaws:* Only +10), Tunneling (*Flaws:* Only +5); *Features:* Immunity (cold, disease, energy (electricity, fire, magnetic, radiation, sonic, vibration), poison, pressure, suffocation); *Cost:* 2 pp; *Total:* 90 pp].

BIOTECH

While the words "technology" or "device" conjure up images of metal, plastic, and glass, biology has provided many of humanity's tools across the ages. A horse or ox is really nothing more than an organic engine when you look at it in terms of how society puts it to use. As science explores the mysteries of DNA and maps out the genetic map of creature after creature, it may one day be possible to engineer creatures that serve a specific, tool-like role.

Already, researchers have produced rabbits with luminescent fur or animals that grow skin that can be harvested for use in human patients. With enough research into the fundamental workings of biology, it may be possible to sculpt living things from scratch, spawning entire new species of animals that live to serve their creators.

Biotech is best reserved for games where advanced technology is common or at least within the bounds of the tone and feel. It provides a change of pace from the standard technology, and its strangeness when compared to manufactured devices makes it a good choice for aliens, evil geniuses, or secretive government agencies. If your game draws more on a gritty, realistic approach, biotech might be out of place. From a manufacturing point of view, biological constructs require more energy, time, and effort to produce than technical ones, despite what movies and video games may show. It will always be easier to manufacture rather than grow weapons and tools, but that doesn't mean that biotech can't find a place as a weird change of pace in your MUTANTS & MASTERMINDS game.

BIOTECH FEATURES

The following features are available for the standard cost of 1 power point. Use these features to make biotech devices more unique and more reflective of their strange origin.

- **Devourable:** Biotech devices invariably have systems and functions that allow them to repair the everyday damage they take during the course of their use. Chemicals synthesized within its body allow it to maintain its operating condition. Due to the nutrient-rich structure of these chemicals, this device can provide healing if its user damages it in order to ingest its components. In exchange for inflicting 1 point of damage to the device, its user can heal one lethal or stunning hit. This process takes 10 minutes to disassemble the device and ingest its healing components.

- **Feeding:** The device can cannibalize its user's body, drawing small quantities of blood and flesh (or whatever the user is made of) into its systems to synthesize ammo or repair its structure. The user suffers a lethal hit. In return, the device either refills its ammo stores or it repairs 1 point of damage to its ranks and/or hardness. This process takes 10 minutes for the device to consume and process its meal.

BIOTECH EXTRAS

Biotech devices can develop abilities that are normally difficult or expensive for more traditional devices to incorporate. These extras also serve to produce a marked difference between how a biotech device operates when compared to a standard weapon or suit of armor. Use them to demonstrate how biotech gadgets differ from other devices.

- **Active:** This device can move under its own power, though its mind and nervous system are too simple to allow it to act like a truly independent device. However, it can take a limited number of actions. Its user can ready it as a free action, as the device wriggles from its holster or pouch for its owner to activate it. It can also move 30 feet per round towards its user as long as it is within 200 feet of him and has an open path. Finally, if anyone other than its user attempts to use the device it refuses to operate and it bites or claws him with a base attack bonus equal to the ranks in this extra. Its damage modifier equals its ranks divided by 5. A device is imprinted to a single user when created, but its user can train it to accept other masters by spending a day with its new ally. Only a single potential user can train with the device each day.

- **Biological Affinity:** By analyzing its user's DNA and integrating itself into his body, either by forging a direct, physical connection to him or altering its shape to adapt to his habits and preference, this device is easier to handle and use than normal. When using this device, its user gains a +1 bonus to any attacks or power checks made with it. By spending a hero point, he can activate the device as a free action.

- **Cultivated Link:** Some biotech devices have enough cognitive ability to learn from their users and adapt to their preferences and tastes. When using this device, its user may use his Intelligence, Wisdom, or Charisma modifiers rather than Strength or Dexterity to modify his attacks. In addition, he may apply his Charisma modifier to any power checks made with the device, though the device's ranks remain the same for determining the scope and raw power of its abilities. The user must carry the device with a Cultivated Link for at least 24 hours to allow it to adapt to him. Until that time passes, he does not gain its benefits.

- **Enforced Evolution:** This extra allows a device to alter its genetic code, changing its features and abilities to match its user's changing needs. Given six hours to recombine its components, absorb organs, and spawn new ones, the biotech device's owner can create a new device using the original one's points. The only restriction on this ability is that it must include the biotech template and this extra. Otherwise, it can produce anything that its user may normally design.

- **Implanted:** This biotech device functions similar to a cybernetic implant. It is added to its user's body via a complex, invasive operation. This device provides all of its standard benefits, but it no longer suffers the drawbacks of the Device flaw. Either add points for this extra to compensate for the points subtract by Devices or remove that flaw.

BIOTECH FLAWS

As biotech devices often interlink with their user's own organs and systems, they can provide for a variety of nasty side effects. Perhaps biotech devices are outlaws in your game precisely because they hold such a potential for havoc.

- **Addictive:** The device is addictive to users over the long term. Perhaps it must pierce its user's skin to draw nourishment, and the pain killing serum it synthesizes to keep its bearer comfortable is habit forming. In any case, every day the device's user carries it, he must make a Fortitude save with a DC of 20 +

the number of days he has used it. On a failed save, he develops an addiction. He must carry the device for at least six hours of every day or suffer a –1 penalty to all attacks, checks, and saves for each day he goes without it. The user develops tremors, endures agonizing pain, and otherwise experiences withdrawal symptoms. After 14 days of symptoms, the penalty reduces by 1 each day until it reaches zero, at which point he recovers from his addiction. Note an addict can draw on a general model of device, not a specific item, to satisfy his craving. For example, a hero addicted to the neural serum used to link with an organic gun can get a fix from any gun of that model, not just the specific item that sparked his dependence.

- **Rebellious:** This biotech device has a distinct personality, complete with a set of foibles that make it difficult to use unless you spend several days training to use it. Even then, it can at times prove difficult to handle. Until you have used the device for at least one week, you suffer a –4 penalty on all skill checks, attacks, and power checks made with it. Even after that time, this penalty drops to –2 until six months pass and –1 after a year. This penalty never drops below –1.

- **Draining:** The biotech device can place a strain on your physiology. Each day you carry the item, you must make a Fortitude save with a DC of 20 + the consecutive days you have carried or used the item. If the save fails, you suffer a point of damage to one of your abilities (chosen when you take this flaw). You can heal this ability damage normally (at a rate of 1 point per day), but you cannot recover from it while still using the Draining device.

COMPUTERS

From scheming AIs to CPUs that are smaller than a wristwatch but can process terabytes of data in seconds, computers play a role in many comic books. They can serve as useful tools, particularly when they are used to analyze data and investigate strange events. In some cases, they can take on a role similar to a sidekick, as they develop personalities and aid in tracking down and defeating criminals, even if they remain back at headquarters.

This section provides complete rules for creating advanced computers. It gives you all the rules you need to construct anything from a simple device that stores data and can connect to the Internet, to highly advanced machines that possess a true artificial intelligence. In between those extremes, computers can fill a wide variety of roles.

Computers work just like any other device, though they tend to fill a narrow range of uses. Usually, they are designed to process and analyze large amounts of data. A computer programmed to break down data on crimes might find patterns that indicate gang activities or the presence of a supervillain in the city.

COMPUTERS: CREATION RULES

A computer's ability to manage, store, and collate information depends on its speed, disk space, and other factors that don't necessarily translate into the typical attributes used for heroes, vehicles, robots, and other devices. This section gives you the basic information on how to assign ability scores to a computer and what those values mean in terms of its performance.

Unless otherwise noted, a computer uses an ability, power, or feat in the same manner as a normal character.

Many of the abilities and references given here will make more sense once you read the rules for cracking computer systems and using the Computers skill. In summary, the expanded rules for intrusion, writing viruses, and using computers treats a machine similar to a character. Virus attacks can stun a computer, taking it off-line for a time, or damage it, wearing away at the integrity of its files and programs.

LEVEL

A computer's level is a measure of the technology used to construct it. A higher level computer is built with advanced tech. It might use processors based on undreamed of technology, allowing it to compute the entire history of the cosmos in the time it takes a modern day computer to figure out the average person's

taxes. A computer's level otherwise works just like a character's level. It determines the maximum rank it can have in a power or skill.

As with levels for robots, guns, and other devices, this is a purely optional measure you can use to keep a device in balance with the nature of technology in your game. If you want to create a simple desktop computer or a digital behemoth that dwarfs today's best technology, you can use levels to ensure that the machine you design fits the idea you have for it. Otherwise, you can simply purchase powers and features as you wish and worry about the point total later.

Computers receive 12 points per level to spend on powers and features. They require far fewer attributes and abilities to perform than characters or even robots, but their abilities start lower. If you want to build a mobile, active computer, you are better off using the rules for robots. These rules assume that you want to build an immobile machine, one that is possibly too large for others to easily transport it, that focuses on processing data.

TABLE 4–2: COMPUTER POWER LEVEL

COMPUTER LEVEL	CONSTRUCTION POINTS
1	12
2	24
3	36
4	48
5	60
6	72
7	84
8	96
9	108
10	120
11	132
12	144
13	156
14	168
15	180
16	192
17	204
18	216
19	228
20	240

SIZE

Computers use the size attribute for devices (see p. 23). Size is a useful way to cut down on a computer's cost, as many of the most powerful ones are designed to remain in a secure installation, such as a superhero team's headquarters. Use a computer's highest ranked program to determine the total cost reduction or increase based on its size.

ABILITY SCORES

All computers have the following abilities. These abilities are usually important when using the expanded rules for the Computers skill given later in this section. The new abilities use the same scale for modifiers as Strength, Dexterity, and other abilities. Like other abilities, they cannot be increased above 20.

TABLE 4–3: COMPUTER ABILITIES COSTS

ABILITY	STARTING VALUE	COST
Interface	1	1 point per point
Processor	10	3 points per point
Security	1	1 point per point
Storage	1	1 point per point

If you want a computer to feature an artificial intelligence, complete with Wisdom, Charisma, and Intelligence scores, use the Independent Intelligence item power (see p. 21). This ability grants a device the ability to think and act just like a living creature.

INTERFACE

Some computers are easier to use than others. They provide a simple, easily accessed list of commands or they allow a user to manage several tasks at once with only a slight delay. Computers with a poor Interface may crash or freeze if their commands are counterintuitive.

A high Interface score provides a bonus to your Computers skill checks, while a low one inflicts a penalty. The harder a computer is to use, the more difficult it is for you to make full use of your abilities. Apply the modifier for a computer's Interface score to all Computers and other skill checks made while using it.

Interface provides a modifier for a computer's Will saves. A good interface signals problems within a computer's systems in easily-understood alerts that a user, or the system, can use to halt intrusions.

PROCESSOR

This ability covers a computer's speed. Computers with a high Processor score get work done faster. They can also spawn and maintain programs better than slower machines. In the expanded rules for the Computers skill, computers with a good Processor score can take more actions per round than slower ones.

When you spend a half action to use a computer, you gain bonus half actions for purposes of using the computer equal to its Processor modifier. If the computer has a penalty, you gain no bonus actions.

Processor, rather than Dexterity, modifies a computer's Reflex saves.

SECURITY

This ability measures the strength of a computer's security systems. A computer with a high score can resist attacks with greater ease, while one with a poor rating is much easier to break into. Security represents a combination of software, hardware, and configuration. Some computer designs are inherently more secure than others.

Security provides the modifier for a computer's Damage and Fortitude saves.

STORAGE

Some computers are designed to hold tremendous amounts of data, while others are specialized devices that are built around a small package of specialized applications. The higher a computer's Storage score, the more applications it can hold and the more complex they can be. Each program stored on a computer has a memory rating. When the machine's programs have a total memory rating equal to its Storage score, it cannot gain new programs until it deletes some of its current ones.

ATTACK BONUS

Computers can purchase an attack bonus, though most of them lack weapon systems and similar items that can make use of it. The bonus represents the quality of the computer's targeting system and is limited by level as normal, if the computer has a level. As mentioned earlier, if you want to make a mobile, high-tech device capable of independent action use the rules for robot creation.

DEFENSE BONUS

As an inanimate object, a computer obviously cannot dodge actual physical attacks. Instead, it purchases a Defense bonus for use against crackers and others who attempt to penetrate its systems. See the expanded rules for the Computers skill later in this section.

SAVES

A computer uses its saving throws when it faces an attempt at intrusion, a virus attack, or a similar threat. It does not normally gain saving throws against physical threats. A computer uses the same set of saves in digital combat as a normal character: Damage, Fortitude, Reflex, and Will. (See **Expanded Computer Rules** on p. 48.)

SKILL RANKS

Computers can purchase 5 skill ranks at the cost of 1 power point. Due to their ability to catalog and track a tremendous range of information, computers are much more adept at gaining knowledge of a skill than living creatures or robots and similar constructs. A computer cannot normally purchase ranks in skills based on Strength, Dexterity, Constitution, or Charisma. If a computer lacks an Intelligence or Wisdom score, it counts as having a +0 modifier when making skill checks modified by them. In this case, the computer simply searches its databases to provide an answer. It cannot reason or deduce an answer, but it can retrieve one.

In addition to the standard uses for skills, computers use some of them in a different manner than normal. For example, a computer can use Gather Information to scour the network for scraps of data relating to a particular topic. As long as a hero has access to a computer, he gains the benefits of the skill ranks it possesses. However, it takes a minimum of 10 minutes to use a computer to make a skill check.

A computer can make use of some of its skills depending on its abilities and function. For example, a computer that controls the security cameras at a bank could use Spot to notice intruders, but probably not Listen unless it's equipped with some unusual sensors.

POWER RANKS

A computer can purchase a variety of powers, though not all of them are available for their use. The following powers are available to all computers, with any changes noted along with the power:

AMAZING SAVE

This power applies to saves the computer makes as part of its operations and against physical attacks.

ARMOR

This power applies only against physical attacks made against a computer, such as a laser blast or punch.

COMPREHEND

The computer can translate languages. It must be supplied a sample of a language, such as a scanned piece of text or an audio file, that it can study.

DATALINK

A computer with Datalink allows its user and any programs installed on it to interface with other systems at a distance.

HEALING

A computer with this power has a mechanical surgeon installed on it. It can use this power to restore a patient's health.

SUPER-SKILL

This power works as per its description. It grants a computer a bonus to any checks it may attempt.

In addition, computers have access to Super-Interface, Super-Processor, Super-Security, and Super-Storage. These powers cost 2 power points per rank. They add their ranks to any modifiers or checks that those abilities effect.

SOFTWARE

Computers have different applications, databases, and other tools installed on them. Software works much like powers. It provides a specific ability to a computer, with a rank that measures its relative power and utility (see **Computers and Software** starting on p. 51).

FEATS AND FEATURES

A computer can purchase any feat, though whether it can use it or not is another question. Feats such as Power Attack offer little utility to a CPU, as it is unable to make physical attacks. However, a computerized surgeon might make good use of Skill Focus (Medicine), while a system designed to analyze crime scenes with a set of sensors could gain tremendous benefit from Darkvision.

EXTRAS AND FLAWS

A computer does not have an overall rank. Rather, it has a collection of powers, features, and programs that determine what it can do. Its level serves as a cap for its abilities, if you choose to assign one. Assigning a flaw to the computer as a whole would be like trying to assign one to a character rather than one of her powers. However, you might want to use extras and flaws, particularly the cost modifiers associated with size. A gigantic computer might be immobile, but if you're designing a mainframe for your superhero group's headquarters, that's of little concern.

For any extras or flaws that can affect a computer but have no direct bearing on any of its powers or programs, use the virtual Computers power to model this. A CPU automatically has Computers with ranks equal to its highest ranked program or power. It has a base cost of 0 power points per rank. You can reduce this to –3 points per rank, but it can go no lower. It can increase with no overall limit. Thus, you can assign overall flaws and extras to a computer and account for this in its overall cost.

EXPANDED COMPUTER RULES

In some games, you may want to use more complex, option-rich rules for infiltrating computer networks. The current rules for the Computers skill allow for a simple check to enter a system

and steal its files. However, if computer systems, digital intrusions, and similar tropes are an important part of your game, you might want to use the expanded rules to add more options and tension to the process of breaking into a computer. If you expect computerized systems to play a major role in your game, these rules help emphasize them and give the characters plenty of opportunities to show off their talents.

These rules are not meant to reflect a fanciful picture of computers and networks. While they are far from a rigorous presentation of the realities of computer security and the process behind cracking a system, they do not venture into virtual realms or computer systems that allow a user to project his consciousness into a digital network. While options for such elements of science fiction are possible with these rules, and notes and ideas for implementing them are given, they are not the focus of these rules.

USING COMPUTERS: THE BASICS

The Computers skill allows you to modify or create programs, operate a computer, and break into secure systems. As a trained only skill, it prevents characters that lack ranks with it to make use of an advanced computer's full potential. However, many systems require only a minimum of experience or training to make use of their basic options. As operating systems have developed, they have become easier for lay people to use. While a neophyte might not be able to program a computer to decrypt an alien race's language, he can use its software to balance his checkbook, read email, or write a report.

All computers offer a variety of features and abilities, many of which are usable by anyone with a modicum of experience with personal computers. For example, the North American Crusaders may have an advanced computer in their headquarters that has records on supercriminals, advanced software that can coordinate the team's satellite array, and basic Internet and productivity applications. Any member of the team will know how to use the Internet, might be able to search the criminal database, but only the team's scientific genius, Dr. Apollo, can make full use of the orbital sensors and communications devices linked to it.

Computer software has two types of functions: basic and advanced. Basic features are usable by characters who do not have the Computers skill but who hail from a modern culture where computers are a part of everyday living. Some basic functions may have a check DC required to properly use or access them. For this check you may use either your Computers skill, if you have it, or you can make an Intelligence check.

Advanced features require special training. Even features that do not have a Computers DC listed are usable only if you have one or more ranks in Computers. Obviously, if a feature lists a DC you must make a Computers check to use it correctly. These functions presume that you are an expert computer operator, one capable of delving into an operating system's guts, deciphering a programming language, or tinkering with hardware to achieve the desired result.

Some computer software and options require you to make a Computers check to gauge how well you complete at that task. For example, while attempting to break into a system you need to make a skill check to see if you can bypass the security systems. Sometimes, you might make it past them but trip an alarm, giving you a limited amount of time to work before the system tracks your location.

The specific rules for whether a software package is basic or advanced, any Computers or Intelligence DCs needed to use it, and the rules and abilities for it are given later in this section (see **Computers and Software** on p. 51). Like powers, each type of software provides a unique set of abilities and rules that govern its use.

USING COMPUTERS

Normally, when you use a computer you can work on a single task. However, fast or well-designed computers allow you to manage multiple programs at once. When you spend 5 minutes using a computer, you can gain the following number of computer actions:

1 + the computer's Processor modifier

You always gain a minimum of 1 computer action every 5 minutes. It doesn't matter how you connect to a computer. Whether you are at a terminal or you connect via the Datalink power, you gain the same number of actions.

In essence a computer round, or a single time period that allows everyone using a CPU to make their actions, lasts 5 minutes, as compared to 6 seconds for a combat round.

If more than one person is logged on to a system, all users can roll for initiative to determine who gets to act first. Computer initiative is resolved by making a Computers check with a bonus equal to the user's computer's Processor modifier.

COMPUTER ACTIONS

You can use actions to activate software packages, though you can only make use of a single piece of software once per round. Software works a lot like powers. Each type of software has specific rules and abilities that cover its user. They are all explained under **Computers and Software** (see p. 51). Most pieces of software augment the following actions, offering bonuses to them or changing how they work, or grant you new actions you can take.

Some programs take a long while to finish using. For these programs, you must spend one action every 5 minutes to keep them going. You can stop a process at any time and start it up later on. Unless an event or action specifies otherwise, subtract the time you already put into it from the total time needed. For example, Hyperbit the computer whiz is running a program to analyze a strange weapon. It takes him 2 hours to complete the data extraction and analysis. After an hour of work, someone tries to break into his system. Hyperbit stops his current process and deals with the interloper. Later on, if he goes back to the weapon analysis he needs to spend only an hour to finish it.

OFFENSIVE ACTIONS

Offensive actions allow you to enter a foreign system, defeat its security measures, and wreak havoc with its systems. You could seize control of a security system, forcing the cameras inside of a secure area to shut down and the automated guns to ignore your friends and attack the guards. You might steal files, or trash the machine's programs and any data stored on it, or any number of other options available to a computer hacker.

ENTER FOREIGN SYSTEM

As a single action, you can initiate a connection to a server or other computer. To enter a computer, you must make a Computers check with a DC equal to the target computer's Defense. Determine the computer's total Defense using the formula below:

Computer Defense = 10 + Security mod. + software mods

Many software packages that improve a computer's security add a modifier to its Computer Defense, making it more difficult for an intruder to enter it. Some computer flaws impart a penalty.

If you miss this check or only beat it by a small margin, you might be the target of a counter-attack from the system. If they notice you, some software packages attempt to run a trace on you, allowing it to track down your location and infiltrate your machine.

Once you have successfully entered a foreign system, you can take the actions listed in the following paragraphs. If you fail in an attempt and can continue to use your computer as normal, you may try again. However, many systems are designed to shut down or launch countermeasures against intruders once they detect an attempted break-in. The section on software outlines the defensive options available to systems.

DAMAGE A SYSTEM

Once you have successfully broken into a system, you can attempt to damage its components. You delete files, unleash viruses that hide in the system and overwrite files, and otherwise raise havoc with it. You may make a Computers check to attack a system. The target computer opposes this attack with its Damage save. If your check succeeds, determine the damage you inflict according to **Table 4–4: Computer Damage Saving Throws**.

TABLE 4–4: COMPUTER DAMAGE SAVING THROWS

SAVING THROW . . .	RESULT
Succeeds	No effect.
Fails	Target computer loses 1 rank from each program and power, 2 points from each ability.
Fails by more than 5	Program or power of attacker's choice disabled or reduce one ability by 6, plus as above result.
Fails by more than 10	Computer knocked out. All programs and powers disabled, abilities are reduced to 0.

You can always choose to pull your punch, inflicting less damage to avoid drawing suspicion. The result of your attack represents the most damage you can wreak on a system. If you choose, you can spare programs, reduce the damage they sustain, leave

abilities intact, or inflict less than the listed damage. You might choose this option if you want to disable a specific program, such as defensive software, while leaving the rest of the computer's operations intact.

HIJACK A SYSTEM

You can gain control of the programs and features installed on a computer that you have entered. Make a Computers check opposed by the target system's Will save + the ranks in the target program. If you succeed, choose one of the computer's programs. You may now control it. The target computer's user or any agents installed on it may attempt to regain control of the hijacked system with a Computers check opposed by your own check, as described under **Defensive Actions** (see below).

While you control the software, you count as its operator and can issue commands and use its feature as if you were in complete control of the target computer. You could order security guns to attack guards or disengage.

You can take control of processes that are currently running under the watch of an agent or even one run by an intelligent user. In this case, you must make a Computers check opposed by the agent's program check (d20 + its ranks + 5 bonus) or the user's Computers check with a +5 bonus. The bonus reflects the difficulty in tampering with a process under the control of an active user. If your check succeeds, you control the process and may make any skill checks or decisions in its operation. However, when resolving a skill check you can choose to reduce your check by any amount. Make this decision after rolling the die and totaling your result. This represents any willing sabotage you may make. For example, you could feed incorrect data into a computer running the combat simulator program, causing anyone training on it to suffer a penalty in future combats.

When hijacking a program in this manner, you must operate it as normal. This includes taking the time to complete the program's operation and make any necessary Computers or other skill checks.

INSERT A PROGRAM

You can install a program on a remote system, placing it as a spy, a security loophole, or even an added ability that could somehow work to your favor. The wide variety of poison pills, backdoors, viruses, and other nasty programs are detailed under the program descriptions (see pages 52–57). These programs offer different advantages and abilities summarized in their descriptions. Installing one of these programs requires a Computers skill check with a DC equal to the target system's computer defense rating (10 + Security modifier + software modifiers). You gain a bonus to this check equal to the ranks of the program you want to add. In addition, the target computer must have enough space to hold the program. You may have to launch an attack to destroy programs, thus freeing up Storage, to make room for the one you want to add.

Once you add a program, you do not gain any special access to it unless you leave behind a Trojan horse or backdoor program. The specialized programs you can install in this manner offer the ability to leave a system open to future intrusions.

Anyone using the computer you infiltrated and to which you added software might notice the presence of foreign software. A computer may make a Fortitude save each day with a DC equal to 10 + the installed program's ranks. If it succeeds, its on-board virus scanners and similar software detect the intruder and remove it. Otherwise, the computer's user can make a Computers check (DC 20 + the rogue program's ranks) to notice it. The user gains a +5 bonus to this check if he specifically looks for unwanted files, and another +5 bonus if you had to damage programs to fit your new software.

STEAL FROM A SYSTEM

The classic reason for breaking into a system. In this case you seek out files and attempt to gather useful data from a computer. The full results of this action depend on your GM's ruling. Either the computer has the files you need, or it lacks them. In either case, you must make a Computers check (DC 25) to find the files you want in a single action. You can keep trying until you find the files or give up. Your GM may make this check in secret, especially if you are not sure if the files you want are actually on the system.

Some of the defensive software available for computers can increase the Computers DC, create fake data that you might accidentally download, or encrypt data and require you to decode the information found within.

DEFENSIVE ACTIONS

While anyone who manages a major computer system must worry about intruders, there are some actions you can take to foil their efforts. Some defensive actions can only be taken if you're aware of an intruder's presence. You must first use the detect intruder action to uncover an outsider's interference. Other actions, such as shutting down a system, are severe but effective methods for forcing an invader out of a computer.

Intruders can also use these actions to counter the efforts of anyone fighting to keep a computer intact. For example, a skilled cracker might seize control of a system and kick its owner off the machine, preventing him from taking any measures to halt the sabotage.

DETECT INTRUDER

You run a scan of a system to see if any unauthorized users are connected. You must make a detection check using your Computers skill opposed by your opponent's own Computers check. If you succeed, you uncover his presence and can take actions against him. Otherwise, you are unable to uncover his presence.

LOCK USER

You can use this action against any user who is not currently on the system and who normally has access to it. Make a Computers check. If your target wants to regain access to the system and normal, he must make a Computers check with a DC equal to your check's result or he must break into the system. Anyone can remove this lock with a DC 20 Computers check as long as they have access to the system.

REPEL INTRUDER

Using your system's diagnostic tools and defensive programs, you can force an intruder to sever his connection. Make a Computers check opposed by your opponent's Computers check. If you succeed, he loses his connection and must try to penetrate your system's defenses to regain his foothold. Any process or programs he was using are shut down, though if he planted any programs — and you don't discover them — they continue to function until you find and delete them.

SHUT DOWN SYSTEM

You can use this action in two different ways. The first version is a s*oft* shut down. You use the computer's operating system or software to power it down. Anyone connected to the system is allowed one more set of actions before the computer goes offline. An intruder can use an action to make a Computers check opposed by your own. If he succeeds, your attempt to shut down the computer fails. If you are faced with a skilled opponent, he might be able to forestall your shut down attempt indefinitely.

The second version is a *hard* shut down. In this case, you pull the computer's plug or otherwise physically remove its power source. Everyone connected to the system is kicked off, and all programs running on it are stopped and must be restarted from scratch. The computer must make a Fortitude save (DC 15) or it loses one rank from each program due to the damage it suffers from the sudden, catastrophic shutdown.

TERMINATE NETWORK CONNECTION

You can physically remove the computer's network connection or shut down the software that allows it to communicate with other machines. This action work just like the shut down system action, except instead of powering down the computer loses many capabilities once it is removed from the network. Programs that lack the Isolated extra lose half their ranks, rounded down. You can choose between a soft or hard network termination, with anyone else on the system given one last set of actions before the computer drops off the net. An intruder can attempt to counter a network termination just like a shut down system command.

TRACE AN INTRUDER

You can try to find a cracker's system on the network or trace his signal back to its source. Make a Computers check opposed by the intruder's Computers check. If you succeed, you may connect to his computer and launch a counter-attack. You also learn his physical location.

MISCELLANEOUS ACTIONS

While attacking a computer system and patrolling it to ward off the depredations of intruders, most of the time you will use a computer to complete simple tasks, run its software, compose an email, and so forth. You can use your actions to make use of a software package's abilities as described in the following section.

COMPUTERS AND SOFTWARE

Most computers are designed around a few fundamental abilities. A computer can accomplish a wide range of tasks, but the more specialized a machine the more effective it is at its jobs. However, highly advanced machines might be able to manage a broad range of tasks.

All software has the following statistics:

- **Complexity:** A software package is rated as either *basic* or *advanced*, depending on how easy it is to use.

- **Memory:** Complex, powerful software requires more space on a computer's disk. A computer can hold software whose total memory rating is less than or equal to its Storage ability score. Some programs, usually simple ones that fulfill a limited, mundane purpose, have a memory rating of 0. Other programs have a memory cost on a per rank basis. The memory cost applies for every full or partial allotment of the listed ranks. For example, a program that has a memory listing of 1 per 5 ranks takes up 1 memory if it has 1 to 5 ranks, 2 memory if it has 6 to 10 ranks, and so forth.

- **Cost:** The construction point cost per rank to purchase this software package.

- **Rank:** Not all software is created equal. Some packages are better designed than others. Rank allows you to compare the strength and power of two software packages. For example, an infiltration software package with a +10 rank has a better chance of punching through +6 defense software than +12 defense programs. Some simple applications do not have ranks, like feats, you either have them and gain their benefits, or you do not.

SOFTWARE CATEGORIES

Software comes in a few, basic categories related to its uses. The following paragraphs list the basic functions that computer software can fulfill. These are broad categories meant to give you an idea of the specific tasks that software can fulfill and to help organize the software presented here.

All computers come with the Standard Software Suite, described under the basic computing software category.

- **Basic Computing:** This software covers almost everything the standard, home computer can accomplish. A user can employ this function to file his taxes, check email, search the Internet, or create a simple spreadsheet. As a rule of thumb, if you can accomplish a task with the average home computer it belongs under this header. Basic computing software never has ranks. Instead, it costs 1 point to purchase one of these software packages for a computer.

- **Agents:** Agents are programs that move through the network in search of specific pieces of information, patterns of data, and other potentially useful finds. They can also be designed to carry out automated tasks, such as launching successive attacks on a site or tracking down an infiltrator's location. Their primary

strength is that they operate independent of a user, allowing you to give an agent broad criteria for action and embark on a thorough, self-managed task. Agents usually work with other programs to complete their tasks.

- **Data Processing:** Computers are useful tools for finding patterns in information that might otherwise be impossible to notice. A specialized application might be able to predict a criminal's next move by analyzing his previous moves. A different data processor might aid in the design and construction of vehicles or weapons, as it can build virtual models that help speed up the development process or test prototypes in simulation without having to construct a real one from scratch.
- **Data Storage:** From a simple database that lists the convicted felons from across the world, to a highly specialized set of development notes, prototype models, and diagrams of armored vehicles, the data management category covers all methods of information storage and retrieval. Superior databases can retrieve useful data based on only a few, board search criteria.
- **Defense:** Any computer kept on the Internet is at risk of attack. This category of functions includes anything that makes it more difficult to penetrate a computer's systems or active software that launches counterattacks and other measures.
- **Infiltration:** This category of function includes any software used to infiltrate secure systems. It includes the ability to steal files, plant information on a distant computer, or destroy the contents of a database.
- **Miscellaneous Applications:** This category is a catch all for anything that doesn't fit into the ones given above. Some computer programs are unique or too specialized to fall under a general classification.

BASIC COMPUTING SOFTWARE

The basic computing software options represent a collection of related applications.

STANDARD SOFTWARE SUITE

Complexity: Basic
Memory: 0
Cost: 0 pts.

The standard software suite allows for the most basic computer operations, including email, Web browsing, writing simple text files, viewing data, and so on. As a rule of thumb, this software package can be used for any tasks that a new, out-of-the-box personal computer is capable of.

MATHEMATICS SUITE

Complexity: Basic
Memory: 0
Cost: 2 pts.

The Mathematics Suite of tools comes with advanced software to aid in solving advanced mathematics, such as calculus, differen-

tial equations, and so on. This package is a common feature on machines configured for scientific use. As long as you have access to this computer, you gain a +2 bonus to all Knowledge and Science checks that would benefit from advanced mathematical analysis.

OFFICE SUITE

Complexity: Basic
Memory: 0
Cost: 2 pts.

This package represents the typical array of business tools, such as an advanced word processor, spreadsheet, slide show creator, and similar utilities. This package grants you a +2 bonus to all Profession checks.

PROGRAMMING SUITE

Complexity: Basic
Memory: 0
Cost: 2 pts.

A key tool for anyone interested in crafting their own software, this suite includes a compiler, text editor, debugger, and other tools critical to writing programs. You must have this feature on a computer in order to create your own software (see **Writing Software** on p. 58).

SCIENCE SUITE

Complexity: Basic
Memory: 0
Cost: 2 pts.

The Science Suite comes with a variety of tools and applications designed to aid in scientific research, such as software designed to analyze data or produce physics models. This software grants you a +2 bonus to all Science checks.

AGENTS

Some agents need access to some other program that they use to carry out a task. Without these tools, they are almost useless. Other agents include all the software they need to carry out their appointed tasks. These agents act like limited artificial intelligences, and many of them carry out their tasks as soon as they detect a particular event or combination of circumstances.

ACTIVE AGENT

Complexity: Advanced
Memory: 2
Cost: 3 points per rank

An Active Agent is a minor, though useful, artificial intelligence that watches over a computer system and manages its daily operations. It counts as a computer user who has a total bonus in the Computers skill equal to its ranks.

The Active Agent can take actions to detect and thwart intruders, run software, and so on. Any software it uses gains the benefits of its ranks up to the agent's total ranks. For example, an Active

Agent +8 would use a Database +12 as if it was a Database +8. The agent simply lacks the complexity needed to make the most of the program.

You make all decisions for the Active Agent, and can direct it to repel attackers. However, an Active Agent cannot use any of the offensive actions described above. While advanced, it is designed to maintain and monitor its home system, not seek out and destroy intruders. It can use the full range of defensive actions as normal.

If an Active Agent is destroyed, such as by having its ranks reduced to 0 or less, the system spawns a replacement with full ranks after 5 minutes.

HUNTER-KILLER

Complexity: Advanced
Memory: 2
Cost: 3 points per rank

This vicious little program is designed to track down an intruder, analyze the computer he is using, and then destroy as much of it as possible. While quasi-legal in most societies, as there is no guarantee that the hunter-killer finds the right target, this agent is effective at deterring attacks and silencing an assault before it can inflict much damage.

The hunter-killer triggers when an intruder enters a secured system. If the intruder activates any alarms, the hunter-killer springs into action. It launches an attack on the intruder's system if it makes a successful trace check using its ranks opposed by the intruder's Computers check. The hunter-killer uses its ranks as its Computers skill bonus. It can be attacked and destroyed just like any other program, but redundancies included in its design allow it to come back and attack again. If it is destroyed its host computer spawns another one that immediately attacks in 5 minutes.

Otherwise, use the standard rules for systems intrusion, destroying files, and tracing an attack as per the **Computer Actions** section on p. 49.

PASSIVE AGENT

Complexity: Advanced
Memory: 1
Cost: 1 point per rank

This simple but useful agent can take over tasks and free you to take care of more pressing business. A Passive Agent can operate any other program, though it can only use ranks in a program equal to its own. If a program has more ranks, the agent is unable to use them. For example, a Passive Agent +5 would run a combat simulator +12 as if it had only +5 ranks.

The agent must receive a set of initial directions from a user. In essence, the user starts a process then leaves it to run with the agent in charge. The agent may record the user's actions, or it might require a script or program. In either case, you can start a program and leave it for the agent to complete it rather than use

the computer for the full duration of the program's operation. In this case, you make all decisions for the agent, but it can only pay attention to a single program. For example, an autonomous agent couldn't stop running a security camera to work against an intruder.

DATA PROCESSING

The software under this category allows you to solve crimes, track down criminals, and perhaps make predictions about future events based on the data you provide.

COMBAT SIMULATOR

Complexity: Advanced
Memory: 1 per 2 ranks
Cost: 3 points per rank

This software program allows you to produce a convincing, realistic simulation of combat situations. By inputting data collected about a particular opponent, this program creates a computer simulation that allows you to gain insights into your opponent's tactics.

In order to use this software, you must spend one day preparing it with collected data and working your way through simulations. Make a Computers check with a bonus equal to the ranks in this software. In addition, this check gains a bonus or penalty based on the data you provide it.

TABLE 4–5: DATA QUALITY PENALTIES AND BONUSES

Data Quality	Combat Simulator Check Modifier
News reports, second hand info	–4
Fought target once	–4
Fought target twice	+0
Fought target three times	+2
Fought target four or more times	+4
Target's powers changed or hidden	–10

The result of this check provides you with a bonus or penalty to your attacks and power checks the next time you face the super-villain you attempted to analyze.

TABLE 4–6: COMBAT SIMULATOR RESULT MODIFIERS

Combat Simulator Result	Modifier
1 – 10	–2
11 – 20	–1
21 – 30	+0
31 – 40	+1
41 – 50	+2
51 – 60	+3

You can only use this program against a single villain or other individual. Your GM may rule that you can apply the result against a specific class of robot or other construct that uses a limited range of tactics.

While this program has an advanced complexity rating, heroes without the Computers skill can still gain its benefits. If you spend one day setting up the program, you can run others through the combat simulator. You make a Computers check with the modifiers listed above on their behalf. You and the subject of this training must spend a full day going through the simulations.

The bonuses granted by this program apply only to your next encounter with the target villain. You can only gain a bonus against one foe at a time from this program. After you use this program, you must accept its results until you either train against a different opponent or fight your target.

Your GM may decide to keep the results of this training secret until the modifier comes into play. Training is always a tricky thing. A hero who uses this program might be convinced that he has learned a useful trick or two, but faulty data or a mistake in the program might set him up for failure. If the players know they have been saddled with a penalty, they may use metagame thinking to avoid it.

CRIME PATTERN ANALYSIS

Complexity: Advanced
Memory: 1 per 5 ranks
Cost: 2 points per rank

By drawing on a detailed database of criminal tendencies, an exhaustive collection of crime data, and detailed plans and maps of the world's economic, social, and political geography, this program can make educated predictions of a criminal's next move. This program confers the benefits of the Precognition power with

ranks equal to its rating. You can only use this ability to predict a villain or criminal's next crime. You must have information on a criminal in order to make predictions about his actions. This includes basic data on his powers and at least four crimes he has committed in the past year.

Using this software requires a Computers check to determine how long it takes the software to produce useful results. This check measures your ability to enter the data you have recovered and interpret the results. Normally, it takes three days to complete an analysis. Divide your Computers check by 10, round down, and subtract the result from three to determine how many days it takes for this software to process the data. If the result is less than one, it takes 12 hours.

DESIGN TOOLS

Complexity: Advanced
Memory: 1 per 5 ranks
Cost: 1 point per rank

This software is designed to allow you to build prototypes of new devices, weapons, tools, and other items in a virtual environment. Before you create a physical device, you can test its model in high wind, arctic cold, searing desert, rocky terrain, vacuum, and other exotic locales. The software shows you how the device functions, including any potential bugs and system failures that you may need to correct.

You may make a Computers check with a bonus equal to the ranks in this program. Divide your result by 10 and round down. Subtract the result from the number of days needed to create a device from scratch. If the result is 0 or less, it takes you 12 hours to produce a gadget rather than a full day. Note that this software gives you the best proportional reduction in time for complex, time-consuming projects. Simple devices gain less of a benefit from extensive modeling.

OBJECT ANALYZER

Complexity: Advanced
Memory: 1 per 5 ranks
Cost: 1 point per rank

This complex computer program usually requires the use of some sort of object scanner. The computer might come with a device that looks like a glass tube with a hinged panel. You can place an item into the tube, and the program uses sensors to break down the object's composition and inner workings. A mobile unit might use a hand scanner or similar tool. This item is included in the program's cost.

The object analyzer can attempt to determine how a device works, analyze the chemical composition of a soil, rock, or air sample, or make similar deductions based on an item's physical characteristics. A computer must spend one hour analyzing an object to provide useful data on it. After this time is up, you may make a Computers or a relevant Knowledge or Science check with a bonus equal to this program's ranks. You learn information based on the DCs you meet or exceed.

TABLE 4–7: OBJECT ANALYZER RESULTS

Check Result	Information Learned
10	List of terrestrial elements, compounds, and materials present
15	Basic purpose and age of an object
20	Information on how to use a device and its purpose
30	Identification and analysis of alien compounds and materials

DATA STORAGE

This class of programs covers the ability to gather, organize, and search complex bodies of information. Its primary purpose is to provide additional information for other purposes, but in some cases raw data is a useful tool on its own.

DATABASE

Complexity: Basic
Memory: 1 per 2 ranks
Cost: 1 point per rank

This program represents a local collection of data on a particular subject, such as supervillains, weapons, space, aliens, or some other subject. By accessing this database, you can learn more about anything contained within it, allowing you to research a villain or other topic.

When you select a database, you must select a Knowledge skill topic that it is linked to. Anyone who has access to the computer gains a bonus to those Knowledge checks equal to this program's ranks. In addition, if you lack ranks in the relevant Knowledge you can make a check as if you had ranks in it equal to half this program's ranks, rounded down.

If the computer has the relevant Knowledge skill, it gains a bonus to its check equal to the database's rank.

ENCRYPTION

Complexity: Basic
Memory: 1
Cost: 1 point per rank

An encryption program can make it harder to steal files from a computer. All the data files kept on a computer with this program must be decoded before they can be read. Thus address lists, blueprints, images, and other information that an intruder might steal have an additional layer of security. Anyone who attempts to read an encrypted file must make a Computers check with a DC equal to 10 + the Encryption program's ranks. It takes you 30 minutes for every rank in this program to crack the encryption on a file. You must decrypt each file separately. You cannot tell what sort of data is in an encrypted file without analyzing it. This takes 10 minutes and requires a Computers check with a DC equal to the Encryption rating.

DEFENSE

Defensive software ranges from programs that keep intruders out, to those built to attack or disrupt a user identified as a rogue agent.

ACTIVE DEFENSE

Complexity: Basic
Memory: 1 per 2 ranks
Cost: 2 points per rank

An active defense is a program that aggressively scans a system in search of intruders. It monitors files, keeps a close log of processes and applications that are running, and records the commands issued by users. An intruder must take care to avoid this program, as it can activate an alarm that rouses the system's full array of defensive software.

Each round, an intruder must make a Computers check with a DC equal to 10 + the Active Defense program's ranks + the number of rounds he has spent in the system. If this check fails, the Active Defense uses an alarm to bring any defensive software and agents on line.

BOUNCER

Complexity: Basic
Memory: 2
Cost: 1 point per rank

A bounce program pushes an unauthorized user out of a system, forcing him to halt his actions and make another attempt to break into the computer. When activated, the Bouncer makes 1 action each computer round (5 minutes) to attempt a repel intruder action against anyone identified as an unwanted operator. The Bouncer acts as if its ranks were its Computers skill bonus. If the Bouncer succeeds, it then uses the lock user action to keep an intruder from returning.

FAIL SAFE

Complexity: Basic
Memory: 0
Cost: 1 point per rank

This simple but useful program is designed as a last resort measure against intruders. It can be set to activate when an unauthorized user is detected via an Active or Passive Defense. In either case, when activated the Fail Safe tries to shut down the computer or sever its network connection, as per the appropriate actions described above. The Fail Safe must use the soft shut down or network disconnection. Obviously, as a program it cannot reach out to pull a wire from a computer. It counts as having a total bonus in Computers equal to its ranks.

LOCKSMITH

Complexity: Basic
Memory: 1
Cost: 1 point per rank

This program monitors the ports and connections made to a computer. It attempts to intercept intruders before they can gain entry to a system, using something similar to a firewall to block out unwanted traffic or foil any intrusion attempts. A computer with this software gains its ranks as a bonus to its Computer

Defense rating, the Computers DC an intruder must defeat in order to enter a system.

PASSIVE DEFENSE

Complexity: Basic
Memory: 1
Cost: 1 point per rank

A Passive Defense is the opposite of an active one. Rather than scan the system for intruders, it remains inert until it receives any damage. If an intruder copies a file or damages any software, not just the Passive Defense, it may sound an alarm. Each time an intruder damages the system or steals a file, he must make a Computers check with a DC equal to 10 + this program's ranks. If he fails this check, the Passive Defense activates and causes any other defensive software to take action against the intruder.

INFILTRATION

Software cataloged under this category falls into two basic forms. Some of these programs are useful in penetrating systems and defeating their security systems. They confer bonuses to Computers checks made to destroy or copy files, wreck programs, and so on. Other programs listed here are Trojan horses and poison pills. An intruder can secretly install them onto a computer in order to make future visits easier, to spy on the target computer's users, or to hijack the machine at a later date.

BACK DOOR

Complexity: Basic
Memory: 0
Cost: 1 point per rank

You install this program on other systems, making it easier to infiltrate them. It has no effect on your own computer unless you choose to activate it.

While a Back Door remains on a system, you do not need to make a Computers check to infiltrate it. Instead, you automatically enter the system through the Back Door. This program might create a login and password for you to use or a similar method to clear your path of entry.

BATTERING SCRIPT

Complexity: Basic
Memory: 2
Cost: 2 points per rank

A battering script is a relatively simply program that attempts to enter a system through a variety of methods. Usually, it draws on reported security loopholes and common tricks to overwhelm a system's defenses. The chief advantage it offers is that anyone can make use of it. However, its simple tactics are relatively easy for a well-protected computer or experienced operator to overcome.

A Battering Script allows you to use any of the offensive actions. You count as having ranks in Computers equal to half this script's rating for purposes of breaking into a system. You cannot use these ranks for any other actions.

DATA TORRENT

Complexity: Advanced
Memory: 1 per 5 ranks
Cost: 1 point per rank

This program is designed to reside on your machine, where it works to help you enter a system. By hiding copies on insecure machines across the network, such as personal computers and other systems unlikely to have heavy duty security measures, the Data Torrent produces a flood of traffic that overwhelms the target system. Each computer round, the target system must make a Reflex save (DC 10 + the Data Torrent's ranks) or be overwhelmed with data. All processes on the computer operate with a –2 penalty to their ranks, while legitimate users suffer a –2 penalty to their Computers checks.

A Data Torrent program can attack one system at a time. Once you choose a target, it continues to attack until you spend a computer action to stop it.

The target of a Data Torrent can attempt to track its source. This requires a Computers check with a DC of 20 + this program's ranks.

PENETRATOR

Complexity: Advanced
Memory: 1 per 4 ranks

Cost: 2 points per rank

This attack script aids you in piercing a computer system's defenses. When making a Computers check to infiltrate a system, you gain a bonus equal to this program's ranks.

SPYWARE

Complexity: Advanced
Memory: 1
Cost: 1 point per rank

This program is designed for installation on a secure system. It monitors a computer and reports back on the programs run on the machine, including any results they produce. For example, a super-villain could use this program to follow what his rival is up to. This program reports once per day at a time chosen by its user. Once installed, this time cannot be changed until you enter the system and use an action to reset it.

TROJAN HORSE

Complexity: Advanced
Memory: 0
Cost: 1 point per rank

You can install this program on secure systems, making it more difficult for others to notice any software you have added to a system. The Trojan horse makes destructive software look like a system's normal resources or components. As long as your Trojan horse remains in place, anyone making checks or saves to note the presence of foreign software suffers a penalty equal to the Trojan horse's ranks.

MISCELLANEOUS APPLICATIONS

Computers can serve a wide variety of purposes, from control systems and monitors to catalogs of vital data. Any program that doesn't fit into the categories above is listed here.

CONTROL SYSTEM

Complexity: Advanced
Memory: 1
Cost: 1 point per rank

This program allows a computer to maintain control over a sentry gun, a machine, or some other device. The computer uses any abilities, skills, attack bonuses, or other stats it has that are applicable to the device's functions. Otherwise, it requires some basic instruction on how to operate the device. For example, a computer could be programmed to fire a gun at anyone who does not bear a security pass.

This program's ranks determine how well the computer can control a device. It cannot use skill ranks or a base attack bonus above the program's ranks. Anything above that total does not count to attacks, checks, or other rolls. For example, a computer with a base attack bonus of +8 and Control System +5 would only count as having a base attack bonus of +5 when running an installation's defensive guns.

PROGRAM EXTRAS

Any program can use these extras to improve their functions. Some of these extras represent large, complex machines or devices that connect to a computer. Your GM may judge that a computer must be a minimum size to use it. For example, the Holographic Chamber requires a small room to set up, making it unlikely to work with a laptop or similar device.

Only programs that purchase an extra gain its benefits. In the case of a Holographic Chamber or a similar extra, only a few programs on a computer may be capable of interfacing with it or gaining the benefits it offers.

DATA BACK-UP

By committing a program and its data to a CD or tape, you can ensure that you always have a replacement copy should something happen to your computer. A program with this extra can restore any damage it suffered as a standard computer action.

HOLOGRAPHIC CHAMBER

This room-sized device allows a computer to create a virtual, three-dimensional interface for a program or simulation. For example, you could craft a hologram of a device prototype that you want to create, allowing you to "handle" the object and watch it operate. A combat simulator might create holographic foes for you to battle and study. When using a program that has this extra, you gain a +4 bonus to all Computers and other skill or ability checks you make as part of the program's operation.

IMMERSIVE INTERFACE

This program may use a direct neural hookup, a virtual reality control system, or some other interface that allows its user to react faster than normal. When using this program, you roll 2d20 for any Computers checks and use the higher of the two rolls.

ISOLATED

A program with this extra does not need a network connection to operate. It may have a complete database of the information it needs, or it simply does not need live data to operate. You GM may rule that certain programs automatically gain this extra.

REPAIRING A COMPUTER

Fixing a computer's physical structure, or hardware, works just like repairing any other broken device. The computer counts as having ranks equal to the sum of its attributes before they suffered any damage.

Damaged programs and abilities are repaired using the Computers skill instead of Repair. In addition, you must have access to the computer and it needs to be in working order before you can begin repairs. Otherwise, use the standard rules for repairing a device.

WRITING SOFTWARE

The Computers skill allows you to modify programs and create software from scratch. Building applications takes time and effort. It is not something that you can do in a matter of seconds.

To write a new program, pick one of the types given previously in this chapter and decide how many ranks you want your new program to have. Determine its total cost in points. This is the Computers skill check DC you must succeed at in order to write the program. It takes a number of days equal to the program's ranks to complete it. You make your Computers check half-way through the process. You may take 10 on this check.

Modifying a program with malicious intent uses the rules given earlier under offensive computer actions. Otherwise, if the action you want to take doesn't fit those guidelines, you must clear your plans with your GM. If he approves them, follow the rules given for creating software from scratch, except that the DC and time are based on half the existing program's current ranks. If you want to increase a program's total ranks, you must follow the rules for writing it from scratch.

COMPUTER GENIUS

Cost: 2
Action: None
Range: Personal
Duration: Continuous

You have an intuitive sense for computers. You might be able to directly interface with hardware, using pure mental energy to shift binary data and alter programs, or you could simply be able to manipulate a CPU with inhuman speed. In any case, your mind is the equal of even the fastest processor. In a matter of moments, you can complete tasks that would take normal programmers hours or even days.

You gain a bonus to all Computers skill checks equal to your ranks in this ability. In addition, you can divide the time needed to write a program by your ranks in this power. When using a computer, you gain one bonus action for every 5 full ranks you have in this power. You are so adept at manipulating programs that you can use these bonus actions to activate a program more than once. Normally, you cannot use a program multiple times during a single, 5-minute, computer round.

CYBERTECH

As the medical sciences advance, humanity might one day learn to produce machines designed to directly interface with muscles, nerves, and other organs. Already, artificial organs provide replacements for the old and infirm. It doesn't take much of a stretch to think that if we can replace faulty body parts, science can produce wholly new ones that improve on the ones with which we're born.

Cybertech covers devices that are installed into a user's body. They become a permanent part of his anatomy, granting him increased strength, superior reflexes, the ability to see in the dark, and just about any other ability you can imagine. Cybertech is a common trope of science fiction, particularly near-future stories. In comic books, many heroes born of technology have artificial limbs, bionic eyes, and other mechanical improvements. This section covers such technology and includes a number of features, feats, and flaws to further customize them.

NEW FEATURES FOR CYBERTECH

Cybertech's primary advantage lies in its integration with its user. While a pistol can be knocked out of one's hand, lost, or stolen, an energy weapon grafted into a soldier's forearm is proof against such threats. A weapon that directly interfaces with a warrior's nervous system can project a targeting crosshair directly into the nerve bundles that link her eyes to her brain. Bionic implants might allow a futuristic detective to analyze the chemicals present in the air with a single sniff. Their close ties to a hero's body allow them to confer several secondary benefits in addition to their standard powers. The following features are available for the standard cost of 1 power point per feature.

- **Biometrics Monitor:** You can exercise a level of control over your body's ability to heal itself. Even while you are unconscious, this computer system uses chemicals to improve your natural healing. You recover from hits in half the normal time: 1 bruising hit every 5 rounds and 1 lethal hit every 30 minutes. This effect stacks with Rapid Healing and similar effects.

- **Neural Computer:** The computer systems responsible for monitoring and administrating your cybertech are directly integrated into your cerebral cortex. It projects status reports and system updates directly into your visual nerve center, allowing them to appear like a heads up display on your eyes. If it detects any anomalous activity in the area, it alerts you. When you pass near any hidden objects or people that you could detect with Listen, Search, or Spot, your GM automatically makes a secret check for you. If you succeed, your computer alerts you to the hidden threat or clue automatically. In addition, you gain a +2 bonus on all Repair checks to fix your cybertech.

- **Physical Sculpting:** The installation of your cybertech has allowed you to improve your body's natural capabilities. You gain a +1 bonus to an ability of your choice, though you cannot increase your scores above 20. You may have grown stronger as you adjusted to carrying several pounds of cybertech in your body or perhaps they've further strengthened your body in their own way. The modifications to your nervous system may even allow you to think clearer or faster than before.

- **Plastic Surgery:** The surgical skill and technology needed to implant artificial organs or make computerized additions to your brain renders simple cosmetic surgery a trivial process. You gain a +2 bonus to all Bluff, Diplomacy, and Gather Information checks. In addition, when you take this feat you can so thoroughly change your appearance that it is impossible to link you to your old identity with anything short of psychic probing or interrogation. You may take this feat more

than once. While the bonus does not stack, you do gain a new identity each time.

- **Sub-dermal Defense:** The cybertech installed in your body provides, as an offshoot of its design, an added layer of protection. A set of artificial muscles include titanium joint braces that make your bones more difficult to damage. You gain a +1 bonus to defense from the accumulated protection offered by your cybertech.

- **Synaptic Integration:** A power with this feature is closely tied to its owner's nervous system. It functions just like any other organ or muscle. With a thought it activates. You gain a +2 initiative bonus when using this power. This feature can only be applied to powers that have a range other than personal.

EXTRAS

- **Cyber Link:** This extra works only with devices that do not use the cybertech template. This device is equipped so that it may be connected to you and your cybernetic parts, but isn't actually built into your body. The device with this extra may be used with the Weapon Link and Device Link powers described below.

- **Reflexive Systems Control:** In addition to the normal computer systems required to maintain your cybernetic implants, this mechanism allows you to maintain fine control over a range of your body's smooth muscles and other processes you normally cannot control. You can cause your pupils to widen, your breathing to remain steady despite stress, and so on. You gain a bonus to Bluff checks equal to your rank in the power this extra applies to. In addition, you add your ranks in this power to any checks or saves to resist gas attacks, suffocation, starvation, poison, or exhaustion.

FLAWS

- **Implant Rejection:** Due to a conflict between your immune system and some element of this piece of cybertech, you suffer a continuous, allergic reaction. Each time you activate this power, you must make a Damage save with a DC equal to 10 + this power's ranks. If you fail, you suffer a bruising hit. Note that this effect does not use the standard injuries based on the margin by which you missed your save. This flaw cannot be applied to powers with a continuous duration.

- **Inhuman Appearance:** This cybertech is obvious to even the most casual inspection. Bionic eyes might simply be miniature cameras or sensor panels mounted in your eye sockets, while bionic limbs are plain metal, pistons, and artificial muscle. You suffer a penalty to all Bluff, Diplomacy, Gather Information, and Sense Motive checks equal to half your ranks in this power rounded up. In addition, your opponents can attack this piece of cybertech as if it were a power with the Device flaw.

- **Upkeep:** Your cybertech requires constant maintenance. Otherwise, it degrades over time. At the end of any combat encounter, this power loses 1 rank. You must spend 1 hour of work to repair it, regardless of how many ranks it loses to this flaw.

CYBERTECH POWERS

The integration of cybertechnology into the human body can produce a range of benefits and abilities. The following powers allow you to model several common cybernetic implants that do not exactly fit into the rules.

COMPUTER LINK

Cost: 2
Action: None
Range: Personal
Duration: Continuous

You have an external, physical link that allows you to directly connect to a computer via your nervous system. You can manipulate computer systems with inhuman speed and skill, as your thoughts materialize as computer code and interact with the network.

This power gives you two abilities. You may add your ranks in it to all Computers skill checks you make, providing that you are able to physically connect to a computer or a network on which it resides. The computer does not need any special hardware for you to connect to it.

In addition to this increased talent with computers, you can also work much faster than normal. For every 5 ranks you have in this power you may make an additional check when you make a Computers check. This represents your ability to work on one goal single-mindedly or on multiple tasks at one time. For example, Dr. Digital has Computer Link +10. He can make 3 Computers checks for different tasks at the same time, or he can use them to make multiple attempts at the same task. In the later case, he uses only the best of his results.

DEVICE LINK

Cost: 2
Range: Personal
Duration: Continuous

You have ports and other inputs that allow you to directly interface with devices that have the Cyber Link extra. You can use such items with increased skill and speed. You gain a bonus to any skill checks related to the device equal to your ranks in Device Link. You gain a bonus to any power checks made with the device equal to half your ranks in this power, rounded down. This bonus stacks with the power's rank, up to your power level limit. In addition, by spending a hero point you can activate the device as a free action.

This power works only with devices that have the Cyber Link extra. Any device that can be used to make attacks must interface with you via a Weapon Link. A Device Link lacks the targeting capabilities needed to make attacks.

WEAPON LINK

Cost: 3
Action: None
Range: Personal
Duration: Continuous

You have a computer link that allows you to directly interface with any weapon equipped with a Cyber Link. This cybernetic system integrates with a suite of smart weapon sensors and components already installed within the weapon. When you wield a cyber weapon, you gain a bonus to hit with it equal to this power's rank. This power works only with weapons that have the Cyber Link extra.

INCOMPATIBLE POWERS

Not every power listed in the core MUTANTS & MASTERMINDS rules is a good match for the cybertech template. Generally, abilities that you can gain via synthetic implant provide a narrow range of benefits. Talents such as Sorcery or Luck are not generally the sort of powers that appear in movies or comics that present bionic implants. While that doesn't mean you can't use them in your game, your GM might not approve them.

The following list of incompatible powers is meant to give you an idea of the sorts of powers that make sense for bionic implants and those that might be a better fit for a different tech template. If you apply the cybertech template to one of these powers, increase its cost by 1 point. Your GM may allow you to waive this cost. Remember, this list is meant more as a guide for creating cybertech that fits with its depiction in comics and the logic behind it, even if it is make-believe science.

Most of the restricted powers involve creating or altering large quantities of matter. Cybertech is generally subtle, designed to augment or replace its user's natural functions. Remember, as long as you can justify a power you are free to ignore the cost increase. Your GM has final say in this situation.

The Armor and Weapon powers make no sense for cybertech, as the template removes the penalties normally associated with the Device flaw. You can create them as cybertech, but their cost cannot include that flaw.

TABLE 4–8: INCOMPATIBLE CYBERTECH POWERS

Alternate Form	Postcognition
Armor	Precognition
Astral Projection	Shapeshift
Cosmic Power	Sorcery
Create Object	Telekinesis
Dimensional Travel	Teleportation
Duplication	Time Control
Growth	Time Travel
Incorporeal	Transformation
Luck	Transmutation
Mimic	Weapon
Possession	Weather Control

DESIGNING CYBERTECH

In many ways, cybernetic implants work just like any other power. A character with muscle implants simply has Super-Strength, while one who has a computer system integrated into his brain might possess Super-Intelligence. Almost any power can benefit from the use of the cybertech template. This section does not list powers that can be used with cybernetic implants. Instead, cybertech simply mimics a power that a superhero would possess. In game terms, the only real change is the source of the power.

Still, there are a few powers that are classic models for how cybernetic implants work in comics and science fiction. Anything that enhances a skill or an ability is an ideal choice for cybertech. The Super abilities, Super-Senses, Super-Skill, Super-Constitution, and so on, are perfect fits for cybernetic implants that improve a hero's natural abilities. A normal person can gain the talents and abilities of a superhero with the correct mix of implants.

SAMPLE CYBERTECH ITEMS

The following entries list a variety of sample cybertech devices that you can use to equip villains, thugs, or even heroes. The devices are broken down by parts of the body. All of these devices have the cybertech device template. This removes the Device flaw from them, though you can use the full rules for creating devices and the gadget extras, flaws, and features to design them.

ARMS

Bionic arms or cybernetic limbs can offer features beyond the obvious enhanced strength and toughness. Some artificial limbs might incorporate weapons and other devices into their designs.

BIONIC ARM

Natural Weapon +6 [*Extras:* Disguised, Super-Strength; *Source:* Super-Science; *Cost:* 6; *Total:* 36 pp].

WEAPONIZED LIMB

Energy Blast +5 [*Extras:* Disguised; *Features:* Synaptic Integration; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 16 pp].

EARS

Cybernetically-enhanced hearing offers a better chance to hear things around you, but can also include peak limiters to protect you from sonic attacks, radio reception, and more.

CYBER EARS

Super-Skill (Listen) +8 [*Features:* Immunity (sonic), Radio Hearing, Ultra-hearing; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 11 pp].

EYES

Cybernetic eyes can offer an obvious enhancement to a user's sight, but they can also provide data retrieval abilities or links to weapons and other devices. A neural implant can allow a device to display information and virtual constructs, such as a targeting guide, directly into a user's visual cortex.

This basic cybernetic model grants its user keen sight and the ability to sense heat, radiation, and energy sources that allow him to see in the dark.

CYBER EYES

Super-Skill (spot) +5 [*Features:* Darkvision; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 6 pp].

A set of datalink eyes links a computer system to the user's visual cortex. He can simply look at a computer and call up an interface that appears as an overlay across his vision. In addition, his computer records everything he sees for future reference.

DATALINK EYES

Datalink +8 [*Features:* Photographic Memory; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 17 pp].

The rare and expensive hypnotic eyes treatment installs a device that can produce an array of lights and patterns on its user's eyes. Anyone looking into them may slide into a hypnotic trance, allowing the eyes' user to influence their actions.

HYPNOTIC EYES

Mind Control +4 [*Flaws:* Restricted – Gaze; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 4 pp].

TORSO

Torso modifications usually encompass a broad set of devices and implants that provide an overall improvement in a user's strength, agility, and toughness. They also include modifications to specific organs, such as a filtration unit added to the digestive tract that neutralizes poisons.

A durability package consists of a bio-plastic weave inserted beneath its user's skin, protecting him against attacks, and a set of filters that provide immunity to disease, gasses, and other environmental threats.

DURABILITY PACKAGE

Protection +6 [*Extras:* Super-Constitution; *Features:* Immunity (critical hits, disease, poison, suffocation); *Source:* Super-Science; *Cost:* 5 pp; *Total:* 34 pp].

Through the use of drugs delivered via cybernetic systems, the recipient of a health package can heal wounds and experience brief but tremendous surges in physical strength and toughness.

HEALTH PACKAGE

Boost +8 [*Extras:* All Attributes (physical), Regeneration; *Features:* Immunity (disease, poison); *Source:* Super-Science; *Cost:* 4 pp; *Total:* 34 pp].

LEGS

Bionic legs grant increased speed, strength, and increased leaping abilities. While cybernetic arms might seem to offer superior abilities in combat, enhanced legs offer a broader range of capabilities.

CYBER LEGS

Leaping +8 [*Extras:* Natural Weapon, Running, Super-Skill (jump); *Source:* Super-Science; *Cost:* 5 pp; *Total:* 40 pp].

ROBOTS AND OTHER CONSTRUCTS

Robots are a favored weapon of super villains because they're tough, determined, and utterly loyal minions. These rules cover the creation of robots and other constructs that are not truly independent characters. As a rule of thumb, if a robot would qualify as a minion or if it lacks free will, use these rules to create it. Otherwise, use the standard character creation rules.

In addition to options and abilities for robots, this section also expands on the rules for using robots in Mutants & Masterminds. It gives optional rules for robots in combat, allowing you to use them with the expanded rules for damaging objects (see p. 35).

ROBOTS: CREATION RULES

At their core, robots work just like other characters. They have a level to represent their relative strength, as well as abilities, feats, and powers. However, robots treat a few of these abilities differently than normal characters. For example, since robots lack free will they never have Wisdom scores. Their Intelligence represents the information they have stored within their data banks, though many simple robots or those designed for a limited range of tasks lack an Intelligence score.

LEVEL

A robot's level determines the number of points you can spend to design its powers and abilities. As with vehicles and gadgets in

general, use level as a guide for the robot's general power level and how it relates to the player characters'. You can either pick a level and design a robot to match that level, or simply pick abilities that fit your vision of the robot and retroactively assign a level based on the final cost of the abilities you selected.

Robots have 12 points per level, compared to 15 points for heroes and 10 points for mecha and vehicles. As independent machines, they are normally equipped with more advanced weapons and systems. In addition, they require independent, artificial intelligences in order to guide them. Compared power level to power level they are nearly a match for heroes, but they are still at a disadvantage due to lack of true intelligence. Since robots do not have to purchase Intelligence, Wisdom, and Charisma scores, they can function almost as well as a hero even though robots have fewer points to spend. If you conceive of a robot as a supervillain or other independent character, use the standard character creation rules along with the guidelines for construct characters from **Chapter One**.

TABLE 4–9: ROBOT POWER LEVEL

Robot Level	Construction Points
1	12
2	24
3	36
4	48
5	60
6	72
7	84
8	96
9	108
10	120
11	132
12	144
13	156
14	168
15	180
16	192
17	204
18	216
19	228
20	240

SIZE

Since robots are designed and built for a variety of purposes, they can range in height from insect-sized to building-sized. A robot's size grants it defense and attack modifiers as normal. In addition, larger robots gain a few benefits from their tremendous girth. In addition to the changes listed under Growth and Shrinking, a robots size also modifies its strength, Hide checks, and its base speed. See **Table 4–10: Robot Size Chart** for complete information on the modifiers. Apply the Strength modifier after purchasing a robot's Strength score, though remember that the maximum ability score is 20.

In order to create a larger or smaller robot purchase Growth or Shrinking. The robot gets the benefits listed on **Table 4–10:**

Robot Size Chart when it purchases enough levels to reach that size.

TABLE 4–10: ROBOT SIZE CHART

Size	Str	Hide	Base Speed
Miniscule	–10	+32	5 ft.
Fine	–8	+16	5 ft.
Diminutive	–6	+12	10 ft.
Tiny	–4	+8	15 ft.
Small	–2	+4	20 ft.
Medium	0	0	30 ft.
Large	+2	–4	30 ft.
Huge	+4	–8	40 ft.
Gargantuan	+6	–12	50 ft.
Colossal	+8	–16	60 ft.
Awesome	+10	–32	80 ft.

ABILITY SCORES

A robot can purchase abilities just like a character, but its starting scores are, in some cases, lower. Robots do not normally have the same cognitive abilities as a living creature. Only truly advanced constructs, such as those that use the standard character creation rules, have human-level Intelligence, Wisdom, and Charisma as a default.

Robots must pay 1 point to increase an ability by 1, just like a character. They can increase an ability to a maximum of 20. For scores beyond that, the robot must purchase Super-Strength, Super-Dexterity, or any of the other super-ability powers.

A robot with a score of 0 in an ability does not have that ability. Its programs or other computer systems lack the capability to simulate a living mind in some way. It counts as having a +0 modifier when making checks related to it, determining save and check modifiers, and so on. However, the robot cannot normally attempt such actions. It cannot purchase ranks in skills based on those abilities. However, a robot can purchase powers that grant it a bonus to the relevant skills. For example, a robot without a Wisdom score could buy ranks in Super-Senses in order to improve its Spot and Listen checks. In this case, that power represents advanced audio and optical sensors.

TABLE 4–11: ROBOT FEATURE COSTS

Ability	Starting Value	Cost
Strength	10	1 point per point
Dexterity	10	1 point per point
Constitution	10	1 point per point
Intelligence	0	1 point per point
Wisdom	0	1 point per point
Charisma	0	1 point per point
Skills	0	1 point per rank
Powers	0	normal cost

ATTACK BONUS

A robot's attack bonus represents its combat programming. Its attack bonus costs 3 points per +1 bonus.

DEFENSE BONUS

Most robots rely on heavy armor and other defensive measure to protect them, but some are small and quick enough to avoid attacks. A robot's defense bonus costs 2 points per +1 bonus.

SAVES

A robot's saves are based on its abilities and power as normal. Note that if a robot lacks a Wisdom score, it gains a +0 ability modifier.

SKILL RANKS

Robots purchase skills at a cost of 1 point per +1 rank. A robot cannot purchase ranks in skills based on ability scores it does not have. Otherwise, a robot can purchase skills without restriction.

POWER RANKS

From graviton cannons to flame throwers, robots possess a variety of weapons, tools, and other gadgets that function much like powers. A robot does not automatically gain the Device flaw for its powers unless the ability is a rifle or other tool that it could drop or lose.

A robot can have a tech template to indicate how it was created, but it does not gain all of the benefits of the template. It can purchase powers and feats that are specifically allowed for its tech template at their discounted powers, but it gains none of the other benefits of the template.

Robots have a list of incompatible powers given later in this section. Some abilities simply do not work with some sorts of robots. A robot with the arcane tech template can use magic, though only if it has Intelligence, Wisdom, and Charisma scores. See **Robot Options and Powers** for more information.

FEATS

A robot's feats represent specialized programming, minor devices it can use, and other abilities. A robot may select any feat and use it just like any other character. A robot can even gain bonuses to skills it cannot normally use. In this case, the feat represents a specialized program that gives the robot a database of information, or a limited AI that allows the robot to attempt that skill.

ROBOTS IN PLAY

In most cases, a robot acts just like any other character or minion. They can be classified as minions, or you can use the standard damage rules to reflect their greater importance and toughness.

ROBOT OPTIONS AND POWERS

Since robots are constructed from scratch, they sometimes take on forms and options that make them well suited to a specific task or a narrow band of uses. Robots also come in a wide range of forms, such as humanoid combat robots or spider-like designs built to explore alien terrain.

CHASSIS SHAPE

In addition to purchasing powers for a robot and determining its ability scores, feats, and skills, you can assign one a unique shape and form. A robot with many legs is faster and more agile than one with two. A robot can use the construct feats (see **Construct Feats** on pages 12–13) to model a non-humanoid shape. For robots that have an animal or alien shape, use the appropriate powers to model their abilities. For example, a canine robot should have Natural Weapon to cover its bite, while a robotic insect might have Flight and Clinging. To help you design a robot that has a non-humanoid shape, the following examples serve as packages of feats and powers. Use them as a foundation for a new design.

TABLE 4–12: CHASSIS SHAPE

SHAPE	NOTES
Aquatic	*Skills:* Swim; *Powers:* Swimming
Canine/animal	*Feats:* Alternate Movement System (multiple legs); *Powers:* Natural Weapon, Running, Leaping.
Insect	*Powers:* Clinging, Flight, Super-Dexterity
Spherical	*Feats:* Alternate Movement System (hover); *Extras:* Disguised
Tank	*Feats:* Alternate Movement System (treads), Swivel Sight; *Powers:* Protection, Energy Blast
Walker (4 legged)	*Feats:* Alternate Movement System (multiple legs); *Powers:* Running

BASIC SYSTEMS

All robots gain the following abilities.

- **Communications:** Unless otherwise noted a robot can speak with other creatures, though its limited Intelligence may prevent it from saying anything interesting.

- **Immunities:** As constructs, all robots gain the Immunity feat against the following effects: aging, critical hits, disease, energy (cold, heat), exhaustion, poison, starvation, and suffocation.

- **Natural Weapons:** A robot can make unarmed attacks as per a human of its size and Strength. A robot inflicts lethal damage against an opponent that is two size categories smaller than itself.

- **Sensors:** Robots have all the standard human senses.

- **Speed:** A robot's size determines its speed. It can gain alternate movement modes by purchasing Tunneling and similar powers.

FEATS

Robots can purchase any of the construct-only feats (see **Construct Feats** on pages 12–13). Otherwise, they gain feats just like a character or device.

INCOMPATIBLE POWERS

While robots can usually purchase any power, there are some that are off-limits depending on their nature. A technological robot cannot normally use magic, but one with the arcane tech template could. The following list of powers indicates abilities not

normally associated with robots. They either suffer an increase in price for constructs or they can only be purchased by robots with certain tech templates.

Note that the restrictions and cost adjustments listed here also apply to mecha. If an ability requires a minimum ability, use either the mecha's or the pilots to determine if it is usable, whichever is higher.

Powers that have a minimum score, usually Intelligence, Wisdom, or Charisma, continue to function if the robot's ability score is somehow reduced. As long as its original base score is high enough, the robot can continue to use the power. A robot's non-physical ability scores represent not only its raw talent, but also its potential. Even when damaged, a robot with Intelligence 10 can think in ways that one with Intelligence 8 cannot hope to understand.

- **Animation:** A robot must have an Intelligence of 10 or higher to use this ability. Otherwise, it lacks the cognitive talents needed to control and command the items it animates.

- **Astral Projection:** Since robots lack free will and an astral form, they cannot normally take this power. Only robots created with the arcane tech template may select it. In this case, the robot's magical nature allows it to manifest in astral space.

- **Create Object:** A robot must have an Intelligence score of at least 10 in order to understand and use this power. Otherwise, it lacks the processing power needed to invent and create objects.

- **Luck:** A robot must have an Intelligence score of at least 10 to use this ability. Otherwise, it lacks the independent nature needed to employ it.

- **Mind Control:** As this ability requires a fair degree of independence and creativity, a robot must have an Intelligence score of at least 10 in order to use it fully. A robot with an Intelligence below 10 may take this power, but it can only give simple, pre-programmed instructions.

- **Possession:** As robots lack souls, they cannot gain this ability.

- **Sorcery:** Only robots with the arcane tech template can gain this power, as they have a natural affinity for magic that allows them to work simple spells. In addition, the construct must have an Intelligence score of at least 10.

- **Super-Charisma:** A robot must have a minimum Charisma score of 10 to gain this power.

- **Super-Intelligence:** A robot must have a minimum Intelligence score of 10 to gain this power.

- **Super-Wisdom:** A robot must have a minimum Wisdom score of 10 to gain this power.

- **Telepathy:** A construct must have Intelligence, Wisdom, and Charisma scores of at least 10 to gain this ability.

SAMPLE ROBOTS

This section presents several robots that you can use as NPCs, enemies, and minions in your game. They each list a power level to help you balance them against the characters' abilities. Each

robot also includes a background story that is meant to spur your imagination. Use a design's history and notes to create adventures, add flavor to your game, or bring the robots to life. Otherwise, you can ignore it and simply use the stats to represent giant robots, mechanical assassins, and other threats the heroes may face. Think of the background as an example of how a robot can become part of your campaign.

ARES MODEL VII ASSASSIN ROBOT

(ADVANCED TECH, CONSTRUCT)

The Ares Model VII robot poses a difficult problem to the world's governments. Over the past few years, several of these constructs have struck at key figures to disrupt efforts to bring about peace and stability in different parts of the world. In South America, a leading reformer who managed to bring the right-wing government and leftist guerillas to the bargaining table was killed by his trusted lieutenant. In the subsequent investigation, his aide was discovered to be a robot in disguise. The resulting battle leveled several square blocks of the city, and only the timely arrival of the superhero El Caballero prevented widespread destruction. Destroyed in the melee, the robot left behind few clues as to its identity and purpose. A little more than a year later, a similar strike left several American diplomats assigned to Saudi Arabia dead. Again, the killers were revealed as robots and only defeated when local heroes became involved.

Thus far, clues to this robot's manufacturer have been difficult to unearth. Working from the wreckage left behind, the authorities have managed to read some of their programming and determine that the robots are apparently seventh-generation assassin androids from the Ares series. Unfortunately, much of the evidence from both instances was destroyed or stolen soon after it was gathered. Officials suspect that a rogue corporation, a single determined inventor, or perhaps even alien invaders, might gain from fomenting unrest and instability across the planet through the judicious use of these deadly killers.

The Ares Model VII is a top-of-the-line killer. Even in a high tech or science fiction campaign it has unparalleled cognitive and social abilities for an android. Though still beholden to its master, it can operate for extended periods of time without contact. A group with the resources and technical proficiency needed to use an Ares can point it towards its target, sit back, and wait for it to complete its mission. By carefully doctoring the Ares' databanks, its user can ensure that it holds nothing that could trace its origin.

The Ares is impossible to spot by sight. Its outer hull is disguised by a layer of organic skin, complete with hair, teeth, and eyes. As an intelligent machine, it is capable of observing a target, learning its tendencies, and replacing it for a short period of time. The Ares' preferred method of operations is to insert itself into its target's trusted circle of friends and advisors. Usually, its victim has extensive security measures, but such protections rarely extend to advisors, secretaries, and even bodyguards.

The Ares Model VII incorporates highly advanced servomotors, artificial fibrous muscles, and dense, titanium bones that allow

it to punch through steel and absorb tremendous punishment. In addition to its combat adaptations, it also incorporates a sophisticated array of movable dermal plates, skin and hair dye dispensers, and configurable eye and voice modules to help it mimic a target. It can even adjust its height to match its target, though its weight remains constant despite its outer appearance. These abilities make it a particularly competent infiltrator and assassin.

ARES MODEL VII ASSASSIN ROBOT

PL 14 construct (robot); Init +5 (Dex); Defense 21 (+6 base, +5 Dex); Spd 30 ft.; Atk +8 melee (+10 S/L/5' reach/crit 20, strike); SV Dmg +5, Fort −, Ref +5, Will +1; Str 14, Dex 20, Con −, Int 10, Wis 12, Cha 16.

Skills: Bluff +4, Disguise +10, Move Silently +4, Open Lock +4.

Feats: Immunities (due to robot construct–aging, critical hits, disease, energy (cold, heat), exhaustion, poison, pressure, starvation, suffocation), Improved Initiative, Organic Façade.

Powers: Hardness +5 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp], Super-Skill (Disguise) +12 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 12 pp], Super-Strength +8 [*Extras:* Leaping, Protection; *Power Stunts:* Lethal; *Source:* Super-Science; *Cost:* 6 pp; *Total:* 50 pp].

Totals: Abilities 87 + Skills 22 + Feats 4 + Powers 62 = Total 175 pp.

GLADIATOR COMBAT UNIT

(ADVANCED TECH, CONSTRUCT)

The Gladiator is a combat robot, the typical unit designed for use on a large scale as part of military operations such as counter-insurgency, assault, and defense. It relies on its thick armor and heavy weapons to withstand attacks and blast enemy units to pieces. It is capable of participating in ranged or close combat, armed as it is with a rail gun, a riot cannon, and titanium combat spikes that spring from its chassis. Gladiators are usually deployed via aerial drop or transported into a combat theatre via APCs and similar vehicles. Its relatively small size for a combat unit – the Gladiator is roughly the size of a tall human – allows it to maximize the terrain for cover against armor and air units, while it can infiltrate dense terrain with the same ease as an infantryman.

Gladiators have an impressive reputation due to their efficiency. While designed to take on heavy units, they also incorporate weapon systems that allow them to engage infantry without using lethal force. Unfortunately, the Gladiator's targeting system sometimes accidentally uses heavy weapons against light targets. In addition, the locks incorporated into their design are notoriously easy to break, allowing an unscrupulous programmer to command the Gladiator to always use explosive, anti-armor weaponry against infantry or even civilians. (Many black market robot engineers make

a steady income re-programming Gladiators to ignore such restrictions.) Human rights activists claim that the Gladiator is popular as an anti-insurgency weapon precisely because it can slaughter large numbers of civilians and guerilla fighters in a messy, bloody manner. The Gladiator's manufacturer, Harmon-Grossman Industries (HGI), claims that they are not responsible for any modifications that the end user makes to their product. It is worth noting, though, that HGI has recently moved their headquarters to Bellosistan, a tiny but oil-rich nation ruled by cabal of ruthless generals who were amongst HGI's first customers for the Gladiator.

In a modern day setting, the Gladiator is an important, much heralded advance in the field of robotics. Not only can it walk on two legs, but it can move with the same speed and agility as a star athlete. The heavy weapons it carries on a relatively small frame could revolutionize warfare, though its limited cognitive abilities force it to serve under the direct, constant supervision of a commanding officer.

In a futuristic setting, the gladiator is the average fighting unit. Corporations may use them to defend their holdings against attackers, such as pirates or hostile aliens. While military units may use more advanced hardware, the Gladiator can still present a challenge if deployed in large numbers.

As for HGI, it appeared out of nowhere, a small company that suddenly raked in billions in the arms trade. Unafraid to wield its burgeoning power to political ends, HGI's founder and CEO, Grace Harmon-Grossman, takes a personal interest in shepherding dictators and strongmen who are beholden to her corporation's interests. Rumor has it that HGI's labs have recently developed a nuclear weapon system, but to what purpose none can say. The CIA and MI5 have both had little luck in penetrating HGI's ranks. Could Grace Harmon-Grossman be on the verge of setting herself up as a pan-global dictator?

GLADIATOR COMBAT UNIT

PL 11 construct (robot); Init +5 (Dex); Defense 19 (+4 base, +5 Dex); Spd 30 ft.; Atk +7 melee (+10 S/L/5' reach/crit 20, spikes), +9 ranged (+10 S/100' range/crit 20, energy blast or stun); SV Dmg +7 (Protection +10), Fort −, Ref +5, Will +0; Str 16, Dex 20, Con −, Int −, Wis −, Cha −.

Skills: Listen +8, Spot +8.

Feats: Immunities (due to robot construct–aging, critical hits, disease, energy (cold, heat), exhaustion, poison, pressure, starvation, suffocation), Improved Initiative, Point Blank Shot, Precise Shot, Toughness.

Powers: Hardness +5 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp], Protection +10 [*Extras:* Energy Blast (*Flaws:* Full Power), Natural Weapon, Stun (*Extras:* Area, Shapeable); *Source:* Super-Science; *Cost:* 7 pp; *Total:* 70 pp].

Totals: Abilities 36 + Skills 16 + Feats 8 + Powers 75 = Total 135 pp.

HOUND DOG SECURITY 'BOT

(ADVANCED TECH, CONSTRUCT)

The Hound Dog is one of the most popular security drones developed by the Benshen Corporation. Engineered to resemble a robotic dog, it specializes in perimeter defense, light combat duty, and security details. Its finely honed senses and whiplash reflexes allow it to pounce upon intruders before they can enter sensitive areas. For non-military customers, the Hound Dog features an array of weaponry designed to incapacitate, rather than injure and risk a lawsuit.

In a modern-day game, the Hound Dog represents the first generation of independent robots. Its programming is relatively simple, as it is designed to seek out human-sized targets, query them for a security badge or similar pass, and neutralize those who fail to produce authorization and refuse to leave the area. A radio system embedded within the Hound Dog allows it to dispatch one of several alerts to local police or supers, depending on the situation. In a high tech setting, the Hound Dog is a common feature of after hour security at most major shopping centers, office buildings, and other public places. Its emphasis on stopping, rather than injuring, potential criminals combined with its cheap price makes it a popular choice for security companies.

The Hound Dog has an outer shell of durable, heavy-duty plastic. It can stop many conventional small arms, but energy weapons and explosives tear it apart. As additional protection this model is equipped with an efficient combination of high-end processors and lightning-fast servo motors, all of which makes the Hound Dog very fast and hard to effectively target. Built into the Hound Dog's back is a Benshen light taser designed to drop criminals at a distance. Finally, no watch dog would be complete without sensors, and the Hound Dog's outer chassis incorporates a variety of inputs and monitors that allow it to detect intruders with relative ease.

HOUND DOG SECURITY 'BOT

PL 7 small construct (robot); Init +5 (Dex, Super-Dex); Defense 18 (+1 size, +2 base, +2 Dex, +3 Super-Dex); Spd 20 ft.; Atk +5 melee (+10 S/L/5' reach/crit 20, spikes), +5 ranged (+10 S/100' range/crit 20, energy blast or stun); SV Dmg +3 (Protection +5), Fort −, Ref +5, Will +0; Str 14, Dex 14, Con −, Int −, Wis −, Cha −.

Skills: Hide +6 (from size), Listen +5, Spot +6.

Feats: Alternate Movement System (multiple legs), Immunities (due to robot construct–aging, critical hits, disease, energy (cold, heat), exhaustion, poison, pressure, starvation, suffocation), Radio Broadcast.

Powers: Hardness +3 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 3 pp], Protection +5 [*Extras:* Stun, Super-Dexterity (*Flaws:* Only at +3 ranks), Super-Senses; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 29 pp], Shrinking +3 [*Extras:* Duration – Permanent; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 12 pp].

Totals: Abilities 25 + Skills 11 + Feats 4 + Powers 45 = Total 85 pp.

Note: Modifiers for size are included for all abilities and skills.

HUNTER-KILLER

(ADVANCED TECH, CONSTRUCT)

Designed by an unknown alien race and imported to Earth by Landenius Rex, a megalomaniacal super criminal from a planet located somewhere in the galactic core, the robot known simply as a hunter-killer has defeated many heroes. Though relatively easy to destroy, its ability to blend into the background and deliver a deadly, unexpected attack makes it a threat to supers of all types. While Landenius was defeated and presumed dead, he sold the technology behind this fiendish creation to several other villains, most notably the Atomic Brain.

A hunter-killer consists of a tube-like structure that houses a tiny, anti-gravitational engine. By manipulating the gravity around it, it can fly at incredible speeds and maneuver with unprecedented agility. Worst of all, its weapons are specifically designed to incapacitate or kill supers. Apparently, Landenius had tangled with mighty heroes in his past as a would-be galactic conqueror. The hunter-killer served him well as a terror weapon, as he used it to strike at heroes while they were at their weakest. Several times, he staged disasters, such as fires or train wrecks, to flush out his enemies and attack them while they were occupied with more pressing concerns.

In a modern day game, the hunter-killer is feared weapon used by super villains who are determined to best the heroes who stand against them. This robot serves little purpose other than neutralizing individuals with mighty powers, making it a poor choice to attack politicians, military leaders, and other mundane people who might stand against a madman's ambitions. The hunter killer could also be developed by the government to cope with the threat of rogue or destructive supers. With its ability to neutralize powers and its many immunities, it can stand up to a variety of opponents and come out on top. These robots are expensive and rare, but when all else fails the government deploys them.

In a far future setting, the hunter-killer might be a part of every city's police force, especially if supers, or aliens with the equivalent of superpowers, are common. Civilizations that have mastered the art and science of robotics might deploy hunter-killers alongside police officers walking the beat, or they might keep three or four of them on stand by in every precinct.

The hunter-killer is armored in a sheath of thick plastic that can deflect bullets, energy beams, and Super-Strength punches. Its alien manufacture allows it to perform better than steel or the most advanced, terrestrial materials. The core of the hunter-killer's weaponry is an energy analyzer/NULL projector, this device allows it to analyze the energy patterns that surround a hero and then disrupt them with a focused burst of NULL energy. NULL energy does not normally interact with matter or other types of energy, but it can be manipulated to form an exact match of other, specific types of power. When the NULL energy meets its opposite, it cancels it out. In addition, the projector can bathe a living creature or object in enough NULL energy to maintain its effects over time. While it eventually decays, the NULL energy lingers long enough to disrupt a hero's abilities. In practical terms, this device causes a hero to temporarily lose her powers. By concentrating NULL energy into a single, focused burst, the Hunter-Killer can temporarily disrupt an opponent's powers. While the NULL surge passes in a moment, it is usually enough to leave a hero vulnerable to an assault or prevent him from completing an attack.

HUNTER-KILLER

PL 10 construct (robot); Init +2 (Dex); Defense 19 (+7 base, +2 Dex); Spd 30 ft.; Atk +7 melee (+10/5' reach/crit 20, neutralize), +10 ranged (+10 S/100' range/crit 20, neutralize); SV Dmg +0 (Protection +10), Fort —, Ref +2, Will +0; Str 12, Dex 14, Con —, Int —, Wis —, Cha —.

Feats: Immunities (due to robot construct–aging, critical hits, disease, energy (cold, electricity, heat, radiation, sonic), exhaustion, poison, pressure, starvation, suffocation).

Powers: Drain +10 [*Extras:* All Attributes (powers), Ranged, Neutralize (*Extras:* Neutralizing Block); *Source:* Super-Science; *Cost:* 6 pp; *Total:* 60 pp], Hardness +2 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 2 pp], Protection +10 [*Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

Totals: Abilities 38 + Feats 6 + Powers 82 = Total 126 pp.

KARTHASIAN INFILTRATOR

(BIOTECH)

The Karthasian Empire has long enjoyed an iron grip on its home dimension. Utilizing advanced biotech weapons, such as monstrous beetles engineered to function as tanks and dragonfly-like insects that serve as their aerial forces, the Karthasians quashed all opposition to their rule. In time, they began to look outward for new territories to conquer. They experimented with dimensional travel, and through long years of work and trial and error investigation, they built a series of portals that lead to Earth. Intrigued by this potential target but awed by the might of Earth's superheroes, they have decided to use their proficiency with biotech to produce infiltrator units. These robots have highly advanced computer brains installed within humanoid bodies. They can pass as human without effort, and when injured they bleed and feel pain just like as a human does. However, they are utterly loyal to their alien masters. Once their missions are completed, they return home through their gates to download their memories into the Karthasian bio computers. The Karthasians plug themselves into these computers, flooding their brains with a staggering knowledge of Earth, including languages, geography, and, of course, military objectives.

However, the Karthasians' plan has suffered a major setback. The process of dimensional travel sometimes damages the infiltrator's mind. Some of them suffer amnesia. They may try to survive on the streets or in the wilds, but a few are picked up by police and treated as missing persons. A few of these unfortunates have found jobs and work on building lives, unaware of their true nature. Others

have been rendered insane, it is only pure luck that such victims have not been killed, brought in for an autopsy, and their true nature uncovered. While the infiltrators can go through most medical exams without discovery, their brains are obviously artificial.

An infiltrator's highly advanced, computerized brain allows it to contact and modify terrestrial computer systems. Infiltrators usually use this talent to break into networks and seek out sensitive information that could prove useful to their masters. With its vat grown body specially designed for service in an alien environment, an infiltrator is stronger, faster, and tougher than the normal human. It is biologically engineered to absorb punishment through its thick bones, tough muscles, and resilient immune system.

A few of Karthasian infiltrators mutated and developed super powers after traveling through the gates. A few of the supervillains who recently appeared under mysterious circumstances could be insane infiltrators who lash out at the world with their abilities. A few of the amnesiac infiltrators also have powers. They could emerge as heroes, or they may choose to keep their talents hidden. In any case, the characters might find that their new friends and enemies are puppets of an invading power. If the Karthasians grow impatient with their spies, they may choose to reclaim them . . . or write them off as lost and invade.

KARTHASIAN INFILTRATOR

PL 8 construct (biotech); Init +2 (Dex); Defense 16 (+4 base, +2 Dex); Spd 30 ft.; Atk +3 melee (+1 S/5' reach/crit 20,

strike); SV Dmg +6, Fort +6, Ref +2, Will +0; Str 12, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills: Profession (office work/service industry) +6.

Feats: Immunities (due to robot construct–aging, disease, energy (cold, heat), poison, pressure, starvation, suffocation), Organic Facade.

Powers: Datalink +8 [*Source:* Alien; *Cost:* 2 pp; *Total:* 16 pp], Super-Constitution +4 [*Source:* Alien; *Cost:* 4 pp; *Total:* 16 pp].

Totals: Abilities 56 + Skills 6 + Feats 2 + Powers 32 = Total 96 pp.

ROAMING EYE SPYBOT

(ADVANCED TECH, CONSTRUCT)

A favorite aid for spies, criminals, and others who use illicit or quasi-legal means to gather information, the Roaming Eye is a tiny drone less than an inch long on each side. It hovers in the air, relying on its highly advanced avionics and stealth systems to evade detection as it observes a particular person or area. Designed to resemble a beetle, moth, spider, or other insect native to the area in which it operates, the Roaming Eye is a top-of-the-line model for its intended purpose. Criminal cartels have been known to deploy hundreds of these robots over a city block, using them to keep a continuous watch over the drug dens, brothels, and gambling houses they control. A hero may arrive on the scene to find his quarry long gone, his approach noticed and reported by one of the dozen Roaming Eyes observing the area.

In a modern-day game, the Roaming Eye is the stuff of super-spies and cutting-edge science. A wealthy villain may use them to keep tabs on his friends and enemies, while the government could develop them as experimental reconnaissance drones. In a game with advanced technology, the Roaming Eye is a common feature of security systems. It serves a mobile camera and sentinel that can call for support in the face of intruders or other suspicious activity.

The Roving Eye has four omni-directional turbine fans installed within its frame, allowing it to fly with both great speed and agility. As the Roving Eye is meant to evade detection, even when penetrating highly secured areas, it incorporates stealth technologies in both its frame and the servomotors that allow it to fly without sound. As a monitor and spy, the Roving Eye comes equipped with several monitors and sensors to help it gather data.

ROAMING EYE SPYBOT

PL 15 miniscule construct (robot); Init +4 (Dex); Defense 33 (+16 size, +3 base, +4 Dex); Spd 30 ft./fly 30 ft.; Atk +13 melee (–5 S/0' reach/crit 20, strike); SV Dmg +0, Fort —, Ref +4, Will +0; Str 0, Dex 18, Con —, Int —, Wis —, Cha —.

Skills: Hide +36 (from size), Listen +10, Move Silently +10 (includes Super-Skill), Spot +10.

Feats: Immunities (due to robot construct–aging, disease, energy (cold, heat), poison, pressure, starvation, suffocation).
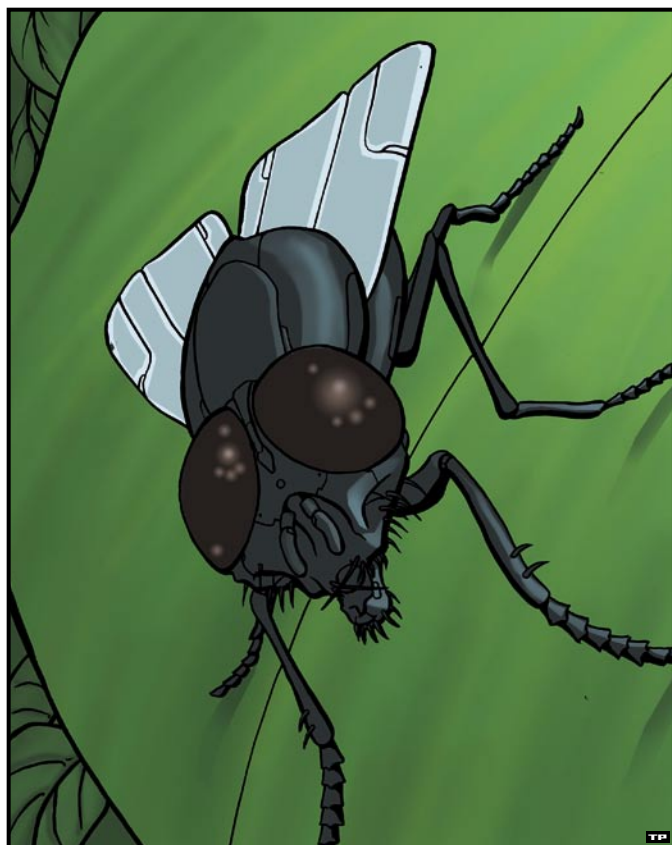
Powers: Flight +6 [*Extras:* Super-Senses, Super-Skill (Move Silently); *Source:* Alien; *Cost:* 4 pp; *Total:* 24 pp], Shrinking +15 [*Extras:* Duration – Permanent; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 60 pp].

Totals: Abilities 30 + Skills 20 + Feats 0 + Powers 84 = Total 134 pp.

Note: Modifiers for size are included for all abilities and skills.

WORLD CRUSHER

(ADVANCED TECH, CONSTRUCT)

The World Crusher was originally developed by the famed super criminal Dr. Ironside. He planned on unleashing this mechanized beast to level New York City and set himself up as the totalitarian ruler of North America. Luckily, his efforts were defeated by a band of heroes. To the public and the press, a dangerous menace had been defeated. Those on the inside, though, knew the real story. Dr. Ironside's plans had only just begun.

While the good doctor languishes in a penitentiary, the fruits of his mad genius lie hidden in secret laboratories scattered throughout the world. As the world's preeminent thinker, Dr. Ironside calculated that his defeat was at hand long before the heroes penetrated his isolated, island fortress. Diverting his resources from a doomed attempt to fend off the attackers, he instead spent his days and nights developing a new class of robot, one capable of extracting ore, building production facilities. He then ordered his robotic minions to hide these new robots across the globe. When the heroes burst into his lair, he ingested a drug that apparently gave him amnesia. He could function well enough to survive, but he could recall nothing of his plans, the great scientific discoveries he had made, or the terrible seeds of destruction that he had planted. Attempts to probe his mind proved fruitless. After a short trial, Dr. Ironside was sent to spend the rest of his life in a high security prison for super villains.

Thus, his plan had worked to perfection. Rather than risk capture, the doctor sent his mind forward in time. In the decades since his defeat, the security measures have grown increasingly lax. The government believes that Ironside destroyed his own brain rather than suffering the humiliation of defeat. In truth, his scattered, robotic minions have begun to put his plan into motion. After laboring for years in secrecy, they have completed the factories needed to produce the minions that will rescue the doctor just in time for his mind to return to the present. With a legion of World Crusher robots awaiting his command, he plans to unleash a single, devastating attack across the globe that will bring the world to its knees.

Aside from serving as the tool of vengeance for a foiled supergenius, the World Crusher is a model for a gigantic robot. At modern-day levels of technology, it is a wonder of the age. It towers over small buildings, yet it can soar through the air and even reach outer space. Its great strength and thick armor allows it to treat tanks and jet fighters as little more than toys. Without the aid of superheroes, the world's governments would face tremendous difficulty in defeating one of these monstrosities.

In a science fiction game, the World Crusher is a formidable weapon system that might from the centerpiece of an invading army, but at times its size and notoriety can work against it. Smaller but equally well-armed units can gang up on it, whittling away its defenses to slowly but surely defeat it. Still, on a backwater world or against a civilization that has not yet developed high tech weapons the World Crusher could form a one robot army of conquest.

The World Crusher is capable of crumpling heavily armored tanks and smaller robots like empty aluminum cans. It can leap over buildings, while the thick layers of steel fiber muscles that surround its inner frame allow it to shrug off all but the mightiest attacks. The World Crusher was never meant as a subtle weapon. Rather, it knocks over skyscrapers and grinds entire civilizations beneath its feet. The World Crusher is too big and expensive to manufacture in large numbers. Thus, it must be fast and mobile in order to deploy over a wide area. It has a set of wings and high-powered, atomic rockets set in its back that allows it to fly.

WORLD CRUSHER

PL 25 colossal construct (robot); Init +1 (Dex); Defense 5 (–8 size, +2 base, +1 Dex); Spd 30 ft./fly 20 ft.; Atk +15 melee (+25 S/20′ reach/crit 20, strike); SV Dmg +10 (Proteciton +20), Fort —, Ref +1, Will +0; Str 20, Dex 13, Con —, Int —, Wis —, Cha —.

Feats: Immunities (due to robot construct–aging, disease, energy (cold, heat), poison, pressure, starvation, suffocation), Power Attack, Takedown Attack.

Powers: Flight +4 [*Extras:* Space-Flight, Super-Flight; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 16 pp], Growth +16 [*Extras:* Duration (permanent); *Source:* Super-Science; *Cost:* 4 pp; *Total:* 64 pp], Hardness +10 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp], Super-Strength +20 [*Extras:* Leaping, Protection, Shockwave; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 140 pp].

Totals: Abilities 71 + Feats 4 + Powers 230 = Total 305 pp.

Note: Modifiers for size are included for all abilities and skills.

SPYTECH

This category covers devices that you can use to eavesdrop on conversations, uncover information about a target, or track a villain as he flees an area. Spytech is the realm of secret agents, detectives, and espionage. The tools here allow a hero to uncover secrets and find the information he needs to avert a threat to the city. From infrared goggles to satellites that can record a conversation in the midst of a busy metropolis, spytech covers anything that enhances or provides new senses.

The most basic spytech devices allow you to see, hear, or otherwise perceive things that would normally be impossible to notice. For example, a spytech microphone might allow you to project an invisible field of energy around a building that allows you to pick up and record every noise made within it. Many items of spytech are designed to look like mundane gear, primarily to avoid tipping off the subjects of observation. A seemingly normal tuxedo might conceal dozens of sensors embedded in its cloth, allowing the wearer to record visual and audio data in a 360 degree arc around him.

As with the other sections in this chapter, spytech presents new feats, features, and abilities that you can use to invent spytech devices.

NEW FEATURES FOR SPYTECH DEVICES

The following features are all designed specifically for use on spytech devices, though you might find some of them useful for other types of gear. Adding a feature costs 1 point1 regardless of the device's ranks. You can grant a spytech device any feat normally available to characters for the standard cost. At your GM's discretion, you can ignore a feat's prerequisites when adding it to a device.

The following feats from the MUTANTS & MASTERMINDS rulebook are particularly useful for spytech devices: All-Around Sight, Blindsight, Darkvision, Detect, Penetration Vision, Psychic Awareness, Radio Hearing, See Invisibility, True Sight, and Ultra-Hearing. These feats all improve a character's sensory abilities, and they can grant a device many useful abilities that you would expect to find in bugs, sensors, and other spying devices.

NEW EXTRAS FOR SPYTECH DEVICES

- **Additional Sense:** Aside from the standard human senses – hearing, touch, taste, sight, and smell – devices can perceive other phenomenon such as motion, radioactivity, and ultraviolet light. This feature can also include sonar, radar, and other "senses" that can operate in the dark or other restricted conditions. Each time you select this feature, pick a different stimulus or sensory type for it. You can use you skills and powers with this sense as you could with any other sense.

- **Computer Analysis:** This device includes a computer programmed with a few data analysis algorithms. Rather than rely on your own ability to look at incoming data and draw conclusions, you can set this program to sort through your spytech device's findings and pull out important data. When using this spytech device, you count any Listen, Search, Spot, or Sense Motive checks as having a result of 10. In addition, you can take 20 in half the time normally required for the attempt. You must dedicate this device to a specific task to gain its bonus, so a set of audio detectors might help you notice the sound of a rogue cyborg before it attacks, but if you have targeted them to spy on a nearby phone booth they cannot help you detect the approaching menace.

- **Recording:** As the device gathers information, it stores it on a tiny memory card or similar device. For each rank of this extra, the device can store up to 2 hours of data. You can replay the recordings in order to study the data, allowing you to take 10 or even 20 on Spot, Listen, and Sense Motive checks while studying the recordings in order to interpret the information provided.

  Unlike many other extras, you do not have to purchase this ability for every rank in the power it modifies. When studying recorded data, you only gain the benefit for the device's ranks equal to the ranks of this extra you purchased. You cannot use any powers to study the information aside from the ones installed on the device. Your GM can allow exceptions to this rule, but in general a device records data that allows for analysis by the powers it has. For example, a cheap camera cannot supply images that have the resolution an advanced spying device needs to produce hints or added information from it.

- **Remote:** You can spawn a sensor capable of using the power this extra modifies. The sensor is the size of a fingernail. You may perceive from the perspective of the remote as a half action (only using the sense(s) for which this extra is purchased). Only passive abilities may be used through the remote, you cannot channel powers that require an attack roll or force its target to make a saving throw. The sensor lasts a number of days equal to your ranks in the power. It can be discovered with a successful Search check against a DC of 10 + the ranks in this power. Anyone may take a half action to destroy a sensor. You can spawn a number of sensors equal to half your ranks, rounded down (minimum of 1). You may immediately destroy one of your own sensors as a free action. The sensor is not mobile, so you must place the sensor in whatever location you would like spy upon.

  You must be within normal range as determined by your power's rank in order to look through or communicate with a sensor. If the power has a range of personal, use the ranges listed by power rank under Tracking (see p. 71).

- **Subtle:** The core MUTANTS & MASTERMINDS rules present this extra. It is particularly useful for spytech devices. Many of them are designed to blend in with the environment, keeping their targets unaware of any observations taking place.

NEW FLAWS FOR SPYTECH DEVICES

- **Immersive:** A device with this flaw is designed to deliver an immersive sensory experience, you are unable to perceive the area around you with any senses the device augments. For example, you might have to hold a visual scanner up to your eyes like a pair of binoculars. While looking through the device, you can't see someone sneaking up on you because your vision is focused on a distant object. You cannot make Listen or Spot checks to notice anything outside of the device's targeted area. This flaw cannot be used on devices that would not normally hinder your ability to observe your surroundings, such as contact lenses or glasses. In general, this flaw is restricted to devices that have a range other than personal.

- **Limited Sensor:** A spytech device with this flaw can only use its powers to find a specific class of object or creature, such as mutants, weapons, certain types of metals, and so forth. It is unable to detect objects or creatures that fall outside of this flaw's category.

NEW SPYTECH POWER

Spytech allows you to design bugs, sensors, and other devices used to monitor a subject's or object's location. This new power can be used to simulate those abilities as well as psionic hunters, brilliant detectives with a nose for following a suspect, and others with a gift for pursuing their targets.

TRACKING

Cost: 2
Action: Half
Range: Normal
Duration: Continuous
Saving Throw: Special

You can touch a target and mark it so that you can sense its location across a great distance. This power can take the form of a psychic signature, a homing beacon, or some other unique marker. You can determine the location of this beacon as a half action, up to a range as determined by your ranks in this power. You do not learn anything about the target's physical surroundings. Instead, you learn how far away and in what direction the target is from you.

You must make a touch attack against the target of this ability to apply your tracker. You can have a number of trackers active at one time equal to your ranks in this power. Anyone hit with this ability doesn't notice it unless they sense you touching them.

Every hour that a person is under the effect of this ability, he makes a Spot check with a DC equal to 10 + your ranks in this power. If he succeeds, he notices the presence of your tracking signature and may remove it regardless of the form your power takes. For example, a psionic tracking link could be broken if the victim merely concentrates on it, while a high-tech bug could be easily crushed.

Your beacon persists for a number of days equal to your ranks in this ability. After this time, it stops functioning. If you are able to target the subject again you may extend its effects or re-start it. The duration begins at the time you apply your latest tracking attack.

TABLE 4–14: TRACKING RANGES

TRACKING RANKS	RANGE
1	1 mile
2	2 miles
3	4 miles
4	8 miles
5	16 miles
6	32 miles
7	64 miles
8	128 miles
9	256 miles
10	512 miles
11	1,024 miles
12	2,048 miles
13	4,096 miles
14	8,192 miles
15	16,384 miles
16	32,768 miles
17	65,536 miles
18	131,072 miles
19	262,144 miles
20	524,288 miles

POWER STUNTS

- **Bloodhound:** You are particularly good at tracking one particular species or type of object, such as cars or planes. You gain a +1 bonus to your power's ranks against such targets when determining the range of this ability.

- **Dimensional Tracker:** You can track creatures into other worlds. While your link cannot give you an exact position, you do know the world that the target traveled into when you lost contact.

- **Stealthy Tracker:** Your tracking signature is particularly difficult to notice. The DC for your target's Spot check to remove your tracking ability receives a +2 bonus.

EXTRAS

- **Clairvoyance:** You can gain a vision of your target's current location if he fails a Will save with a DC of 10 + your ranks in this ability. You see the area in a 10-foot radius around the target. You gain the full benefit of your visual powers and abilities. Using this extra requires a half action, and for each round you spend watching the target he may make a Spot check (DC 10 + your ranks in Tracking) to notice your activities, if he does he automatically notices the "bug" you've planted on him and may break contact as outlined previously.

- **Share Tracking Sight:** When you target a creature with this ability, you can place the ability to track the target into a physical object. Anyone who grasps this instrument can intuitively note the target's direction and distance within the limits of your ability.
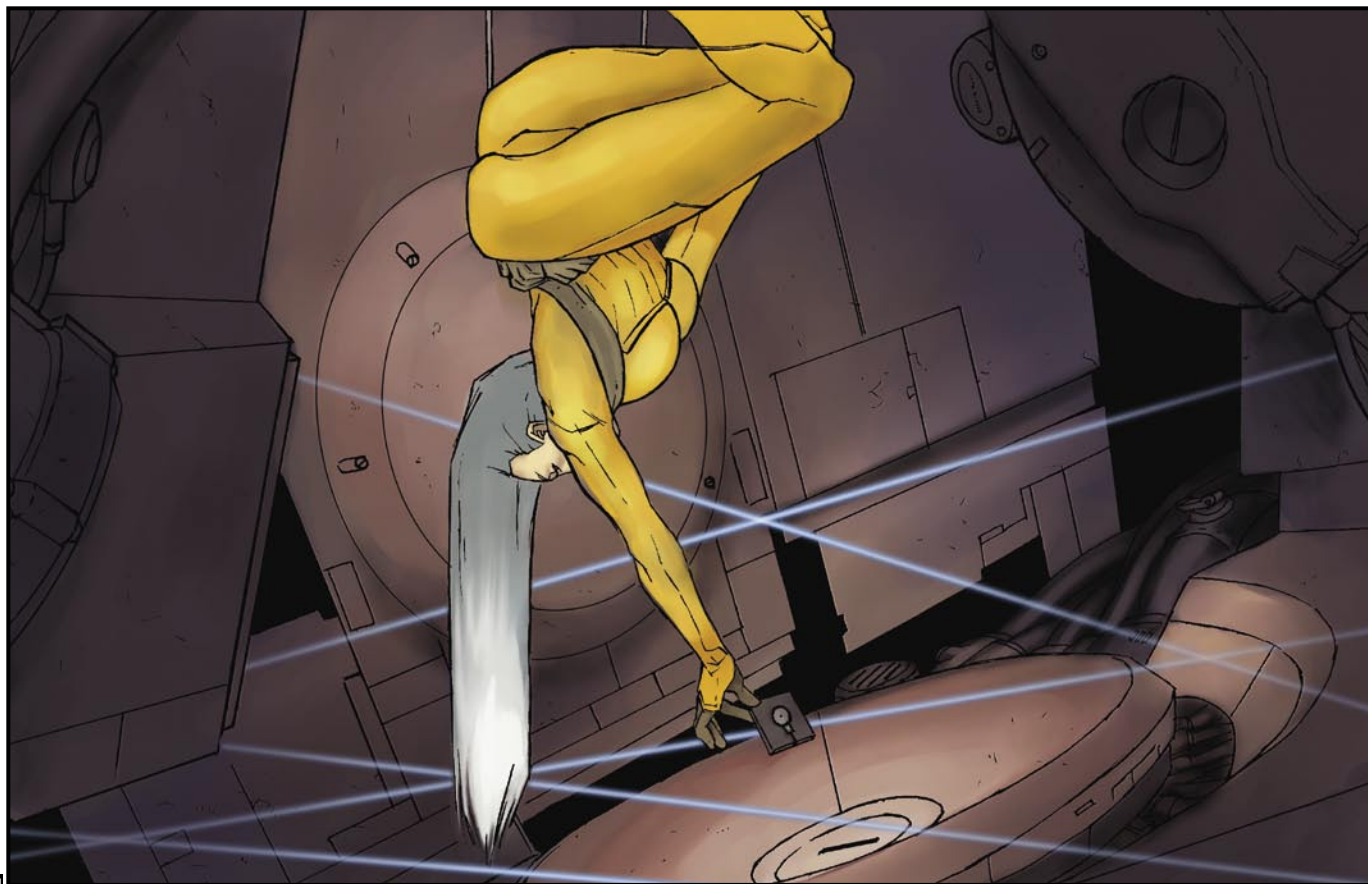
FLAW

- **Interference:** A common substance, such as iron, lead, or water, breaks your contact with the person or object you are tracking. You cannot determine the target's distance and location when at least 1 inch of the chosen material is between the two of you. You re-gain contact when you or the target moves so that the barrier no longer interferes with your contact.

SPYTECH DEVICES AND SKILLS

Spot, Listen, Sense Motive, Gather Information, Search, and other skills form the basis of many attempts to find and analyze information. A spytech device can provide ranks in these abilities as per the standard rules for creating a device. Remember that a character's total ranks in a skill are still limited by his level. The bonus ranks from a device combined with a character's ranks cannot equal more than his level + 3. If you want a device to grant a bonus to an already skilled character, use features along with the Super-Skill power to do so.

DESIGNING SPYTECH DEVICES

Most spytech devices draw on a limited range of powers, particularly those that enhance a character's senses. The powers you need to create high-tech microphones, cameras, and other devices are all available in the core rules. Usually, the key to creating

them lies in picking the right power and modifying it with the right flaws and extras. Obviously, the device extra is a given for any gadget. The new extras and flaws in this section help distinguish spytech from other devices.

- **Blending and Invisibility:** These powers can be used as extras to make a spytech device more difficult to find. As a half action, you can activate this power on a gadget, giving the device enhanced ability to evade detection.

- **Comprehend:** This power makes a great extra for any eavesdropping device, as it allows you to cut through language barriers with ease. You can also use it to translate speech that you record to a device.

- **Datalink:** A necessity for any device built to interact with computers, Datalink can also prove useful as an extra that allows data gathering devices to upload information to a network. You could equip your sidekick or followers with devices that use Datalink as an extra, allowing you to dispatch a wide number of spies over a broad area while reporting back to base.

- **ESP:** While normally associated with psychic heroes rather than technological devices, this ability is useful for tools that allow you to broadcast from a bug or tap into a wide network of cameras or drones. The Tracking power can cover the ability to trace a person's location, but you can create bugs and similar devices by using the Remote extra as a flaw for ESP. Remote usually extends the utility of a personal-ranged

power. When used with ESP, it reduces that power's flexibility and counts as a flaw.

- **Microscopic Vision:** The ability to perceive tiny objects can prove useful while investigating crime scenes or seeking out hidden objects. At your GM's discretion, this power may provide a bonus to any Search check that would benefit from its ability to find evidence that a character might otherwise be unable to notice.

- **Obscure:** This power can be used to create gadgets that counter snooping devices by producing static, jamming signals, or other forms of interference that devices cannot penetrate. As a flaw, you may limit Obsure's effects to powers with the device flaw. It can otherwise block sight and other senses as usual.

- **Sensory Protection:** Listening devices and other spytech gadgets might be equipped with buffers to shield them from attacks and other attempts to block them. Note that this power is useless against Obscure, but it does prevent Dazzle from ruining a device.

- **Super-Senses:** This power forms the basis of most devices that are built to augment the user's ability to perceive his surroundings. Combine it with feats such as Blindsight and you can create anything from infrared goggles to a motion sensor.

- **Super-Skill:** Spot and Listen are ideal candidates for this power, as are Sense Motive and Search. A computerized device could analyze its user's field of vision and point out anomalous sights and sounds, while a lie detector could grant a Sense Motive bonus.

- **Telepathy:** With the advanced technology featured in comic books, devices could use psychic energy to contact or monitor the minds of others. Telepathy is also a good choice for biotech devices that use spores or microscopic drones to infest a target's mind and plunder it for information.

- **Telescopic Sense:** From simple telescopes to cameras with magnification to parabolic mics, this power is handy for a number of spytech devices.

SAMPLE SPYTECH DEVICES

As with the devices presented elsewhere in this chapter, use these examples as equipment in your game or as the basis for building your own creations.

EAVESDROPPER

This device looks like a standard ballpoint pen, but it in fact contains a sophisticated suite of sensing devices. The eavesdropper can project a field of invisible energy that resonates when sound passes through it. These waves of energy funnel back down to the eavesdropped and can be reproduced, allowing this device's user to listen in on conversations or even filter out and track dozens of noises over a wide area.

EAVESDROPPER

Telescopic Sense (hearing) +10 [*Extras:* Area, Disguised, Recording, Super-Skill (listen); *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

LIE DETECTOR

This lie detector is a portable device used to sense the emotional state and mood of a single subject.

LIE DETECTOR

Telepathy +8 [*Extras:* Super-Skill (sense motive); *Flaws:* Device, Limit – Empathy; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 8 pp].

TRACKING BUG

This small gun fires a tiny transmitter that allows its user to follow a target with unerring accuracy.

TRACKING BUG

Tracking +10 [*Extras:* Share Tracking Sight, Super-Skill (spot); *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

VISUAL SENSOR SUITE

This bulky, black helmet is designed to enhance its user's sensors, allowing him to pick out even the finest details of his surroundings.

VISUAL SENSOR SUITE

Super-Senses +10 [*Extras:* Microscopic Vision, Sensory Protection, Telescopic Sense (vision); *Flaws:* Device; *Features:* Dark Vision, See Invisibility, True Sight; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 43 pp].

WEAPON SCANNER

This device resembles a snub-nosed hand gun attached to a power pack that can attached to a belt or strapped to the user's upper arm or thigh. It scans an area for the presence of metals, plastics, and other materials normally used to create weapons. A sophisticated computer attached to the device translates the data it receives and, based on the composition and size of an object, determines if it is a weapon.

WEAPON SCANNER

Super-Senses +10 [*Flaws:* Device, Limited Sensor (weapons); *Features:* Penetration Vision (1 pts.); *Source:* Super-Science; *Cost:* 1 pp; *Total:* 11 pp].

VEHICLES

Spaceships, automobiles kitted out with gadgets and weapons, and other vehicles play a role in many comics. In particular, most teams of heroes or villains have a few helicopters or jet-cars on hand to shuttle them from one side of the planet to the other. This section presents new rules for creating vehicles, with options, devices, extras, and flaws designed specifically for them. In addition, a new power and a few feats improve your character's ability as a pilot or drive.

NEW FEAT: VEHICLE

You possess an extraordinary vehicle. This may be a product of magic, advanced technology, or an unfathomable combination of

the two. Regardless of origins or specifics, the vehicle in question is quite special, and would be difficult to replace or rebuild.

Benefit: You possess a vehicle constructed from a pool of points equal to 5 times your power level. So a power level 5 character can have a vehicle built on a total of 25 power points, for example. At the GM's discretion, this pool of points may be split up among multiple vehicles, so long as the total number of points does not exceed the pool total established by your power level.

Special: You can acquire this feat multiple times, each time, you gain a pool of points for vehicles equal to your power level times 5. However, no single vehicle can be built on more points than your (PL x 5).

VEHICLES: CREATION RULES

A vehicle is essentially a big gadget that lets you move faster. It may provide a number of other benefits. Its armor can protect you from harm, allowing you to travel into space or speed through a mob of gunmen without fear. As covered in the main rulebook, vehicles are defined by their size, movement, hardness, Protection, and any other features they have. These rules provide some additional detail and options to those rules.

Creating a vehicle works much like building any other gadget, though all vehicles must have a movement mode and speed. This is the defining trait of all vehicles. Everything else builds on top of that function.

HARDNESS

A vehicle's hardness is used as its Damage save bonus. It reflects the durability of the materials used to create it, and it equals its highest rank. A vehicle's base hardness is free.

You can increase a vehicle's hardness beyond this limit at a cost of 1 power point per point of hardness.

MOVEMENT

A vehicle's ranks in movement determine its overall speed (see **Table 7–5: Vehicle Movement Ranks** on MUTANTS & MASTERMINDS, p. 114) for tactical and hourly speeds based on rank. One rank of movement costs 1 point.

In addition, a vehicle must have a movement mode, a game mechanics description of how it gets from point A to point B. A vehicle's mode also determines what it can travel through or on. For example, a boat can speed across the water but it's rendered immobile on dry land. A movement mode also determines a vehicle's maximum ranks in movement and its minimum move per round. A jet fighter can't stop in place to shoot at a target, while a helicopter or boat could. A vehicle's first movement mode is free.

MANEUVERABILITY

A movement mode determines how the vehicle moves, but it also determines its maneuverability. Maneuverability measures how
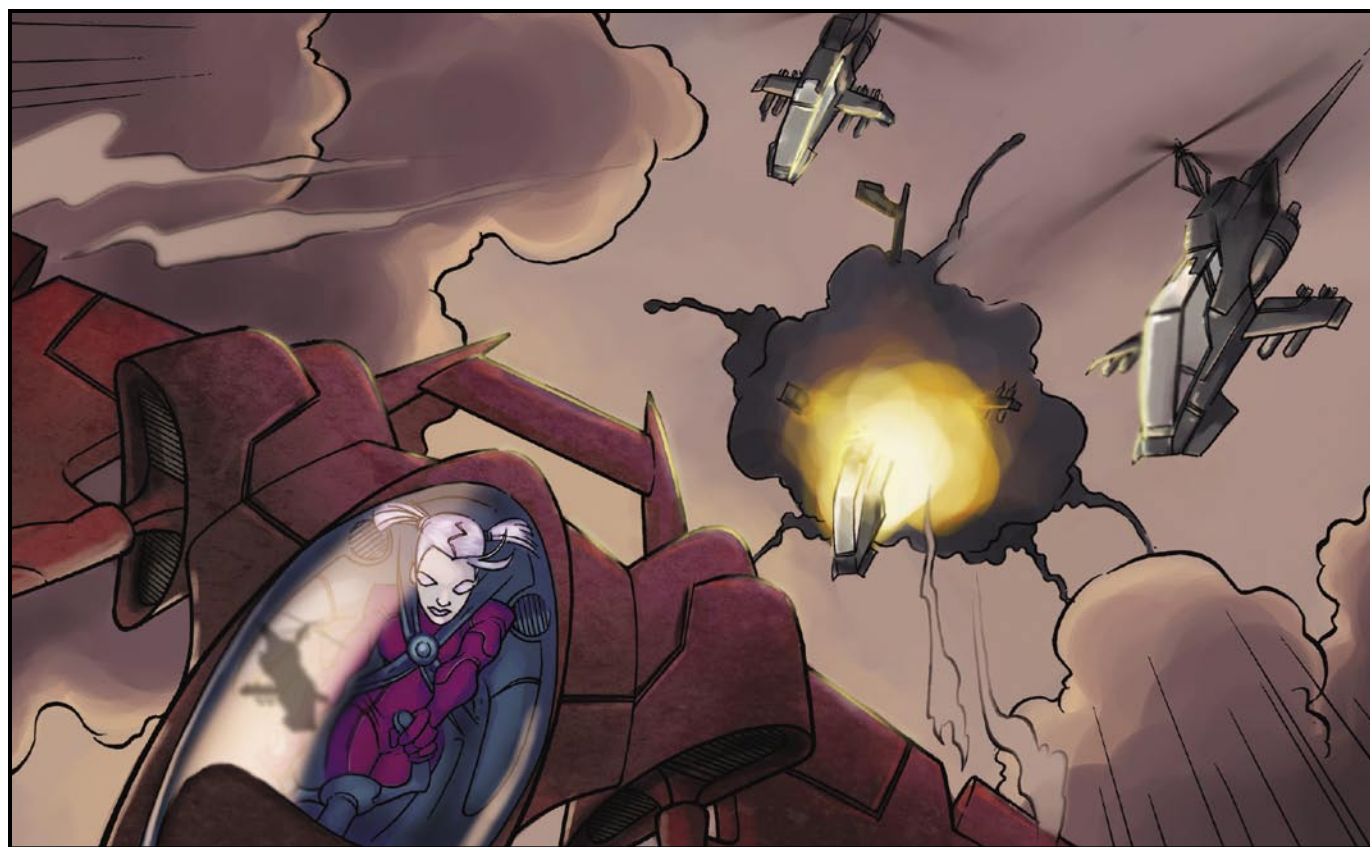
easily a vehicle can turn. An agile craft can make rapid turns, while a clumsy one makes wide maneuvers and is difficult to control with precision.

Like movement, a vehicle's maneuverability is measured on a scale of 1 to 20. However, unlike movement it provides a modifier like an ability, such as Strength or Dexterity. The higher this rating, the more agile the vehicle. Maneuverability modifies Pilot checks made to control a vehicle or attempt dangerous maneuvers.

A vehicle has a base maneuverability according to its movement mode. You can increase a vehicle's maneuverability by one rank for 2 points. Maneuverability has a maximum value of 20.

MULTIPLE MOVEMENT MODES

A vehicle can have more than one movement mode, representing a design that has multiple engines or is capable of transforming to cover multiple terrain types. An additional movement mode costs 1 point. In addition, you must purchase a movement rating for the alternate mode and create a separate maneuverability score for it.

AIR MOVEMENT

A vehicle with an air movement mode is capable of flying. In addition, a vehicle's air movement mode determines its maximum speed and minimum forward speed.

AIR MOVEMENT MODE ABILITIES

- **Maximum Speed:** Not all aerial movement modes are created equal. A helicopter is far more agile than a jet fighter, but it cannot match the jet's maximum speed. You must purchase a movement at least equal to this minimum. Otherwise, the vehicle cannot take off.

- **Minimum Forward Speed:** If a flying vehicle fails to maintain its minimum forward speed, it stalls and must land at the end of its movement. If it is too high above the ground to land, it falls straight down. If it hits the ground that round, it takes falling damage. If the fall doesn't bring the aircraft to the ground, it must spend its next turn recovering from the stall. Its pilot must make a Reflex save (DC 20) to restart the vehicle and regain control. Otherwise it continues to fall until it hits the ground or the pilot manages to regain control.

AIR MOVEMENT MODES

- **Glider:** This mode of movement relies on wind to carry a vehicle aloft, making it relatively slow and cumbersome. However, gliders are much quieter than other types of vehicles because they don't require an engine. A glider's pilot gains a +4 bonus on all Hide and Move Silently checks to conceal the glider's movement.

  Maximum Speed: Movement 5; *Base Maneuverability:* 6; *Minimum Forward Speed:* 1.

- **Helicopter:** A helicopter's greatest strengths are its agility and its ability to take off and land vertically, rather than requiring a long air strip.

Maximum Speed: Movement 8; *Base Maneuverability:* 12; *Minimum Forward Speed:* 0.

- **Jet:** A jet relies on a rocket engine for its forward thrust. While fast, most jets lack agility. Instead, they rely on their speed to escape attacks, maneuver from a distance, and attack from an unexpected direction. A high tech jet can gain tremendous maneuverability, but it is usually expensive.

  Maximum Speed: Movement 12; *Base Maneuverability:* 2; *Minimum Forward Speed:* 7.

- **Propeller:** A prop plane relies on one or more propeller engines for its movement. While slower than a jet, it can achieve a lower minimum forward speed and is usually more agile. Thus, prop planes are useful in some situations where a jet would be unable to maneuver.

  Maximum Speed: Movement 9; *Base Maneuverability:* 6; *Minimum Forward Speed:* 4.

LAND MOVEMENT

The land movement modes determine what sort of terrain a vehicle can cover. For example, a wheeled vehicle may become swamped in a river and swept away, while a hover tank could easily ford it.

LAND MOVEMENT MODES

- **Hover:** Because it floats a few feet off the ground on a cushion of air, a hover vehicle can cross almost any terrain. Nothing aside from a wall or similar physical barrier can slow them. Hover vehicles tend to be faster but less agile than other ground transports.

  Maximum Speed: Movement 12; *Base Maneuverability:* 4.

- **Legs:** A walking vehicle uses two or more legs to make its way over terrain. A walker can move through most terrain, though it cannot cross water or similar liquids that are deeper than it is tall. A walker moves at half speed through difficult terrain, such as craters or uneven ground. While they have a low maximum speed, walkers are quite agile.

  Maximum Speed: Movement 5; *Base Maneuverability:* 10.

- **Rail:** Trains, subways, and similar vehicles follow a predetermined path of rails, allowing them to haul huge loads over great distances. This vehicle cannot venture off its rails. If it does so, it loses half its speed each round until it collides with an object or its speed drops below 10 feet per round, at which point it stops.

  Maximum Speed: Movement 10; *Base Maneuverability:* 14.

- **Treads:** Found on tanks and other heavy duty vehicles, treads can cross almost any ground, though they do so at the cost of speed and maneuverability. A vehicle with treads can cross anything but deep water or other liquids that could flood it.

  Maximum Speed: Movement 5; *Base Maneuverability:* 6.

- **Wheels:** The most common class of vehicle, wheeled transports offer good speed and solid maneuverability at the cost of off-road capabilities. A wheeled vehicle moves at half its maximum

speed on rough terrain. In addition, extremely tough terrain, such as uneven ground or steep slopes, is impassable to it.

Maximum Speed: Movement 10; *Base Maneuverability:* 8.

SPACE MOVEMENT

Movement in outer space is a relatively easy. Without terrain or gravity to worry about, the average space craft can execute intricate maneuvers without difficulty. Booster jets, engines positioned to provide thrust in any direction, are the most common way vehicles move in space. In addition, rockets allow a craft to escape a planet's gravity and enter orbit. Use the Space Flight power for interplanetary travel. Boosters are designed for tactical maneuvering.

SPACE MOVEMENT MODES

- **Boosters:** A ship's boosters allow it to make simple maneuvers in space, such as docking with a space station or moving into position for a jump into hyperspace. Even the simplest boosters provide for a high speed and agile maneuvers. This movement mode is unusable within a planet's atmosphere.

  Maximum Speed: Movement 20; *Base Maneuverability:* 10.

- **Rockets:** Rockets allow a craft to reach a planet's orbit. Otherwise, they are rarely used once a ship reaches outer space. A vehicle without this movement mode cannot reach space.

  Maximum Speed: Movement 15; *Base Maneuverability:* 0; *Minimum Speed:* 10.

WATER MOVEMENT

The water movement modes allow for several types of propulsion. In addition, the submarine mode allows you to design craft that can venture beneath the waves.

WATER MOVEMENT MODES

- **Motor**: This category covers any sort of powered, water movement. It ranges from a speedboat's engines to the nuclear power plant aboard a state of the art aircraft carrier.

  Maximum Speed: Movement 9; *Base Maneuverability:* 4.

- **Oars/Sails:** While simple compared to a modern motorboat, a sail or rowboat does have the advantage of never running out of fuel, as long as the weather obliges or the crew is ready to work. These primitive boats are ponderously slow even under the best conditions, though they can be agile.

  Maximum Speed: Movement 5; *Base Maneuverability:* 4.

- **Submarine:** Capable of descending beneath the waves, submarines serve best as spies or stealth vehicles. Even against advanced sonar, a quiet sub can remain hidden for hours at a time. Submarines tend to be a bit slow but are typically more agile than surface ships.

  Maximum Speed: Movement 7; *Base Maneuverability:* 8.

SIZE

A vehicle's size works different from the modifiers used for other devices. In many ways, a larger vehicle is better than a smaller one. It can hold more passengers and cargo, making it more efficient. On the other hand, larger vehicles are less agile than smaller ones. Size has no effect on speed. Refer to Table 4–8: Vehicle Size Attributes for complete information.

Choosing a size has no effect on a vehicle's point cost, nor does it affect anything other than a vehicle's Defense, capacity, and maneuverability. While it may seem like it would be more difficult to damage a larger vehicle that's not necessarily true, because the larger the vehicle is, the larger and more vulnerable its important components become. Unlike creatures, a vehicle's size has no effect on its attacks.

A vehicle's carrying capacity refers to the number of human-sized creatures that can board it. A craft is capable of haling 300 lbs. per slot of capacity. Larger creatures count as two or more human-sized ones, while smaller ones might count as half or less, at the GM's discretion. It may help to create a simple floor plan of a vehicle to show where passengers and the pilot sit as well as how much cargo space is available.

An Awesome-sized vehicle, theoretically, has no upper limit in size. Thus, you could design a ship that could hold thousands of passengers.

Some of the extras and features available for vehicles reduce their capacity. For example, a recreational vehicle might count as a Large vehicle, but its kitchen and living areas reduce its capacity.

In all cases, common sense and a general layout or blueprint of the vehicle can help.

TABLE 4–15: VEHICLE SIZE ATTRIBUTES

SIZE	CAPACITY	MANEUVERABILITY	DEFENSE
Small	2	+4	+1
Medium	8	+2	+0
Large	16	+0	–1
Huge	64	–2	–2
Gargantuan	128	–4	–4
Colossal	256	–6	–8
Awesome	512+	–8	–16

DEFENSE BONUS

A vehicle's bonus to Defense represents its agility, size, and design. Sleek vehicles have a better chance of avoiding attacks, while blocky, ponderous ones are easy targets. You can pay 3 points to improve a vehicle's Defense bonus by +1.

SAVES

If a vehicle must make a save for anything other than Damage, its pilot or driver makes a save on its behalf. Remember that, as inanimate objects, vehicles are immune to poison, disease, and similar effects. You do not have to pay points for these immunities.

A vehicle uses its hardness rating as its Damage save bonus, just like any other object. The rules for damaging objects undergo a slight revision in this book (see p. 35 for more information). The

rules for exploding vehicles still apply (see Mutants & Masterminds, p. 117).

VEHICLES AND SKILLS

With the help of advanced technology, vehicles can gain the equivalent of ranks in several skills. It costs 1 point to purchase 1 rank in a skill for a vehicle. You can only purchase ranks in the skills listed in this section. Each skill has notes that describe how it functions when used with a vehicle.

A pilot may use a vehicle's skill ranks in addition to his own when attempting to make a skill check while piloting. If he does so, a character can use a total number of ranks up to his power level + 3. For example, Blackjack is a PL 10 hero with 8 ranks in Spot. He uses the scope on Mariner's sub to scan the docks for suspicious activity. The sub has 6 ranks in Spot. Since Blackjack is level 10, he can gain the use of no more than 13 ranks. You can only combine your skill ranks with a vehicle's if the skill's description given in this section explicitly allows it.

Not all vehicle skills work in this manner. A vehicle with Hide does not gain the benefits of its pilot's Hide ranks. The skill descriptions that follow provide full details. If a skill is not listed, you cannot purchase ranks in it for a vehicle.

Each skill lists an ability after its name, sometimes one that is different from the ability normally used to modify it. In this case use the pilot's or driver's relevant ability modifier instead. It's a different matter for a character to use a skill than it is for a character to use a skill while operating a vehicle, hence the changes to the skills and their linked abilities.

Some skills list Driver/Pilot as their relevant attribute. In this case, treat the character's ranks in whichever of those two skills he uses to control the vehicle as an ability to determine its modifier. For example, a character with 10 ranks in Drive would have a Drive modifier of +0. In these cases, a character's ability to control a vehicle plays an important role in executing the skill check.

Note that for skills such as Spot and Search, you should purchase Telescopic Senses and similar powers for a vehicle. Otherwise, it is limited to the normal, human range for such skills.

A vehicle's skills can gain the benefits of any feats or powers, such as Super-Skill, as normal.

DISGUISE (INT)

This vehicle can modify its appearance, allowing it to pass through crowded areas without drawing any attention. It might have guns or devices that slide into hidden compartments or, perhaps, its "paint" is a digital pattern that you can modify by pressing a few button. Your vehicle maintains its basic shape and type, but you can alter cosmetic details.

HIDE (DRIVER/PILOT)

Due to stealth technology, camouflage, and other features, you can attempt to conceal this vehicle from onlookers. The vehicle's size counts as one size larger for purposes of making Hide checks, as shown below. It takes at least 1 minute to attempt to Hide a vehicle. You can never attempt to hide a vehicle in plain sight unless it has a feature or extra that allows it. Normally, you need to maneuver a vehicle out of sight or into cover in order to hide it.

TABLE 4–16: HIDING VEHICLES

Vehicle Size	Hide Modifier
Small	+0
Medium	–4
Large	–8
Huge	–12
Gargantuan	–16
Colossal	–20
Awesome	–24

JUMP (DRIVER/PILOT)

Some vehicles have superior suspension systems, lower weight, and other features that make them better at taking jumps than other ground vehicles. You can use this skill in place of a Driver skill to attempt to jump a gap.

LISTEN (WIS)

This skill covers any sound sensors installed on a vehicle, such as microphones, sonar, and similar devices. You can combine the vehicle's skill ranks with your own when making a check.

MOVE SILENTLY (DRIVE/PILOT)

With the aid of sound dampers, specially designed mufflers, and other equipment, this vehicle can move with barely a whisper. Use this skill as per its description. A vehicle's size modifies a Move Silently attempt, reflecting the larger, bulkier, and noisier equipment on board larger vehicles. Of course, moving quietly doesn't prevent anyone from spotting a vehicle. An Awesome-sized space cruiser needs to find a cloud or mountain range to hide behind if it wants to completely escape notice.

TABLE 4–17: SILENT VEHICLE MOVEMENT

Vehicle Size	Move Silently Modifier
Small	+0
Medium	–2
Large	–4
Huge	–6
Gargantuan	–8
Colossal	–10
Awesome	–12

SEARCH (INT)

This skill represents sensors, data analysis equipment, and similar devices aboard a vehicle. You can use it to scan an object or area immediately adjacent to the vehicle. The Telescopic Senses power allows you to extend this skill's range. You can combine your own ranks in Search with the vehicle's when making checks.

SPOT (WIS)

Most technologically advanced vehicles, particularly military ones, have some form of sensors used to detect approaching targets. The Spot skill represents a suite of scanners, computers, and other equipment. You can combine your own ranks in Spot with the vehicle's.

POWERS AND VEHICLES

When creating a vehicle, there are several powers that offer immediately obvious utility. The most common abilities for vehicles are Protection, Energy Blast, and Strike, particularly when you want to design a military vehicle. Space Flight, Super-Speed, and Running are also useful for ultra-fast vehicles or highly advanced cars or ships.

Powers added to a vehicle count as extras linked to its movement rating.

Most powers added to a car require a character to activate and use them. When a driver uses a vehicle's power, use the character's base attack bonus, abilities, and any other relevant statistics that affect what the power can do. The powers' benefits usually apply to the vehicle and anyone inside it – but only if the passengers are being targeted by others outside the vehicle. For example, a car with Invisibility also renders its occupants invisible to an observer, but anyone in the car can still perceive normally. A jet with Protection protects its pilot from attacks made from outside the aircraft, but it would provide no protection against an opponent who snuck inside the jet.

Otherwise, use common sense when applying a power's effects to a vehicle and anyone inside of it. As a rule of thumb, a character should never gain a vehicle power's benefits or drawbacks when he steps outside of it.

Common vehicle powers include the following:

- **Blending:** This power is an excellent choice for vehicles designed for stealth.
- **Combat Powers:** Any power used as an attack, whether designed to injure or incapacitate, is a good choice for a superhero or villain's vehicle.
- **Flight:** A vehicle with this power must take a movement mode that allows for it. In essence, it costs the same to purchase a movement mode as this power. The two abilities have the same effect.
- **Obscure:** Smokescreens make perfect additions to getaway cars. This power is ideal for spy cars.
- **Protection:** Military vehicles and anything designed for combat should feature this power. Without it, a vehicle might be quickly reduced to scrap metal due to its relatively poor Defense.
- **Slick:** Another gimmick pulled from spy movies; the oil slick.
- **Tunneling:** Any vehicle designed for burrowing into the earth should use this power.

DAMAGE AND VEHICLES

A vehicle takes damage just like any other gadget, causing them to lose ranks in their powers as they suffer hits. A vehicle's movement rating works just like a power. It can be damaged along with any weapons and features a vehicle has.

CREW AND VEHICLES

Normally, one person aboard a vehicle serves as a pilot or driver. In addition, the person controlling the vehicle can fire one of its weapons. Additional crewmembers can control other weapons mounted on the vehicle. It is best to create a list of, or draw a layout for, a vehicle and note the location of different weapon's firing systems. All of the weapons might be accessible from the driver's seat, or there could be seats for gunners set throughout a larger war machine.

VEHICLE FEATURES

Features grant bonuses to a vehicle's abilities, such as an improved control system, or they offer benefits to the vehicle's pilot. They have a flat cost of 1 point per feature. You can select feats normally reserved for characters as vehicle features. For instance, a digging machine designed to tunnel through the earth might offer protection against extreme heat and a supply of breathable air for its occupants. Thus, it has Immunity (heat, suffocation) as features. When you purchase a feature for a vehicle be sure to designate who or what area gains the benefits of that feature, if it is limited to the pilot, the passengers, the cockpit, the cargo area, or whoever or wherever else you decide. Usually, a hero must make use of a vehicle's hardware or systems to gain a feature's benefits. You might assign Point Blank Shot to a tank to simulate its targeting computer, but only a hero who uses the tank's weapons gains the feat's benefits. A soldier who fires a pistol from the tank's open hatch would not use that feat. As usual, your GM has final say in whether a vehicle grants its features to a passenger.

- **Booster Jets:** This disposable, limited fuel rocket booster grants a vehicle a temporary, but significant, increase in speed. When you activate the Booster Jets, a vehicle immediately receives a +2 bonus to its current movement ranks. This bonus can increase a vehicle's speed above its maximum. This bonus lasts for 10 rounds (1 minute). You can purchase this feature more than once. Each time you take it, you gain an additional use of this ability. Note that since Booster Jets provide a bonus, you cannot activate several of them at once to stack their effects. It takes two hours of work and a DC 10 Repair check to replenish all of a vehicle's Booster Jets.
- **Escape Capsule/Ejector Seat:** The vehicle is equipped with an emergency escape pod, ejector seat, or similar device that can launch a pilot or passenger clear of a crash or explosion. This system automatically activates when a vehicle is destroyed. The driver or passenger must make a Reflex save (DC 15) or suffer a damaging hit equal to the attack that destroyed the vehicle. Subtract the vehicle's Protection from the attacks rank

TABLE 4–18: SAMPLE VEHICLES

Vehicle Type	Size	Movement	Hardness	Protection	Maneuverability	Cost	Features
			Ground Vehicles				
Bicycle	Small	3 (wheels)	3	0	12	3	None
Motorcycle	Small	5 (wheels)	5	0	16	13	None
Car	Medium	5 (wheels)	5	0	10	5	None
Sports car	Medium	5 (wheels)	5	0	16	17	None
Armored Car	Medium	5 (wheels)	5	5	10	20	None
Truck	Large	5 (wheels)	5	0	8	5	None
Truck (18-wheeler)	Huge	5 (wheels)	5	0	6	5	None
Train	Colossal	6 (wheels)	6	0	10	6	None
Tank	Large	5 (treads)	5	10	6	45	Energy Blast +10
APC	Large	5 (treads)	5	8	6	31	Energy Blast +5
Hover Cycle	Small	6 (hover)	6	0	12	14	None
Hover Car	Medium	7 (hover)	7	0	10	15	None
Hover Tank	Large	6 (hover)	6	8	10	54	Energy Blast +10
War Walker	Medium	3 (legs)	3	10	16	47	Energy Blast +8
Explorer	Large	3 (legs)	3	5	12	21	Immunity (fire, suffocation)
			Water Vehicles				
Rowboat	Small	2 (oars/sails)	2	0	8	2	None
Speedboat	Small	5 (motor)	5	0	10	9	None
Sail Boat	Medium	3 (oars/sails)	3	0	10	11	None
Cruiser	Large	5 (motor)	5	10	6	49	Energy Blast +10
Battleship	Colossal	4 (motor)	4	15	0	64	Energy Blast +15
Submarine	Huge	5 (submarine)	5	12	10	64	Energy Blast +12, Immunity (suffocation, pressure, cold)
			Air Vehicles				
Hang Glider	Small	3 (glider)	3	0	12	7	None
Helicopter	Medium	6 (helicopter)	6	0	14	6	None
Plane	Medium	8 (propeller)	8	0	10	12	None
Fighter jet	Medium	12 (jet)	6	5	14	58	Energy Blast +8
Passenger jet	Huge	9 (jet)	8	0	6	21	None
			Space Vehicles				
Shuttlecraft	Huge	15 (rockets)	8	4	0	25	Immunity (suffocation, vacuum, cold)
Space fighter	Large	14 (boosters)	10	10	20	77	Energy Blast +10, Immunity (suffocation, vacuum, cold)
Space Cruiser	Huge	16 (boosters)	14	15	14	91	Energy Blast +15, Immunity (suffocation, pressure, cold)
Space Battleship	Colossal	18 (boosters)	18	20	10	109	Energy Blast +20, Immunity (suffocation, pressure, cold)

to determine the strength of the hit to apply to the ejected character. You can then apply any protective abilities that the character has. Each time you purchase this feature, you add one escape capsule or ejector seat for one additional passenger or crewmember. An escape capsule can provide any Immunity feats the vehicle had for one week before its power fails. It has ranks in movement equal to half the vehicle's rating but provides no means of control. Instead, it merely seeks out the nearest safe landing point (an escape capsule) or floats to the ground (an ejector seat), decided when purchased. Otherwise, it has none of the vehicle's powers.

- **Immunities:** By using protective gear, such as an independent air supply and a heat-resistant hull, a vehicle can grant its passengers any Immunity super-feats it has. Only characters who are inside of the vehicle gain the benefits of these Immunities. If the craft's hull is ruptured or if a hatch is left open, your GM may rule that the passengers lose the benefits of one or more of the vehicle's Immunity feats.

- **Ram Plate:** Due to a heavy-duty armor plate, spikes, and similar additions, this vehicle inflicts more damage when it rams

targets and suffers less damage in return. A vehicle with a ram plate gains a +2 bonus to its ramming damage and a +4 bonus on damage saves to resist any ramming damage it suffers. The damage and save bonus applies only if the vehicle initiates a ram, unless the GM rules otherwise or it's a head-on collision.

- **Superior Handling:** This vehicle's control system is easy to use and highly responsive. It grants its pilot a +2 bonus to all Pilot or Drive skill checks. This bonus applies to only one of the vehicle's movement modes. If it has multiple modes, you may purchase this feature for each of them individually. If you select it for one of them, you do not have to buy it for all of them.

- **Turret:** A turret allows a vehicle's weapons to move from side to side, independent of the vehicle's heading. Each time you select this feature, group one or more of the vehicle's weapons into a single turret. They gain a +1 bonus to hit due to their ability to move and track a target. Each time you purchase this feature, you add another turret to the vehicle. Mounting weapons in multiple turrets gives you the advantage of firing at a single target from multiple angles. If more than one turret from

the same vehicle aims at a single target, the attacker gains a +1 bonus to hit for each turret beyond the first, these bonuses stack to a maximum additional bonus of +5.

- **VTOL:** This feature is available for any vehicle with an air movement mode. A VTOL (Vertical Take Off and Landing) aircraft doesn't need an airstrip to launch or land. Instead, it can ease to a landing and take off much like a helicopter.

EXTRAS

Vehicle extras grant added attributes, usually in the form of improvements to their ability to travel. These extras should all be applied to a vehicle's movement as if it was a power that cost 1 point per rank.

- **Chassis Blades:** This option is available only for ground vehicles. It consists of heavy duty cutting spikes and blades mounted on a vehicle's chassis, allowing the driver to make attacks by driving by an opponent. Chassis blades deliver an attack with a damage modifier equal to a vehicle's current movement rank, based on its speed. Anyone in a space adjacent to a vehicle as it moves suffers this damage unless they make a successful Reflex save with a DC equal to the vehicle's current movement rank +5.
- **Tire Spikes:** This option is available only for ground vehicles. Tire spikes are blades and other weapons designed to wreck other vehicles' wheels. To use them, the driver must move parallel to the target vehicle and make a Drive check opposed by the target's Drive check. If you succeed, you damage the target vehicle's tires. The vehicle immediately loses 2 ranks from both

its current and maximum speed. A vehicle reduced to 0 or fewer movement ranks is immobilized.

SAMPLE VEHICLES

Many heroes are defined by their favored mode of transportation as much as their super powers. This section gives several example vehicles that can be used as written, or as the basis for new designs. Use these sample vehicles to gauge the relative strength of new designs or as equipment for a villain's henchmen.

MUNDANE VEHICLES

The MUTANTS & MASTERMINDS rulebook has stats for a variety of mundane vehicles, from cars to tanks (see MUTANTS & MASTERMINDS, p. 117). That table is updated on **Table 4–18: Sample Vehicles** to reflect the expanded rules given in this section. Use these examples as a foundation for your own designs.

APOLLO SMART CAR

This highly advanced vehicle is designed to resemble a sleek sports car. To the casual observer, it could be any one of several famous, expensive models, though a closer inspection reveals that it is a unique brand. The Apollo was designed by Dr. Sandra Mavis, a brilliant research scientist who specialized in artificial intelligence. Mavis worked for the ArcTech Corporation, a company with a low profile but surprisingly deep pockets to fund intense research and design efforts. Mavis assumed that her employer was a shell company held by a major, multi-national corporation. Her work on intelligent cars was too radical and expensive for a small startup to handle, but her superiors hinted to her that ArcTech's real owner wanted to keep the company's work under wraps until it was ready to hit the market.

Unfortunately, the truth was far more sinister. ArcTech is owned by Atlas Arms, a major defense contractor that regularly provides weapons to volatile regions around the globe, profiting from the misery of others. Dr. Mavis's intelligent car design was destined to serve as the prototype for an independent fighting vehicle. Shocked that her creation could be subverted to evil ends, Dr. Mavis programmed the six prototypes with a strong moral code and let them loose before her superiors could pluck them from her grasp. While the
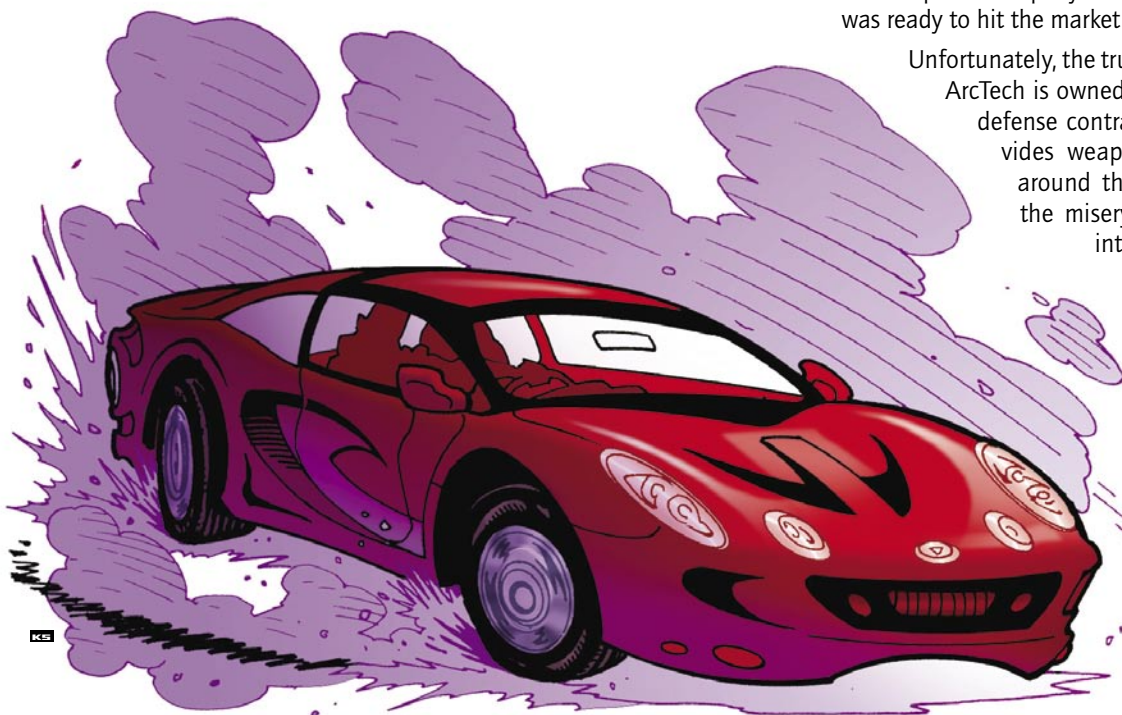
Apollo prototypes escaped, Dr. Mavis is now a prisoner of Atlas Arms. Her creations are harmless, and in some cases they have acted to foil criminals or help people in need. However, ArcTech has issued a multi-million dollar reward to anyone who can return one of the cars to their labs. They claim that they were stolen, and that Dr. Mavis was in league with the thieves. This explanation provides a convenient cover story for her disappearance, and already ambitious bounty hunters, a few greedy super criminals, and even some minor heroes have spread across the country to track down the cars.

The Apollo serves as an example of artificial intelligence research applied to a car. The vehicles have a few devices that make them more versatile than a simple car, such as armor and a few devices that allow them to escape from tight situations. You can also use this design as a hero or villain's intelligent car sidekick. To flesh out their personalities, you can use the rules given under the Independent Intelligence power or create one from whole cloth.

APOLLO SMART CAR

PL 13 wheeled vehicle; Defense 10; Capacity: 8; Maneuverability +10; Spd 40 ft./Leap 50 ft.; Atk +0 ranged (+10S/50' range/crit 20, energy blast); SV Dmg +10 (+5 Protection), Fort −, Ref +5, Will −; Str −, Dex −, Con −, Int 10, Wis 10, Cha 8.

Skills: Drive +10 (from Independent Intelligence).

Powers: Hardness +10 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp], Independent Intelligence +10 [Intelligence 10, Wisdom 10, Charisma 8; *Extras:* Drive, Energy Blast, Leaping, Obscure; Slick; *Features:* Booster Jet, Superior Handling; *Source:* Super-Science; *Cost:* 7; *Total:* 91], Maneuverability +10 [*Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp], Movement +8 (wheels) [*Extras:* Protection (*Flaws:* Only +5); *Cost:* 1 pp; *Total:* 13 pp].

Totals: Abilities 4 + Powers/Equipment 124 = Total 128 pp.

WEAPONS, MELEE

Swords, clubs, energy blades, and enchanted weapons all appear in the arsenals of comic-book heroes. A martial arts hero may rely on his tonfa or nunchacku to pummel villains into submission, while Gorth the Barbarian, a mighty warrior from a parallel dimension, wields an enchanted blade gifted to him by Rorthak, legendary demon of battle.

A hero who fights with an axe crafted from pure energy has an array of tricks and talents that require more depth than Weapon +10. This section gives you new features, powers, feats, and options for creating and using melee weapons.

FEATURES FOR MELEE WEAPONS

While many weapons are designed simply to inflict pain and injury, some have specialized features that make them useful for other purposes. For example, a sai is designed to parry attacks and catch blades on its tined guards. Features cost 1 power point each.

- **Accurate:** Due to exquisite balance and fine workmanship, this weapon is exceptionally easy to handle. You gain a +1 bonus to hit when using this device to attack.

- **Brace:** As a full action you can brace this weapon against a charge. You get a +2 bonus to damage against the next opponent to charge you.

- **Daunting:** This weapon was designed to intimidate others. It has spikes, serrated edges, a larger than normal barrel, or some other feature that suggests it his overwhelming stopping power. While carrying this weapon, you gain a +3 bonus to all Intimidate checks.

- **Disarming:** This weapon has a curved blade, hooks, or perhaps it incorporates a chain similar to a flail. In any event, it can wrap around or tug on an opponent's weapon. It grants a +2 bonus to attacks made to disarm.

- **Double-Ended:** This feature for melee weapons allows a single armament to be used as if its wielder held two of the same weapon, granting him an extra attack at a penalty (see **Table 8–5: Two-Weapon Fighting Penalties** in Mutants & Masterminds, p. 133). The weapon has blades on both ends, or whatever it's equipped with to cause damage. A skilled fighter using this weapon can strike an opponent twice, once with both end. If used to make a single attack as normal, this weapon confers no special bonuses or penalties.

- **Energy Damage:** This weapon causes damage of a certain type, you can choose to have the weapon cloaked in a wreath of fire, forged from pure darkness, or expertly crafted chunk of Venusian ice. It draws its damage not only from the type of weapon it is, but also from what it's formed from. Pick a single type of energy from the following list: cold, darkness, electricity, fire, gravity, kinetic, light, magnetic, radiation, sonic, or vibration. The damage the weapon deals is of the chosen type.

- **Parrying:** This weapon was created to ward off attacks. Due to its design, it provides a +1 bonus to Defense against melee attacks.

- **Reach:** This is a long weapon designed to strike opponents before they can close to melee range. A weapon with this feature can be used to attack opponents up to 10 feet away. You can take this extra more than once. Add 5 feet to the range at which it can be used each time you select it.

- **Tripping:** Due to its hooks, curved blade, or its flexible material, this weapon can latch on to or wrap around a foe's legs, making it easier to trip him. Trip attacks made with this weapon gain a +2 bonus to hit. If the trip attempt fails, the weapon's user can opt to drop it rather than suffer his opponent's trip.

EXTRAS

Extras are typically abilities that prove more useful the more powerful the weapon is. Extras expand a weapon's capabilities in a significant way or offer a greater bonus as a weapon's ranks increase.

- **Barbed:** Designed to inflict vicious wounds and hold an opponent in place, a barbed weapon has hooks and flanged blades designed to impale a foe. Anyone hit by a barbed weapon must make a Strength check with a DC equal to the ranks in the power that has this extra. On a failed check, the victim is caught on the barbs. He cannot move until he succeeds in an opposed Strength check with the barbed weapon's user. This weapon cannot be used to attack anyone other than the trapped victim. The wielder can choose to release the victim as a free action.

- **Laced Power:** This weapon deals damage twice. Some weapons are designed to deliver an additional effect when they strike an opponent. The Laced Power automatically hits if the primary power hits and *must* be used in conjunction with the primary power. If the Laced Power and the weapon's normal damage can be used separately, increase the cost of the extra by 1 power point per rank. You must purchase the power that is laced to this device as well as this extra.

- **Pair:** This "weapon" is actually a pair of two small weapons that are designed to be wielded together. When fighting with a Pair weapon, you suffer the standard penalties for attacking with two weapons (see **Table 8–5: Two-Weapon Fighting Penalties** in Mutants & Masterminds, p. 133). Feats such as Two-Weapon Fighting can help reduce these penalties. However, you also have the option to use a half action to make two strikes with your weapons. When you use this option, you suffer a –4 penalty to hit with your first attack and a –8 pen-

alty with your second one. You do not gain the benefits of Two-Weapon Fighting, Ambidexterity, or other feats that make using two melee weapons easier. You strike with such speed that you do not have the time to properly set yourself and make use of your training. However, you use your base attack bonus, ability modifiers, and other bonuses and penalties as normal.

- **Shockwave:** You can slam this weapon to the ground, creating a wave of force that can knock your enemies prone. This ability works just like the Super-Strength extra of the same name, except that you count the weapon's ranks as Super-Strength ranks to determine this attack's effectiveness. If you have Super-Strength with the Shockwave extra, you can stack the two ranks but their total cannot exceed your power level.

FLAWS

- **Awkward Balance:** Due to a heavy blade, blunt end, or poor design, this weapon is difficult to wield. When you swing it, its poor balance ruins your aim and threatens to topple you. Resolve your attack with a –2 penalty to hit. After resolving this strike, you must make a Strength check with a DC equal to the weapon's ranks +5 or fall prone. You gain a +2 bonus to this check if your attack hits.

- **Fragile Edge:** While sharp and deadly, this weapon quickly loses its cutting edge. It suffers a –1 penalty to damage each time it is used to make an attack. This penalty disappears if you spend 5 minutes sharpening its edge or recharging its batteries, as appropriate.

- **Power Fluctuation:** This weapon requires a few moments to power up. For the first two rounds of combat, it suffers a –2 penalty to its ranks in all abilities. Abilities that have 0 or fewer ranks because of this penalty are unavailable until the weapon is fully powered. In addition, on any natural attack roll of 1 the weapon fails and cannot re-activate until 5 rounds pass.

- **Short Reach:** Daggers and other small blades that lack the reach of a sword suffer this disadvantage. When you attack with a short reach weapon it confers a –2 penalty to your Defense against melee attacks, as you must step into an opponent's reach in order to use it. This penalty lasts until your next action. You do not suffer this penalty if you do not attack with the short reach weapon.

MELEE WEAPON POWER

A skilled fencer can knock his opponent's weapon into the air and catch it with his off hand in a single move. The deadly martial artist cracks an assault rifle in half with his tonfa. These heroes have turned their mastery of a melee weapon into a super power. Their skill and ability transcends the normal limitations of feats and is more flexible than a high base attack bonus. The Weapon Master power allows you to build a character who is an expert with his chosen weapon.

WEAPON MASTER

Cost: 5
Action: Half
Range: Normal
Duration: Instant
Saving Throw: Damage

Your talent with melee weapons transcends the usual limitations of mortal beings. You fight with unbelievable skill and unparalleled talent, allowing you to attempt maneuvers and attacks that would be impossible for lesser warriors.

When fighting with a melee weapon, you gain an attack bonus equal to your power rank. This is a power bonus to your attack rolls and stacks with other power bonuses, up to your power level. In addition, your damage bonus with a weapon equals the normal damage for the weapon, or your ranks in this power, whichever you choose to use. Your skill is such that even a simple, mundane weapon is a deadly tool in your hands.

You can attempt heroic attacks in combat, allowing you to gain an edge on a foe by making a successful power check with this ability as a half action. The action's DC depends on the action you wish to attempt. In general, your action must have a direct effect on your attack. For example, you couldn't use Weapon Master to run along a wall or jump a great distance, but you could use it to gain an advantage over an opponent, such as denying him his Dexterity bonus to AC by attacking from an unexpected direction. After making the power check you must use your next half action to attack in order to gain the benefits of your heroic action. If your power check attempt fails, you can use your next half action as you wish. A list of options for the heroic action and their DCs follow.

By spending a hero point, you can gain the benefits of a single feat that improves your fighting ability for a number of rounds equal to your ranks in Weapon Master. Your GM determines if the feat is a valid choice, and you must meet its prerequisites as normal.

TABLE 4–19: WEAPONS MASTER HEROIC ACTIONS

Heroic Action DC	Benefit
15	Ignore a target's cover.
20	Turn while charging to attack
25	Ignore concealment.
30	Deny a target's Dexterity and dodge bonus to defense.

POWER STUNT

- **Swashbuckler:** You gain a +2 bonus on all heroic action attempts.

FLAW

- **Limited Weapon:** You gain the benefits of Weapon Master only with one, specific type of weapon, such as swords, daggers, clubs, or some other weapon type. Your GM has final say on whether a weapon you choose is too broad or too narrow for this flaw.

DESIGNING MELEE WEAPONS

Obviously, the Weapon power is the best foundation for any sword or similar weapon. Unlike other types of devices, melee weapons have few other choices when it comes to the weapon that it represents. In general, any ability that has a range of touch can be given the Device flaw to make it a weapon. In addition, ranged powers can receive the Range flaw to make them touch powers. Thus, almost anything is available for use as a melee weapon. Listed below are a few powers that are especially easy to convert to melee weapons, along with advice and ideas on how to use them.

- **Deflection:** While normally reserved for shields and similar items, this power can also model a sword designed to knock aside energy bolts and other attacks. You can also purchase this skill to represent an expert swordsman's phenomenal parrying abilities.
- **Drain:** Some weapons can sap a target's strength and vitality via toxins, magical abilities, or the terrible wounds they inflict.
- **Fatigue:** Weapons that weaken their target in some way can use this power. It could be a magical weapon that feeds on the life force of the victims it strikes.
- **Snare:** This power is good for weapons such as the whip or a net, but it needs an additional flaw for it to make sense for some armaments. As written, a hero can use his snare against multiple targets. A hero with a whip wouldn't be able to Snare an opponent and then entangle a second opponent while his first struggles to escape. Use the Limited flaw (MUTANTS & MASTERMINDS, p. 98) to reflect this limitation.
- **Stun:** From handheld tasers to stun batons, this power can be used to represent a wide variety of non-lethal hand weapons.
- **Swinging:** A whip or a similar long, flexible weapon is an ideal candidate for this power as an extra.
- **Super-Strength:** While this may seem like an odd choice for a melee weapon, energy gauntlets and similar devices could boost a user's strength, allowing him to punch through rock and steel.

SAMPLE MELEE WEAPONS

Use the devices in this section as models for your own creation or as a convenient weapons locker for thugs and villains.

Melee weapons all use the Weapon power with a range of touch, but allow the user to add Strength bonuses to damage.

Note that basics are covered in the core rulebook (see MUTANTS & MASTERMINDS, p. 112).

NECROBLADE (ARCANE)

Forged in the pits of Hell's darkest corner, these weapons are gifted to diabolic champions of evil who spread terror and fear across the world. The demonic supervillain Malfareus, a mighty sorcerer and traveler across strange dimensions, constantly seeks out budding

psychopaths, killers, and marauders. He grants them one of these weapons to help aid them in their unholy crusade against all that is good. This weapon invariably pulls its wielder closer to Malfareus's goals, setting him along the path to damnation and a place in the demon's burgeoning army of fanatical, murderous cohorts.

A necroblade is forged from a foul combination of flesh, bone, and black steel. It seems to absorb light, and shadows seem to grow longer and deeper in its presence. When it strikes a target, it drains his life force in addition to dealing a grievous injury, leaving it weakened and feeble. It also offers its user protection against a variety of attacks, as Malfareus is eager to shield his minions from harm. Malfareus does this because he knows that crafting these weapons is no small task and that the longer his followers survive, the more havoc they can create.

Malfareus is invariably drawn to areas wracked with violence and misery. He may seek out a particularly sadistic soldier in a local warlord's army, infusing him with the power a demonic beast and granting him one of these weapons. Other times, he seeks out mid-tier supervillains, particularly those with a murderous bent and offers to grant them mighty power in return for fealty. The characters might find a previously defeated, minor villain has gained unspeakable power through this unholy pact.

NECROBLADE

Weapon +12 [*Extras:* Fatigue +12, Laced Power – Fatigue, may be used separately, Shockwave; *Source:* Mystical; *Cost:* 5 pp; *Total:* 60 pp].

POWERBLADE (ADVANCED TECH)

When deactivated, this weapon is little more than a long handle set with a hand guard and a wide barrel at one end. An inexperienced user might mistake it for a strange pistol. When activated, it emits a controlled beam of energy that extends four feet from the handle's end. This energy blade can chop through steel, deflect energy bolts, and cut down opponents by the dozens, though like any weapon its user's skill determines its ultimate effectiveness.

While this model is presented at level 8, these weapons come in a wide variety of power levels.

POWERBLADE

Weapon +8 [*Extras:* Deflection, Energy Damage; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 24 pp].

SAI (MUNDANE)

This pair of weapons looks like two daggers with long extensions from their guards, making them resemble a three-pronged fork with a middle prong that is at least twice as long as the outer ones. Sai are defensive weapons. Their blades and guard extensions are blunt. They are used to catch and deflect attacks rather than stab or slash, though many comic book ninjas and martial artists sharpen them.

SAI

Weapon +3 [*Extras:* Pair; *Features:* Disarming, Parrying; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 8 pp].

WEAPONS, RANGED

From a primitive crossbow to a high-tech rifle capable of firing bullets through walls, ranged weapons have played an important role in combat throughout history. After all, it is much easier, and safer, to keep far away from an opponent rather than move up close to him. Whether you face a rampaging supervillain who can punch through concrete or a horde of gun-toting criminals, a handy ranged attack lets you keep out of harms way while dishing out justice.

This section covers any weapon with a ranged attack. The Energy Blast or Weapon power serves as the basis for most of these devices, though powers such as Disintegration and Slow also prove useful for high-tech weapons or those that have multiple uses.

In addition, this section also covers different ammunition types, enhancements that you can add to a gun to improve its performance, and other new rules for ranged weaponry.

FEATURES FOR RANGED WEAPONS

The following features can be added to most types of guns, though your GM can opt to overrule any nonsensical combination. For example, a bow might not benefit much from a laser sight. On the other hand, a bow developed and used by a high-tech archer hero might be designed to incorporate one. Again, your GM is the final authority on whether a feature works with a specific weapon.

In addition to the features listed here, you can also add feats to a weapon to represent special abilities that are added to its design. Point Blank Shot is useful for a well-balanced pistol designed for close quarters fighting, while Far Shot is a good selection for a sniper rifle. At your GM's discretion you can ignore a feat's prerequisites when adding it to a device.

As with other devices, features cost 1 point each to add to an item.

- **Breakdown:** A weapon with this feature is designed to be easily taken apart and put back together, making it easy to transport and hide. When separated into its component pieces, it is almost impossible (DC 30 Search check) to recognize as a weapon. Taking the weapon apart is a full action, while putting it back together requires 5 rounds of work.

- **Close Quarters:** Designed with a thick stock, built from exceptionally durable materials, or created with a bayonet mount, a Close Quarters weapon can be used as a club or spear without penalty. It counts as having Weapon +2 as an extra.

- **Gas Venting:** Designed to channel a gun's kick-back energy, this weapon is easier to handle while firing bursts. This feature is available only to weapons with the Multifire extra (see MUTANTS & MASTERMINDS, p. 97). It reduces the penalty for using multifire to –3.

- **Heavy Recoil Compensation:** Via a specially designed harness, advanced gas vents, or a heavy-duty brace, this weapon is exceptionally easy to handle when emptying a clip at a target. This feature can only be added to weapons with the Autofire

extra (see MUTANTS & MASTERMINDS, p. 96). It reduces the penalty for using the autofire action to –5.

- **Laser Sight:** By incorporating a laser pointer into its barrel, this weapon is easier to aim. It grants a +1 bonus to hit when you take a half action to aim. Your GM may rule that the laser sight fails to function in areas with smoke, fog, and other air particles that could prevent it from focusing on a target.

- **Lock System:** This weapon verifies its user's identity in some way before functioning. The weapon checks a user as a free action, allowing you to draw and use it without spending any additional actions. If someone other than you tries to use it, they must overcome the device's security system. Defeating this system requires a DC 25 Disable Device check. You can take this feature more than once, increasing the Disable Device DC by 10 each time.

- **Silencer:** A weapon with this feature makes little noise when fired. Anyone who might hear this weapon when it is fired may make a Listen check against a base DC 10 before accounting for distance and walls, doors, or other obstructions.

- **Spring-Loaded:** With the slightest move, you can cause this weapon to spring into your hand, ready to fire. Drawing this weapon is a free action.

EXTRAS

These extras are available only to devices that are designed to primarily function as ranged weapons. Your GM has final judgment on whether a device is eligible for them. Devices with Energy Blast and Weapon are the two most common examples of ranged weapon devices.

Note that a weapon does not have to feature the Uses flaw to use ammo. Many heroes in comics use guns or devices that never seem to run out of ammunition. The hero reloads between panels, or he always happens to have bullets on hand.

- **Boomerang Mechanism:** This extra allows you to call a weapon back to your hand. A hurled weapon, such as an axe or dagger, might soar through the air and return to you after you throw it. A pistol or rifle might be designed to fly or teleport back into your hand if you drop it or otherwise lose it. The weapon returns to its users grasp at the beginning of his next half action. If he loses the weapon on his first half action, he has it back in his grasp for his next one. If he drops it at the end of his action, he regains it at the beginning of his next action.

- **Heads-Up Display (HUD):** This extra includes a helmet and visor that transmits data to and from the weapon. It includes targeting information, shot paths, and other useful information. A weapon with this extra grants you a +1 bonus per missed shot against a single target until you hit. Once you hit, you maintain that bonus until the end of the current encounter. If you change targets, your bonus resets to 0, though you may build one up against your new target if you miss it.

- **Indirect Fire:** This weapon can strike targets that its user cannot see or trace a direct line to. There must still be a clear path

between the weapon and its target, but this route could be from any direction. The weapon's user must have some way of knowing his target's location. He can either guess or he can receive information via radio, psychic link, or some other means.

When using the weapon, the attacker targets a spot within range. He then makes an attack against Defense 20. On a hit, his attack lands in the spot he targeted. Otherwise, it scatters 5 feet times the difference between your attack result and 20. For example, if you rolled a total of 18, the shot scatters 10 feet. A shot can never scatter more than half the distance between the attacker and his target.

To resolve a scattered attack, roll 1d20 to determine the direction the shoot scatters. To find the direction, pick out a 5-foot square next to the intended target and count in the nine spaces around the target until you reach the result of the 1d20 roll. Pick the square you want to count as one before rolling. You can re-roll any result of 19 or 20 to ensure that all the squares have the same chance of being selected.

- **Multi-Ammo:** The ranged weapon is designed to accept different types of ammunition, from bullets that explode into thick banks of fog to bullets modified to punch through heavy armor. A Multi-Ammo weapon can use any of the ammunition types described later in this section. For each rank in this extra, you can select a single use of one type of ammo. You can choose a single ammo type more than once to gain more than one use of it. You replenish you ammo supply when you are able
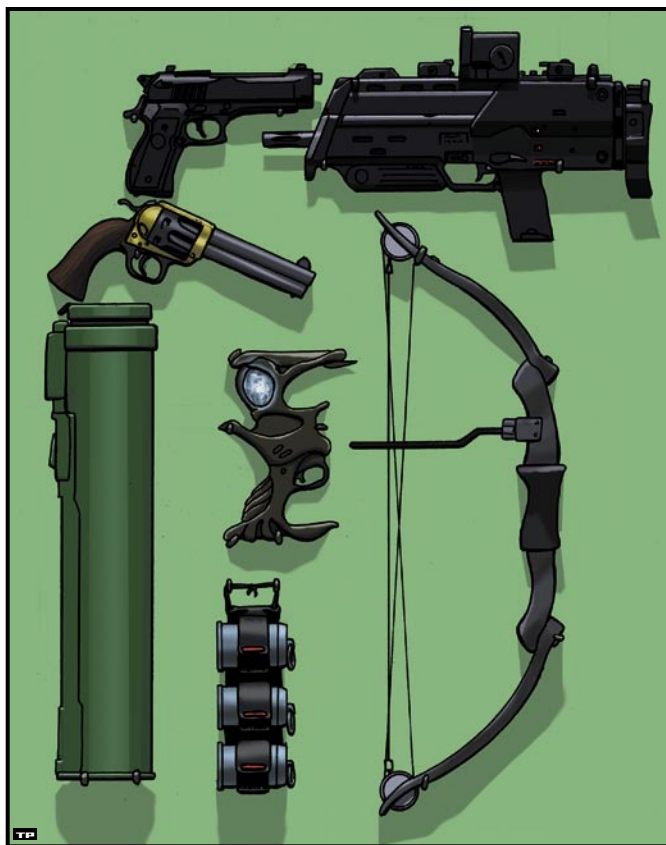
to return to your headquarters or between game sessions. Your GM has final authority on whether you have the opportunity to restock. Since this ability is limited and costs a fair number of points, your GM should be liberal in allowing you to replenish your stock of bullets, arrows, or whatever ammo you use.

Once you have chosen the ammunition you want to use, you cannot later change them unless your GM allows you to do so. Your weapon has the ability to use the specific types of ammo you select, and while you can acquire more you do not have any special ability to make new types. Use the Master Gunsmith ability to simulate heroes who can invent and use new types of ammo.

- **Scatter Gun:** This weapon delivers a spread of fire across a wide area, much like a shotgun or similar weapon. It could use a spread of pellets, or it might project a dispersed screen of energy, whatever fits your weapon best. When fired, this weapon projects a cone that is 5 feet x the attack power's ranks in length. Normally, you cannot choose to change between a cone and a normal attack. If you increase this extra's cost to 2 points per rank, you can change between firing modes as a free action.

- **Specter Targeting:** You can use your weapon to ignore a target's cover bonus to Defense. As a half action you can aim at a target and opt to ignore his cover bonus to Defense. However, you suffer a penalty to your attack's damage equal to the cover's hardness.

- **Targeting Scope:** This weapon allows you to make even the most difficult shots with ease, provided that you have enough time to line up your shot. For each consecutive half action you spend aiming at a specific target, you gain a +1 bonus to your next shot against your chosen foe. You can gain a maximum bonus equal to the ranks you have in this extra. While aiming, you lose your dodge and Dexterity bonuses to Defense. If you do anything that requires a half or full action other than aim, such as move, attack using a different weapon, or use a skill, you lose the bonus granted by this extra. You can use free actions as normal, as they do not distract you.

- **Tracking System:** By acquiring and locking on to a single target, your ranged weapon helps you aim. If you spend a full action aiming at a single target, you gain a +2 bonus to all attacks against him. However, you suffer a –4 penalty to attack anyone or anything else, as you must struggle with your weapon to train it on a different target. You can deactivate the targeting computer as a half action. If you turn off the tracking system you do not gain the bonus it provides but you do not suffer the penalty.

- **Visual Sensor Array:** This weapon incorporates a series of visual sensors which allow it to sense potential targets before its user notices them. As a free action the GM may allow the weapon to make a Spot check to notice an opponent independent of its user. For the purposes of this check, the weapon has 1 rank in Spot per rank in this extra. If it succeeds, the weapon warns the user, who may spend a half action to gain the benefits of the successful check.

FLAWS

- **Dispersed Firepower:** This weapon requires a steady stream of fire to achieve maximum effect. It might discharge a weaker energy bolt before unleashing its full charge, or it might rely on a heavy volume of light shells or bullets to achieve its effect. If you try to fire it more than once during a round, such as by using autofire or both of your half actions to shoot, it suffers a –2 penalty to damage.

- **Faulty Sights:** Due to poor design, the weapon's sights are poorly aligned. Anyone attacking with it suffers a –2 penalty to hit.

- **Heavy Recoil:** When fired, this weapon's recoil hammers its user with tremendous force. The weapon's user must make a Strength check with a DC equal to 10 + the weapon's ranks in its attack power. If the weapon has more than one attack mode, use the highest ranked one unless this flaw is specifically linked to one ability. For example, a laser rifle might have Energy Blast +10 and Stun +5. If only the Stun +5 attack has this flaw, the Strength DC is 15 (10 + Stun's 5 ranks). On a failed save, the recoil knocks the weapon's user prone.

- **Long Barreled:** This weapon is difficult to handle in close combat. It might be heavy and unwieldy, or it could be too large to easily swing as a club. It can be used to deliver melee attacks, but its wielder suffers a –6 penalty to hit with such attacks and inflicts damage with a –5 penalty.

- **Loud:** This weapon has a thunderous report, making it difficult to conceal its use. Anyone who attempts a Listen check to notice the weapon's use gains a +10 bonus to his check. In addition, you suffer a –5 penalty to all Listen checks in any encounter during which you use the weapon.

- **Muzzle Flash:** A flaw suitable for energy and ballistic weapons, muzzle flash indicates that a weapon produces a blinding flicker of light as it discharges, giving away your position and making it difficult to spot hidden threats. Others gain a +10 bonus on Spot checks against you while you use this weapon, and you suffer a –10 penalty to Spot checks to notice hidden threats.

- **Slow Fire:** After firing this gun, you must spend a half action resetting its cooling system, loading its next shot, or allowing its power system to recharge. You can take other actions as normal, but you cannot fire the weapon again until you spend a half action readying it.

- **Temperamental:** The weapon is quirky and unpredictable or sensitive to dirt and dust. On any attack roll of a natural 1, it jams. Clearing a jammed weapon requires a minute of work.

AMMUNITION TYPES

Ammunition alters how a weapon works. It only works with weapons that have the Multi-Ammo feature, as most guns and other ranged weapons are designed to work with specific types of ammo. Keep in mind that most ranged weapons must draw on some sort

of supply, be it arrows, bullets, or energy packs. For penetrating ammo, a laser might use a power cell that temporarily boosts its intensity while a bow might use arrows made of titanium.

Ammunition works much like a feature. It provides a bonus to an attack balance out by some penalty, such as a bonus to hit with an attack that deals reduced damage. Other ammunition types give your attack some other effect, such as creating a smoke cloud at the point of impact. You must purchase the Multi-Ammo extra in order to use the ammunition types given here. In addition, the Marksman power allows you to simulate a hero who specializes in a specific type of weapon, such as the bow, and supplements it with an array of trick shots and unique arrows or bullets.

Note that your GM may rule that certain types of ammo are impossible to use with the type of weapon you want to use. If you cannot reasonably describe how the weapon functions with an ammo type, it might not be a good fit for it.

- **Alternate Effect:** This ammunition is designed to have some effect other than simply injuring your target. It might be a blunt, heavy arrow that can stun a target, or it could explode in a bright flash that blinds your opponents. The exact effect depends on the power you select. Unless otherwise noted, the power operates as if it had a number of ranks equal to the device's attack mode.

- **Dazzle:** The shot produces a flash of light, a sonic burst, or some other effect to overwhelm the target's senses.

- **Disintegration:** This attack eats away at the target with a spray of acid or strange harmonics to shake an inanimate object to pieces.

- **Slick:** This ammunition targets an area within range with a projectile that bursts into a pool of oil, grease, or a similar substance.

- **Slow:** This ammunition bursts into a thick glue or similar substance, hindering its target's movement.

- **Piercing:** This ammunition is designed to punch through armor. The effect is the same as the Penetrating Attack feat. Targets of this attack must make a Damage saving throw even if the attack's damage bonus is less than the target's Protection bonus. Impervious Protection (see MUTANTS & MASTERMINDS, p. 97) works normally against this attack.

- **Binding:** When this ammo strikes its target, it bursts into a grasping set of wraps or mechanical arms, allowing it to grapple an opponent and hold him in place. This ammunition works like the Snare power (see MUTANTS & MASTERMINDS, p. 82).

- **Cloud:** When this shot hits, it bursts into a thick cloud of smoke. The shot deals no damage. It lingers for a number of minutes equal to the attack power's ranks. This ammunition otherwise works like the Obscure power with the Partial flaw (see MUTANTS & MASTERMINDS, p. 77).

- **Disarming:** This ammunition is specifically designed to knock a weapon from an opponent's hand. You may use it to make ranged disarm attacks. You must make an attack to hit your target. If you succeed, follow the rules for disarming (see MUTANTS

& MASTERMINDS, p. 140). If he fails, he is disarmed. His weapon falls to the ground in his current space.

- **Energy Shift:** This class of ammunition allows a weapon to deliver a variety of damage effects. Each time you select it you may pick a different energy type from the following list: cold, darkness, electricity, fire, gravity, kinetic, light, magnetic, radiation, sonic, and vibration. Your attack deals this damage, perhaps circumventing an opponent's invulnerabilities or taking advantage of his weaknesses.

- **Monkey Wrench:** Designed to defeat mechanical devices, this ammunition has no effect on non-machine targets. Choose one of the tech templates presented in this book (see **Tech Templates** on pages 19–20), if you attack a device that uses the chosen template, you gain a +2 bonus to damage with this ammo.

- **Stapling:** This ammo traps a target in place. It might pin his arm to a nearby wall or skewer through his foot to prevent him from moving. Alternatively, it could spray an area with glue to trap the target. This ammunition works like the Snare power (see MUTANTS & MASTERMINDS, p. 82).

- **Tranquilizer:** Coated with powerful sedative or poison, these shots are capable of weakening or befuddling a target. This ammunition works like the Fatigue power (see MUTANTS & MASTERMINDS, p. 71).

RANGED WEAPON POWERS

Comics frequently include characters who have mastered the art of the gun. From a dashing archer who can put an arrow down the barrel of a gun to a deadly assassin capable of shooting a fly out of the air at 100 paces, a wide range of heroes rely on mixing their superhuman talents with otherwise mundane weaponry to overcome villains.

MARKSMAN

Cost: 5
Action: Half
Range: Normal
Duration: Instant
Saving Throw: Damage

You have an incredible talent for ranged weapons of all types. You can pick up anything from a musket to a laser pistol and wield it with the same, unparalleled level of talent. When using a ranged weapon, your Marksman ability grants you several benefits.

Your damage bonus equals either the weapon's normal damage or your ranks in Marksman, whichever is greater. Even with relatively primitive weapons, your phenomenal shooting ability allows you to consistently hit weak points on your target. When you wield a gun, your talent rather than its hitting power determines its damage. You still gain the benefits and drawbacks that the gun offers.

You gain a bonus to your attack rolls equal to your ranks in Marksman when making ranged attacks with Devices. This is a power bonus, so it stacks with your normal attack bonus and

other power bonuses (but your total bonus from powers cannot exceed your power level).

You may attempt trick shots, exceptionally difficult attacks that are impossible for anyone who lacks your super-human shooting ability. You can bank bullets off walls, shoot someone's hat off to scare them away, or hit a target in pitch-black conditions.

You can attempt any sort of trick shot, but they all fall into two categories. The first allows you to attempt to ignore environmental conditions that would normally make it impossible for you to attack a target, such as shooting around a corner. A trick shot to ignore an environmental condition requires a power check as a full action. The DC for this check depends on the difficulty of your trick shot, at your GM's discretion.

TABLE 4–20: TRICK SHOTS

Trick Shot DC	Benefit
15	Ignore a target's cover.
20	Bank a shot around a corner, make a ranged trip or disarm attack.
25	Ignore concealment.
30	Deny a target's Dexterity and dodge bonus to defense.

If your check succeeds, you may then make an attack normally.

The attack's range equals the distance the attack would have to travel to hit the target, which may include turning around corners.

If your Marksman power check fails, your attack automatically misses.

The second use of a trick shot is as a substitute for a skill check or to temporarily gain the benefits of a feat. As a full action, you can make an Intimidate check with your ranks in this power as a bonus to the attempt. To gain this bonus, you must make an attack against your target. If you hit, you deal no damage but gain the Intimidate bonus. Otherwise, resolve you Intimidate check normally.

By spending a hero point, you can gain the benefits of a single feat that improves your shooting ability for a number of rounds equal to your ranks in Marksman. Your GM determines if the feat is a valid choice, and you must meet its prerequisites.

POWER STUNT

• **Trick Shooter:** You gain a +2 bonus to all trick shot attempts.

DESIGNING RANGED WEAPONS

Creating a ranged weapon is a relatively simple process. The powers, extras, and flaws featured in the core MUTANTS & MASTERMINDS rulebook are enough to simulate
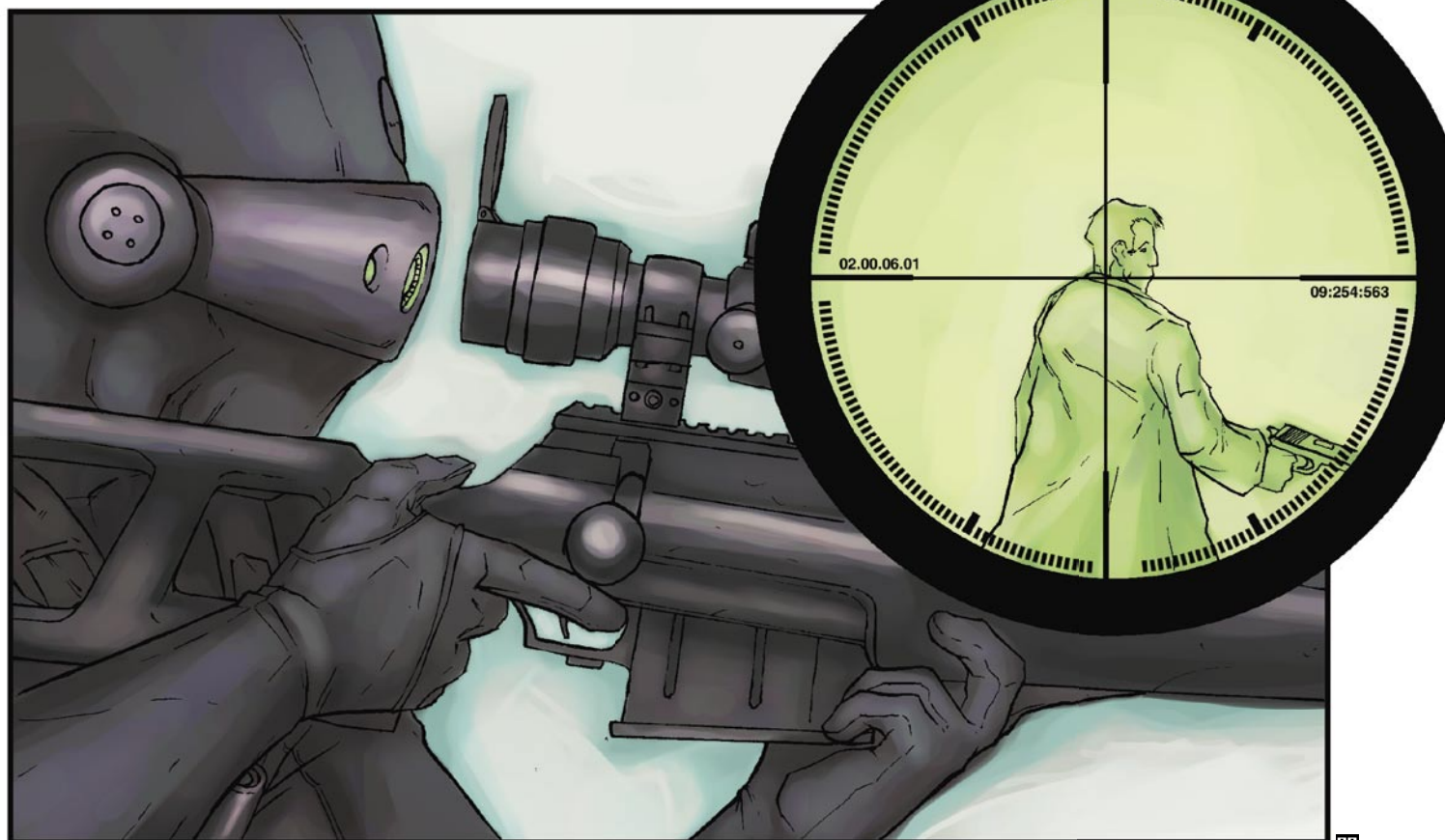
most basic firearms. If you need a simple pistol, bow, or laser blaster, you can use the Weapon power with enough ranks to simulate the attack. A slingshot might only have a couple of ranks, since even a weakling could take a few hits from one without risk of death, while a heavy blaster rifle might vaporize even a heavily armored soldier.

Table 4–21: Ranged Weapons gives you a baseline to work from when assigning ranks to a weapon's primary attack power. However, this chart is by no means definitive. The table gives you examples that you should use as guidelines for creating weapons rather than as a list of your only options. Usually, the ranks you assign to a weapon should be determined by the role it will play in your game.

TABLE 4–21: RANGED WEAPONS

Weapon Damage	Equivalent
+1	Knife, thrown rock
+2	Dagger, shuriken, sling stone
+3	Light pistol
+4	Bow, SMG
+5	Crossbow, heavy pistol
+6	Grenade blast
+7	Assault rifle
+8	Blaster rifle, heavy machine gun
+9	Light missile
+10	Artillery shell
+11	Tank cannon
+12	Missile
+13	
+14	Battleship cannon
+15	
+16	Heavy bomb
+17	
+18	Plasma cannon
+19	
+20	Nuclear warhead

POWERS AND RANGED WEAPONS

The easiest way to create a ranged weapon is to choose a single power to serve as its main attack and then select extras and power stunts that reflect its unique traits. The basic ranged weapon powers are listed below. Powers marked with an asterisk (*) have a range of less than normal as a default. You need to give them the Range extra (see MUTANTS & MASTERMINDS, p. 97) one or more times to use them in a pistol or similar weapon.

- **Corrosion*:** This power could see a lot of use with tools and weapons designed to overcome constructs or destroy structures.

- **Dazzle:** Use this ability for weapons designed to incapacitate rather than injure. A system designed for riot control might temporarily blind its targets to make them easier to control.

- **Disintegration:** Weapons specifically designed to destroy constructs, or industrial mining tools adapted to combat could use this ability. Diabolic villains might use the Disruption extra to equip their followers with a terrifying weapon.

- **Drain*:** The perfect weapon for anti-super troops or law enforcement officers, a ranged weapon with Drain allows a large number of soldiers to neutralize a super's talents in a single volley. With his powers gone, the super can be overcome with conventional weapons.

- **Element Control:** All three versions of this power can prove useful as a weapon. Element Control – Air could prove useful as a crowd control weapon, Element Control – Water might be a high-tech firefighting device that could be used as a defense against fiery creatures, while Element Control – Earth would work as a gravity gun designed for a specific, limited use.

- **Energy Blast:** This power, along with Weapon, is the most common foundation for ranged weapons. Its stunts and extras make it a good choice for a wide variety of effects.

- **Energy Control:** From flamethrowers to cold beams, this power is the best choice for weapons that rely on a specific substance or energy type to deliver damage.

- **Fatigue:** Weapons designed to use non-lethal means can get a lot of mileage from this power. They could be used to sedate wild animals or calm panicked crowds. Alien civilizations that eschew violence might use weapons with this ability as their primary armament.

- **Mental Blast:** Technology that draws on psychic energy might feature this attack from, especially strange or alien tech.

- **Mind Control:** As with Mental Blast, this power is a good choice for civilizations or groups that have researched psi tech.

- **Paralysis:** Like Fatigue, this is a good choice for non-lethal weapons that can take a variety of forms.

- **Shrinking*:** This power is an excellent choice for weapons designed to overcome giant monsters or heroes with Super-Strength.

- **Slow:** Police and other law enforcement agencies might use weapons with this power to apprehend criminals. It can bring a speeding car to a gentle halt, or stop a criminal without harming innocent bystanders.

- **Stun:** Another power useful for non-lethal weapons, it can also serve as a secondary function on more lethal weapons. Soldiers could use sabot rounds or set their weapons to stun when they need to take prisoners or capture someone without running the risk of killing them.

- **Weapon:** This power is the default selection for creating a ranged weapon. You can use it to model pistols, rifles and other weapons that don't fit the other powers listed here. This power automatically has the Device flaw built into its cost.

OTHER POWERS

In addition to a weapon's basic capabilities to harm or incapacitate a target, it can also feature enhancements that allow it to function well in specific circumstances. The following powers are all good selections as extras for a ranged weapon.

- **Secondary Attacks:** Any weapon can be made more versatile by giving it additional attack powers. An assault blaster rifle could include Weapon as its main attack, along with Stun to take captives without hurting them and Disintegrate to destroy robots and tanks.

- **Super Senses:** Some weapons may come with targeting systems that allow their user to see with greater clarity. In addition, an advanced gun could incorporate feats such as Darkvision or Blindsight. The weapon may work with a helmet linked to its targeting system, improving the user's accuracy while boosting his senses.

- **Telescopic Sight:** This power is an excellent choice for sniper weapons and similar arms, as it allows a shooter to attack targets from a great distance. You can add the Range extra to the base power, allowing the weapon's user to shoot anything he can see with this ability.

SAMPLE RANGED WEAPONS

Each sample weapon listed in this section includes its name and cost, so you can use it as-is or customize it to your campaigns Power Level.

ASSASSIN SNIPER RIFLE

Designed for covert use, the Assassin is the favored weapon of hit men and killers across the world. Its long range, excellent targeting abilities, and stealth features allow its users to eliminate a target from such a great distance that they are rarely apprehended.

ASSASSIN SNIPER RIFLE

Weapon +10 [*Extras:* Targeting Scope, Telescopic Sight (sight); *Features:* Far Shot, Point Blank Shot; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 32 pp].

BAZOOKA

The bazooka is presented as a generic anti-tank weapon. It could cover anything from a simple, disposable rocket launcher to an advanced missile system.

BAZOOKA

Weapon +9 [*Extras:* Area; *Flaws:* Slow Fire; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 9 pp].

FLAMETHROWER

The typical flamethrower is designed to flush out infantry and sweep through armored emplacements.

FLAMETHROWER

Energy Control +5 [*Extras:* Scatter Gun; *Flaws:* Device, Slow Fire; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp].

MORTAR

Mortars are designed as light support weapons. They lob explosive shells in an indirect arc, allowing them to drop fire support in the midst of thick cover such as jungle, ridges, and fortifications.

MORTAR

Weapon +6 [*Extras:* Area, Indirect Fire; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 18 pp].

PLASMA CANNON

This massive weapon is over 6 feet long and almost 2 feet wide. It is cylindrical in shape, with a massive barrel wide enough to fit a man's arm. The plasma cannon was originally designed as part of an anti-ballistic-missile system. A highly experimental weapon, the plasma cannon has seen its first action in the hands of government-sponsored supers. Its recoil is legendary, as even the strongest heroes have trouble handling it without the kick knocking them to the ground. Still, this drawback is a small price to pay for the plasma cannon's impressive firepower.

While the plasma cannon is a useful weapon, it has proven equally adept at wreaking collateral damage as neutralizing supervillains. A recent battle between a government-funded team of heroes and the Destroyer saw the plasma cannon touch off several fires and demolish an apartment building and shopping plaza.

PLASMA CANNON

Weapon +15 [*Extras:* Multifire (15 pts.); *Flaws:* Heavy Recoil; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 15 pp].

NULL RIFLE

Developed by a joint United States-European Union initiative to research anti-supers weapons technology, the NULL rifle manipulates energy to cancel out a super's abilities. NULL power is a strange, only recently discovered, force that seems to cancel out specific manifestations of energy. The rifle emits a focus beam of NULL energy that flashes across a multitude of spectrums in an attempt to counter an energy souce – usually a villain – through sheer luck. Thus far, it has proven effective in bringing super-criminals to justice.

The NULL rifle consists of a bulky backpack that connects to a long, black, wand-like weapon set with a stock, handle, and a set of controls. The rifle can be set to project NULL energy, a deadly laser beam, or an electrical shock. The rifle is designed to first negate a villain's powers, then subdue him with the stunning shock. The laser is meant as an emergency back-up for dealing with hostile minions, robots, and other threats.

NULL RIFLE

Drain (powers) +10 [*Extras:* Energy Blast, Range, Stun; *Flaws:* Device, Long Barreled; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

RAZOR DISK LAUNCHER

The razor disk launcher fires a stream of razor sharp, metal discs that can cut through steel, flesh, and bone with frightening ease. The launcher's primary claim to fame is its ability to lay down a ferocious hail of fire. Dr. Ironside was known to employ henchmen

who compensated for their poor training with trigger-happy tactics and overwhelming storms of tiny, deadly disks.

RAZOR DISK LAUNCHER

Weapon +8 [*Extras:* Autofire, Multifire; *Flaws:* Uses; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 16 pp].

TEMPORAL DISPLACEMENT PISTOL

This strange weapon scrambles an individual's temporal sense, causing him to see time as if it moves at a snail's place. To observers, the target seems to move at half his normal speed. Several security agencies that specialize in protecting sites targeted by supervillains make use of this weapon.

While the temporal displacement pistol has proven useful, it has a hidden, potentially disastrous drawback. Each time the weapon fires, it tugs and twists the flow of time in the immediate area. Nearby items, and sometimes creatures, hurtle backwards or forward along the time stream. Even worse, objects and people pushed through time in this manner disappear from the world's memory, altering history without causing any concern. Luckily this has happened only twice over the years. However, if this weapon manages to make it into mass production it could unknowingly shred the fabric of history. Fortunately, the inventor, the retired hero known as Hourglass, can repair the flaw—but someone must first uncover its existence. Meanwhile, the world continues to shift and change without anyone noticing.

TEMPORAL DISPLACEMENT PISTOL

Slow +5 [*Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp].

TRI-BARRELED POWER GUN

This highly experimental weapon was developed by the Genesis Corporation as part of its research into energy weapons. It consists of a long, three-barreled gun designed to function as a man-portable, anti-tank weapon. It can lay down enough firepower to chew through the heaviest armor, ably filling its role.

TRI-BARRELED POWER GUN

Weapon +15 [*Extras:* Heads Up Display, Multifire, Scatter Gun (*Extras:* May fire normally or as a cone); *Source:* Super-Science; *Cost:* 5 pp; *Total:* 75 pp].

POWERS AND DEVICES

One of the tricky parts of designing devices lies in selecting a power that most closely models the item's core abilities. This section summarizes the powers from the Mutants & Masterminds, rulebook that aren't covered in-depth elsewhere in this book and gives you ideas on how they can be used as gadgets. Many powers include a sample gadget. Some of the powers list mundane and primitive rank limits. Use these as a guideline when creating everyday technology, the sort of devices that you could purchase at the average department store.

The cost for each device is given to make it easier to modify for a particular villain or scene. Many of the devices come with descriptive background that gives you some adventure ideas, but more importantly they grant some insight into how a device with a given power might affect the game world.

Following that are new device-specific features you can use to customize your creations.

ABSORPTION

This power works best as an energy shield or suit of armor. Since it always has some sort of secondary effect, as the energy it absorbs powers an ability, consider how the design uses the energy it stores.

MEDALLION OF KERTHEROS (ARCANE)

A relic of ancient Atlantis, the medallion resembles a wedge-shaped shield affixed to a chain crafted from an unknown, silvery metal. It absorbs physical attacks and transfers their power into bolts of searing energy. Supposedly, Kertheros was an ancient sorcerer who never resorted to violence unless his opponent attacked first.

MEDALLION OF KERTHEROS

Absorption +10 (Energy Blast) [*Extras:* Spirit Bond; *Flaws:* Device; *Source:* Mystical; *Cost:* 3 pp; *Total:* 30 pp].

PSYCHIC BUFFER (ADVANCED TECH)

This mesh weave helmet resembles a chain mail coif. It absorbs mental energy and forms a psychic barrier around its wearer, strengthening his resistance to mental attacks and infulence.

PSYCHIC BUFFER

Absorption +5 (Boost – Will save) [Flaws: Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 15 pp].

ALTERNATE FORM

Compared to other powers, Alternate Form is tricky to render as a device. A phase field generator could allow its user to partially enter a parallel dimension. To observers, the user appears as a shadow, liquid, or gaseous cloud. It's probably best used as part of a magical device.

DIMENSIONAL BORER (ADVANCED TECH)

The dimensional borer looks like a simple, leather harness with a multitude of small, black knobs set into its surface. When activated, the borer creates a dimensional field that allows its user to slip into the space between dimensions. While the borer is activated the user looks like a shadow. This device is a favored tool of spies and thieves.

DIMENSIONAL BORER

Alternate Form +8 [*Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 32 pp].

AMAZING SAVE

There are a number of options for making Amazing Save part of a device; a suit of armor or some similar protective system could improve a user's reflexes or endurance; neural implants or a psionic visor might shield a wearer's mind; drugs or chemicals that grant a temporary save bonus as they dull the effects of pain or boost the brain's cognitive abilities.

SERUM PACK (BIOTECH)

This device looks like a green, leather belt with fist-sized bulges studding its length. These pockets contain specially engineered microscopic organisms that can mend bones, heal cuts, and otherwise tend to injuries in a matter of seconds. When the belt senses an injury, it injects its user with a dose of these tiny, living creatures. The belt is actually a slug-like creature that wraps around its user's torso, using an anesthetic to gently pierce its user's major organs and arteries with tiny, microscopic spikes that can deliver its life-saving fluids.

SERUM PACK

Amazing Save (Damage) +6 [*Extras:* Fortitude, Biological Affinity; *Flaws:* Device; *Source:* Alien; *Cost:* 2 pp; *Total:* 12 pp].

ANIMATION

At first glance, this might seem to be a difficult power to translate into a device. However, a highly advanced gravity manipulator could allow you to lend motion to inanimate objects. The device might have a simple AI that directs the items as they move, reflecting the ranks they may gain in abilities and skills.

SPIRIT WHISTLER (ARCANE)

This strange, wooden mask is crafted to resemble a whistling human face. It was recovered from an ancient tomb hidden in the Amazon almost a century ago, and it has drifted from the hands of one owner to the next. At least twice a supervillain has appeared using the mask for nefarious purposes. Supposedly, the mask calls upon the spirits that live within all objects, even inanimate or manufactured goods. Its wearer can command these spirits to do his bidding. However, the mask has a notorious reputation for leading those who use it to ruin.

SPIRIT WHISTLER

Animation +10 [*Extras:* Horde; *Flaws:* Cursed, Device; *Source:* Mystical; *Cost:* 1 pp; *Total:* 10 pp].

ARMOR (MUNDANE LIMIT +5, PRIMITIVE LIMIT +3)

This power is already a device, but it can serve as the basis for many packages of abilities. Examples of this power are given in the Armor section in this chapter (see p. 39).

ASTRAL PROJECTION

This is another unusual power for a device, but this could be a machine capable of producing an energy ray that separates the body and the soul. In addition, this ability is ideally suited to magical gadgets that have the arcane tech template.

PSIONIC EXTRACTOR (ADVANCED TECH)

This gigantic machine is the brainchild of Dr. Barnabas Garrison, a respected psychologist who specializes in treating the criminally insane. Dr. Garrison believed that by separating a criminals mind and body for short periods of time, he could produce a therapeutic state for his patients. Unfortunately, his criminal patients simply slipped away in astral form. Garrison conducted these experiments in secret, and he believes that he has inadvertently placed all three criminals he subjected to this treatment into a coma. Unfortunately for the doctor, his subjects have managed to contact their old cronies and plan to steal the machine, return to their bodies, and use it to wreak havoc.

PSIONIC EXTRACTOR

Astral Projection +10 [*Flaws:* Device, Huge size; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

BLENDING (MUNDANE LIMIT +5, PRIMITIVE LIMIT +2)

A cloak, suit of clothes, or armor system could be designed with an imaging system that analyzes the surrounding terrain and reproduces it on the suit's outer layer. Simple reflective materials can also fill this power's abilities, as could face paint or similar camouflage.

SMART DYE (CYBERTECH)

This strange device requires extensive treatments to acquire. It consists of a tiny computer mounted with a direct neural connection to its user's brain. This computer activates dozens of microscopic visual scanners in the user's skin. These scanners absorb images from the surrounding environment and replicate them using a set of dyes and flexible video displays embedded beneath the user's skin. In addition to blending into the environment, the user can also use the sensors to boost his sight, allowing him to scan a 360 degree arc and notice details others would miss.

SMART DYE

Blending +8 [*Extras:* Super-Skill (spot); *Features:* All-Around Sight; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 17 pp].

BOOST

Possibly a cybernetic implant allows you to control the flow of adrenaline through your body. This power also makes a good extra for other gadgets. A suit of powered armor might be able to temporarily enhance its user's strength, or any gadget might be able to increase its power for a short time by burning through its power source.

NEURAL SNAKE (BIOTECH)

Developed in the labs of the notorious Atherton Biomedical labs, the neural snake is thumb-sized creature that consumes the psychic energy of its host and converts it into adrenaline and other hor-

mones that grant exceptional strength, speed, and toughness for short periods of time. Unfortunately, the psionic dampening caused by the snake proves addictive over time. Many of the snake's test subjects enjoyed the dull contentment brought on by the device, but in time over-use lead to paranoia, uncontrolled outbursts of rage, and psychotic impulses. Sadly, several top-ranking government supers were given this device even though it had not yet been fully tested. A trusted NPC, or perhaps even one of the PCs, might slowly descend towards disaster unless this device can be removed.

NEURAL SNAKE

Boost +10 [*Extras:* All Attributes (physical), Implanted; *Flaws:* Addictive, Device; *Source:* Alien; *Cost:* 2 pp; *Total:* 20 pp].

CLINGING (MUNDANE LIMIT +2)

Gloves and boots could be designed to incorporate a sticky substance or industrial strength suction cups. Highly advanced devices might alter gravity or even produce a limited gravitational field that allows its user to walk on walls and ceilings.

GRAVITY BELT (ADVANCED TECH)

This silver, metallic belt is set with a pair of flat, round metallic panels on the sides. When worn, the belt bends and twists gravity to create a relative gravitational field around its user. Rather than fall towards the ground, the wearer "falls" up or sideways as the belt alters how gravity affects him. This effect sometimes fails, as the gravitational attraction it produces is only slightly stronger than whatever force it draws on, but it is enough to allow the gravity belt's user to walk up walls or ceilings. In addition, the belt's wearer can modify his personal gravity to grant his physical attacks greater force while knocking aside his opponent's strikes. A bullet fired at him skids off the belt's gravitational field.

GRAVITY BELT

Clinging +8 [*Extras:* Deflection, Strike; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 16 pp].

COMBAT SENSE

A specially designed combat helmet that includes sensors and warning buzzers to alert its wearer of danger. While the user still has to rely on his natural reflexes to save him, the helmet gives him the moment's warning he needs to avoid danger.

NANITE SCOUT CLOUD (ADVANCED TECH)

An array of tiny sensors forms a cloud around its user. Directed by a small control box mounted on a belt or backpack, the sensors spread over the surrounding area and provide detailed data scans that the cloud's user can access via a set of goggles connected to the system's control box. The nanites alert their user to a hidden attacker or reveal details about an area that might normally escape mundane senses. Since the cloud spreads several feet in all directions, the person using it has a few, critical seconds to respond to hidden dangers.

NANITE SCOUT CLOUD

Combat Sense +10 [*Extras:* Super-Senses; *Flaws:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp].

COMPREHEND

Science fiction is filled with examples of highly advanced, palm-sized computers that can analyze and translate languages on the fly. This ability can also be duplicated with cybertech or a complex computer implanted in the user's brain, working with his natural, organic language skills.

THRODAR'S STONE (ARCANE)

This purple gem is mounted on a silver chain. When worn, the gem establishes a mental link between the spirit trapped within it and its wearer. This spirit is Throdar, an ancient Atlantean scribe who freed a godling trapped within a pocket dimension and received a wish as his reward. Throdar, an accomplished linguist in his time, asked for an immortal life and the ability to understand any language. The godling, perhaps amused at

Throdar's attempt to wrangle two wishes out of one, bound his soul into this amulet. Throdar actually enjoys his current state, but the years have worn away his sanity. He translates any language he hears without error, and can guide his wearer into speaking any tongue he hears. However, he provides editorial suggestions and interjections into his translations, usually urging his wearer to bring up topics and ideas that would give Throdar the chance to fully analyze a language. For instance, the PCs might want to use the amulet to negotiate a peace settlement with a strange monster from another dimension. Throdar would provide unerring translations, but he might urge the characters to ask the creature about the weather simply because he wants to hear the words for rain or snow. Regardless of his encroaching senility, Throdar is a genius who readily provides his talents to whoever dons him.

THRODAR'S STONE

Comprehend +8 [*Extras:* Super-Intelligence; *Flaws:* Device, Willful Personality; *Source:* Mystical; *Cost:* 1 pp; *Total:* 8 pp].

CORROSION

This ability could simulate anything from a short-ranged stream of acid to a pair of gloves that emit a field capable of breaking down the forces that bind matter together.

POWER BORER (ADVANCED TECH)

Developed by the Vulcan Corporation, a company bent on uncovering veins of gold, iron, and other valuable ores deep within the earth, this is a massive machine designed to tunnel holes through solid rock in a matter of moments. While the Vulcan Corp. makes a show of digging towards the Earth's center, their activities are a cover for its plans to tunnel into vaults of cash, gold, and art treasures scattered across the world and pull off the greatest heists in world history. Vulcan Corp. is actually a front company owned by a consortium of supervillains led by the Hypnotist, a master of bending and molding the will of others. The Hypnotist has managed to subvert Vulcan Corp's board of directors and many of its key officers. After the robbery, he plans to leave, set them up to take the fall, and escape with his minions to enjoy the spoils of their crime.

Note that the power borer's massive size gives it a total cost of 0. It serves best as a plot device or as a tool the villains use during a major confrontation, such as the climactic battle of an adventure, not as a recurring opponent's vehicle.

POWER BORER

Corrosion +18 [*Extra:* Energy Blast, Force Field; *Flaws:* Device, Size (Colossal); *Source:* Super-Science; *Cost:* 2 pp; *Total:* 0 pp].

COSMIC POWER

While it's possible to place this power in a suit of armor or even a small trinket that manipulates cosmic energy, it is best suited to arcane items. A magical staff that summons the power of a

god, or a suit of armor forged in the fires of hell constructed with the physical essence of demonic beings. The supernatural power trapped in these items bleeds over to its bearer or wearer.

CLOAK OF KINGS (ARCANE)

This ancient device looks like a battered, shredded scrap of cloth. While its physical form has decayed, its magical strength remains. When worn, the cloak of kings grants its wearer almost unparalleled cosmic power. However, this power comes with little understanding of its repercussions. Several times, the cloak has corrupted those who have used it, turning them into scheming, power-hungry conquerors who seek to strike down all who stand against them. The cloak's power slowly erases its user's personality, ensuring that even the most benevolent person who dons it slowly succumbs to its influence. The cloak doesn't have an evil origin or sinister history, instead the power of the cloak transforms its wearer into something other than a human being. Over time, the wearer comes to see other people as simpletons, weaklings, and fools who need his protection and iron-fisted rule to keep them safe from themselves.

Needless to say, the cloak has the potential to turn anyone into a terrible menace who's capable of defeating even the combined might of the world's mightiest heroes. If it surfaces, the heroes can only hope that they can recover it and lock it away before anyone makes the mistake of wearing it. Still, the power it offers has proven too great a temptation for even the noblest hearts.

CLOAK OF KINGS

Cosmic Power +18 [*Extras:* Regeneration; *Flaws:* Corrupting Influence, Device; *Source:* Mystical; *Cost:* 7 pp; *Total:* 126 pp].

CREATE OBJECT

Nanites, tiny machines invisible to the naked eye, can theoretically be made to manipulate the atomic structure of air and water, turning them into solid elements in a matter of seconds. An item with this ability could feature a control rig that allows a user to remotely control the nanites and direct their efforts.

DR. FARRAD'S MATTER REPLICATOR (ADVANCED TECH)

The notorious counterfeiter Dr. Emil Farrad crafted this machine in the course of his research into creating perfect duplicates of anything from ID cards to cash. His initial design required proper raw materials, such as paper, metal, wood, or plastic, but his alliance with the mysterious, alien villain known as Creator led him to develop a nanotech system that can create any sort of matter from any sort of raw material. Dr. Farrad and his allies aim to produce massive amounts of counterfeit currency and other valuables, destabilizing the world's economy and placing them in a position to become an economic juggernaut through synthesized gold, silver, and other precious metals.

DR. FARRAD'S MATTER REPLICATOR

Create Object +12 [*Extras:* Continuous, Realistic; *Flaws:* Device, Size (huge); *Source:* Super-Science; *Cost:* 3 pp; *Total:* 24 pp].

DATALINK (MUNDANE LIMIT +5)

This power is easy to duplicate by creating a computer or similar device that uses a wireless connection. A mystical, arcane version of this ability might commune with the spirits or elementals of technology.

DATA GRABBER (ADVANCED TECH)

Developed for use by agents engaged in industrial sabotage, this device scans the local area for data transmissions and archives everything it finds. While it ends up with a tremendous backlog of information of dubious quality, if introduced into the right situation it can produce a gold mine of information. The data grabber is best suited for agents who can infiltrate research facilities during prototype testing and similar operations.

DATA GRABBER

Datalink +8 [*Extras:* Super-Skill (computers); *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 16 pp].

DAZZLE (MUNDANE LIMIT +3)

There are many special effects that allow you to duplicate the effects of this power; a chemical spray that renders a creature blind or ruins its sense of smell, a bright flash of light that dazzles a creature's eyes, a biotech weapon that introduces a microbe specifically engineered to attack parts of a victim's cerebral cortex, shutting them down or scrambling them for a short time. The mundane version of this ability can only affect sight, hearing, taste, and smell.

FLASH BATON (ADVANCED TECH)

So named because of the burst of light it emits when activated, a flash baton pours energy into its target's nervous system, scrambling his senses and leaving him unable to fight effectively. Flash batons are favored by prison guards who must handle supervillains and similar charges, while criminals who plan on tangling with powerful heroes sometimes steal these devices or buy them on the black market as a handy offensive measure. Thompson Tech, the flash baton's manufacturer, frequently hires superpowered guards to watch over shipments. If several of these devices fell into the hands of a vengeful enemy, the characters could face a deadly ambush or worse.

FLASH BATON

Dazzle (sight) +15 [*Flaws:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 15 pp].

DEFLECTION (MUNDANE LIMIT +3, PRIMITIVE LIMIT +3)

A shield can easily duplicate this power, though in high tech environments it could take the form of an energy sheath or a gravity field that changes an object's weight to alter its trajectory.

SHIELDS (MUNDANE AND PRIMITIVE)

From steel shields carried by medieval warriors to advanced versions used by riot police, a simple piece of stout wood or metal fitted with a handle can provide the Deflection power.

WATCHDOG DEFENSIVE ARRAY (ADVANCED TECH)

This system consists of a circular, defensive shield set with an anti-gravitational motor and a control belt used to command it. The shield floats around its user, flying to intercept attacks and even extending its protection to allies of the user's choice. The brilliant super-inventor known as Gizmo produced several of these items for fellow heroes, and the U.S. secret service, along with intelligence agencies from several European nations, has commissioned models for use by VIPs in dangerous areas. Unfortunately, the amoral mercenary group FIST kidnapped Gizmo's nephew and forced him to add a set of remote disengage codes into the system. FIST hopes that overconfidence in the Watchdog's capabilities could lead to easily-exploited gaps in the protection afforded to world leaders, giving them the opportunity for kidnappings and assassinations. All they await is a high bidder to make such an attack worth their while.

WATCHDOG DEFENSIVE ARRAY

Deflection +12 [*Extras:* Automatic, Deflect Others; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 36 pp].

DENSITY CONTROL

In the same way that a phase field generator would allow a character to assume new forms, it could also allow a character to change his density.

GRAVITY DISK (ADVANCED TECH)

The mercenary organization known as FIST specializes in extortion, corporate espionage, and other dirty ploys to gain the technology they need for their schemes. Their latest effort resulted in the gravity disks, devices that look something like hockey pucks with a few buttons and a lit readout on one side. While the gravity disk may not seem like a threat, it can be attached to any object, even a living creature, and set to increase or decrease its weight as appropriate by bending and altering the effect of gravity. The object's size remains the same, but its weight increases or decreases, causing a corresponding change in its effective density. Thus far, FIST has used these devices to steal heavy items such as statues or other large objects of art. Their current ploy involves using a remote control or timer. FIST's field agents ship a box containing a gravity disk while its computer operatives alter flight records and shipping manifests to ensure that the disk ends up on the same airplane as several crates full of valuables. While the cargo plane is in the air, the device activates, forcing the plane to make an emergency landing right into the hands of waiting FIST operatives. FIST has used this ploy to steal one-of-a-kind prototypes and emergency shipments of rare vaccines, turning this device into a gold mine of extortion and black market goods. Several of FIST's ringleaders have used these devices to get the drop on superheroes that weren't ready for a seemingly normal person to suddenly exhibit super-human strength and toughness.

GRAVITY DISK

Density Control +10 [*Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

DIMENSION TRAVEL

A gateway that opens a portal between two worlds by manipulating cosmic energy is a good option for a technological version of this power. Dimension Travel is particularly apt for arcane gadgets, such as a magical doorway or a flying carpet that can go to other planes of existence.

GATE OF LENG (ARCANE)

High in the Himalayas, the ancient gate of Leng provides a passageway to forbidden dimensions and strange, dangerous lands. In the ancient days of the world, when Atlantis still stood above the waves, the sorceress Demonara used the gate of Leng to conjure a mighty army of demons, ghosts, and other horrors. While she was eventually defeated, she escaped death by placing herself in a deep trance. For thousands of years she's waited. All that remains is for curious explorers to stumble upon her cave, awaken her, and once again set in motion her dreams of conquest.

GATE OF LENG

Dimensional Travel +20 [*Extras:* Arcane Attunement, Portal; *Flaws:* Device, Size (Large); *Source:* Mystical; *Cost:* 3 pp; *Total:* 40 pp].

DISINTEGRATION

In addition to the obvious use of a phaser or other advanced, ranged pistol or rifle, this ability could take the form of a cloud of nanites that deconstructs an object on a molecular level. When not in use, the nanites are kept in a special, magnetic jar. The user controls them with a digital wand that he uses to send them orders.

PHANTOM SUIT (ADVANCED TECH)

This form-fitting, black suit includes a pair of thick gauntlets set with dozens of tiny electrodes and a belt-mounted power source. A favorite tool of cat burglars with the money or backing to afford advanced tech, a phantom suit incorporates advanced molecular disruptors that allow its user to disintegrate matter. These same disruptors can, when combined with the suit's containment field, allow its wearer become incorporeal. Thieves slip into areas while incorporeal, allowing them to pluck gems and other valuables from inside of a safe or lock box without fear of detection. If needed, the suit can turn any defense systems into dust, while re-integrators built into the suit allow it to repair any damage they may not want to leave behind. The suit's wearer can slip into and out of a secure facility with barely a trace. Many times, robberies committed with the help of a phantom suit go undetected for days, weeks, or even years.

PHANTOM SUIT

Disintegrate +10 [*Extras:* Continuous, Disruption, Incorporeal, Restoration, Power Suit; *Flaws:* Device; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pts].

DRAIN

This power is of special consideration for campaigns where superheroes and villains are relatively common or powerful. The government in such campaigns may have devoted a significant sum to the research and development of a weapon that can neutralize supers. A gun that scrambles a target's metabolism or wherever his powers come from, make it impossible to use his powers. The Limited – One Source flaw is particularly useful for this type of weapon. For example, an enchanted sword designed to slay demons might drain mystical abilities, while a gene-scrambler might use bio-feedback to drain mutant powers.

ENERGY LASH (ADVANCED TECH)

This energized whip delivers a barrage of electrical shocks that wreak havoc on its target's nervous system, causing an array of tics and spasms that ruin his coordination and strength. The victim is left barely able to move, as his muscles spasm, lock rigid with paralysis, or is rendered utterly limp. The alien slavers known as the Tradesmen use these weapons to capture and pac-ify their victims before dragging them off to their hellish prison ships.

ENERGY LASH

Drain +10 [*Extras:* All Attributes (physical), Duration (concentration), Range, Snare; *Flaws:* Device; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].

DUPLICATION

This power is perhaps best reserved for arcane devices, as they capable of using magic to generate perfect copies of a character. It's possible to give this power a technological origin by manipulating the time stream – this may cause vexing questions about what happens when a duplicates dies, however. A biotech device might use a genetic seed code to rapidly copy someone's DNA and produce adult versions of him, along with nanites to generate appropriate equipment. Such devices would be highly valued for their ability to instantly multiply an army's numbers.

TEMPORAL HELIX (ADVANCED TECH)

The villain known as Replay first employed this device, and after he suffered a crippling injury during an attempted heist he turned to producing them for anyone who could pay him enough for the parts, time, and labor. The temporal helix warps and bends time and space, drawing copies of its user from alternate but closely related timelines. Their deaths and actions have no effect on the originals, all of whom have no knowledge of the duplication that took place. The strain this device places on the space-time continuum is immense, and sometimes dinosaurs or bizarre creatures from the far future materialize near the point where it is activated.

TEMPORAL HELIX

Duplication +8 [*Extras:* Mental Link, Survival, Time Travel; *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 32 pp].

ELASTICITY

Rather than stretch a user's body, a gadget with Elasticity could take the form of an extendible frame that can reach for long distances. The user sits within the frame, or perhaps it remains stored within a backpack or belt until it extends outward. Options for this sort of gadget include long, robotic arms, or a mass of ultra-thin, thread-like fibers that move and grasp at their user's command.

HYDRA COMBAT SUIT (ADVANCED TECH)

Created in response to the escape and subsequent efforts to recapture the incredibly strong supervillain Piledriver, the HYDRA combat suit is designed to engage powerful opponents at a distance and keep them there. It incorporates a set of extendible limbs that allow its user to grasp and hold an opponent in place. Once grappled, the target receives powerful shocks from a set of tasers embedded in the suit's robotic hands. HYDRA's creator, Dr. Jacob Samuels, is eager to see his creation tested, particularly since the government may cut funding on this expensive development

program. Perhaps if Piledriver or some other villain escaped from prison, the HYDRA would prove its worth and save Dr. Samuels's research grants. . .

HYDRA COMBAT SUIT

Elasticity +10 [*Extras:* Protection, Stun; Flaws: Device; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].

ELEMENT CONTROL

This ability is difficult to picture as a technological device. The concept of earth, air, and water as elements is a better fit for arcane devices. Chances are, tech devices that have these abilities are developed for specific uses that do not directly translate into a superheroic power. A device with control earth might be used to excavate pits, while one that can manipulate air and winds could be installed at an airport to keep the weather calm.

JP-22 WIND JAMMER (ADVANCED TECH)

Originally designed as powerful jet pack for use by government agents who regularly tangled with super-powered criminals, the JP-22 Wind Jammer proved a versatile piece of equipment, capable of evening the odds in an engagement with its ability to create and manipulate powerful jets of air. A complex set of baffles and tubes allow the Wind Jammer to produce a protective shield of buffeting winds or knock a villain to the ground with a single, concentrated jet. Unfortunately, a recent series of deregulatory reforms have allowed the JP-22 to fall into civilian hands. While this device lacks the firepower to transform a person into a supervillain, a tabloid "news" show that makes a habit of dogging superheroes, *Behind the Mask*, has purchased several of these devices for its reporters and camera crews. The characters might find a news crew blundering into a dangerous situation with the help of this equipment.

JP-22 WIND JAMMER

Element Control (air) +6 [*Extras:* Elemental Movement (flight), Elemental Shield (protection); *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 18 pp].

ENERGY CONTROL

A sufficiently advanced device could control specific types of energy. A gadget that controls darkness might absorb, bend, and alter light. As with elemental control, some of these devices could be designed to fulfill a variety of roles, from a sonic control device used to amplify noise, to a fire control device with the drain energy power stunt to be used for high-tech fire-fighting.

FLAME BLADE (ARCANE)

This enchanted weapon is imbued with the life force of a powerful being of elemental fire. Not only can it summon sheets of flame, it can also command them to extinguish. Flame Blade was originally crafted to cement an alliance between a powerful sorcerer and the beings of a dimension of pure fire. He who

bears this weapon can command the fealty of those beings, as the fire creatures owe a great favor to the long-dead sorcerer. If a villain gets his hands on this weapon, he could exploit this debt should he learn of it.

FLAME BLADE

Energy Control (fire) +12 [*Extras:* Energy Absorption, Energy Field, Weapon (melee); *Flaws:* Device; *Features:* Drain Energy; *Source:* Mystical; *Cost:* 4 pp; *Total:* 49 pp].

ENERGY FIELD

This power has an obvious uses as a force field. An advanced security fence might use it to keep intruders out or trap prisoners within. Since the field injures anyone who touches it, chances are it sees limited, or exclusively military, use.

FORCE BUBBLE (ADVANCED TECH)

The force bubble was designed as the last line of defense for VIPs, government leaders, and others who may come under attack by supervillains. When activated, it surrounds its user in a crackling sphere of blue energy that can zap an attacker who comes too close. A seemingly helpless target can suddenly transform into a deadly threat by activating this device. Not only does it protect him from harm, but it serves as a vicious weapon.

FORCE BUBBLE

Energy Field +10 [*Extras:* Immunity (cold, darkness, electricity, fire, gravity, kinetic, magnetic, radiation, sonic, vibration), Protection; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

ESP

Scanning a person or a place from a long distance is made possible with a device that sees into dimensions beyond our own. A magical reflecting pool that allows a sorcerer to view distant places, while a technological device might teleport a tiny, advanced sensor to the location. Since this power provides full sensory input, a user may have to enter a trance or don a helmet that blocks his hearing and sight in favor of the data it reports. This standard limitation on ESP that user can only perceive the target location while using it, is included in these designs.

GLOBAL SATELLITE LOCKSMITH (ADVANCED TECH)

This gadget resembles a set of goggles with black plastic in place of clear lenses. The data line runs from the goggles, with the antenna mounted on them, to a small, belt-mounted computer. The goggles are equipped with an advanced decryption and communications system that allows them to break into the world's satellite network. Not only can a user access computer networks, but he can also temporarily hijack spy satellites and view high-resolution images of any outdoor location on the planet. The mercenary organization known as FIST makes extensive use of these devices to plan and coordinate their strikes.

GLOBAL SATELLITE LOCKSMITH

ESP +10 [*Extras:* Datalink; *Flaws:* Device, Limited – Outdoors Only; *Features:* Radio Broadcast, Radio Hearing; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 12 pp].

FATIGUE

This attack can take a number of forms, from a poisoned dart fired from a simple gun, to a biotech weapon that uses a fast acting parasite that invades and cripples a victim's body.

PSYCHIC LEECH (ADVANCED TECH)

This strange weapon bombards its target with an array of pulsing lights and subsonics, using a combination of draining energy and hypnosis to physically and mentally exhaust the target. The alien slavers known as the Tradesmen use this device to capture heroes who have flashy combat powers and an aggressive demeanor. Once neutralized, the Tradesmen drag their captives to their saucers and take them to the war world of Kentares III, a planet of gladiatorial matches and blood sports. There, captive heroes are forced to fight for their freedom. The Tradesmen are heartless beings who have little use for gladiators who cannot win matches and make them a good profit.

PSYCHIC LEECH

Fatigue +15 [*Extras:* Energy Blast, Paralysis; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 45 pp].

FLIGHT

Flight is relatively easy to envision as a device. It's a perfect choice for devices that act as vehicles, such as hover skateboards or flying carpets. This ability makes a good foundation for a gadget, with other powers taken as extras. For example, a jet pack that incorporates a Force Field with the Immunities extra to protect its user from the environment.

TALON WING (ADVANCED TECH)

Developed by the power-mad Duke Strysia of the tiny, Eastern European county of Strysiavania, the Talon Wing is a small, V-shaped airframe that the duke's elite Night Falcon commandos use on their raids against his enemies. While the duke is one of the richest men in the world, he is also ambitious and utterly amoral.

He thirsts for power, and dreams of vaulting his tiny nation to the top of the world's economic order. To this end, he dispatches his Night Falcons on missions across the world. He dreams of developing a nuclear arsenal capable of putting his land on equal footing with the world's powers. Thus, his men strike at a uranium mine here, a train loaded with rocket parts there; anything to get ahead. Individually, these crimes seem unrelated, but taken as a whole they point to the chilling reality that the duke is months away from developing a deadly array of nuclear weapons.

TALON WING

Flight +10 [*Extras:* Energy Blast, Protection; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

FORCE FIELD

In a super-heroic setting it's reasonable to have advanced civilizations that rely on energy shields as their primary means of defense. This power makes a good extra for gadgets that take the form of exoskeletons or other large devices. Not only does a Force Field protect its user, it can also keep a device safe from harm. Valuable or experimental gadgets might incorporate one to keep it intact in dangerous situations.

SPHERE SHIELD (ADVANCED TECH)

This device generates a shimmering field of red energy around its user in the shape of a sphere. A control panel, usually mounted on a set of gauntlets or a wrist-strap computer, allows the shield's user to exercise a high degree of control over its shape and function. Not only can the shield absorb attacks, but it can spawn small force bubbles capable of wrapping around a foe's head and choking him. The sphere shield was originally created by order of the billionaire industrial Theo Griggs after his son was caught in the midst of a duel between supers and was crippled during the battle. Griggs publicly developed the sphere shield as a personal defense system, but had his scientists insert its attack abilities in secret. Since then, sphere shields with this modification have turned up in the hands of anti-supers vigilantes and activists. A number of heroes and villains have been ambushed and assassinated by vigilantes and fanatics armed with this device, as Griggs blames all supers for his son's condition.

SPHERE SHIELD

Force Field +12 [*Extras:* Energy Field, Mental Shield, Suffocate; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 36 pp].

GADGETS

A power that produces devices might seem like a strange choice for a gadget, but it is possible. If you use this power as presented in the MUTANTS & MASTERMINDS, rulebook (see p. 72), you can create a compact, nanite-driven tool system that can forge the object you need in a few moments. (See **Chapter One** for more information on Gadgets.)

BAG OF TRICKS (ARCANE)

This silk bag was once the prized possession of a mighty sorceress, but she lost it long ago in a wager with a mortal. Through the centuries, the bag has passed from one owner to the next, its magical powers sometimes used for good, other times for evil. The bag's owner can pull almost anything out of it (within the bounds of the Gadgets power) by reaching in and wishing for a tool or device. The item lasts for 24 hours. It's current owner is the villain Remnant, who uses the bag to produce trinkets and items that the victims of his scams want or need. Once he has their money in his hands, he leaves town fast enough that he is long gone when the item fades. Note that the Gadgets power already includes the Device flaw. Thus, it is not listed below.

BAG OF TRICKS

Gadgets +10 [*Extras:* Create Object; *Source:* Mystical; *Cost:* 2 pp; *Total:* 20 pp].

GROWTH

A dimensional field capable of warping and twisting space around a character's body, proportionally increasing his size, strength, and durability is one option for granting this power's effects. This device might see use with cranes, bulldozers, and similar industrial equipment to modify them for use with heavy loads or massive building projects.

THE GOLIATH RING (ADVANCED TECH)

This strange device was recovered from the wreckage of a crashed UFO by agents of the fearsome mercenary organization known as FIST. It looks like ring studded with buttons, When activated, it transform its wearer into a towering colossus, granting him superhuman strength and endurance. FIST has managed to duplicate this item and has distributed it to a number of its agents, giving them yet another weapon that can transform a seemingly mundane person into a super-powered threat.

The Goliath rings were developed by a race of tiny aliens called the Dimunons. Their ship was damaged when it entered Earth's atmosphere, and the crew was forced to use a shuttle to escape. The Dimunons are barely four inches tall, and the Goliath "rings" are actually belts they planned to use to help establish contact with humanity. Stranded on an alien plant, surrounded by titanic creatures, and convinced that FIST's thieves represent typical humans, the Dimunons plan to find some way to contact their home world and request help. Unless the PCs can somehow intervene, the Dimunons dispatch a fleet. While tiny, these aliens have access to tremendously powerful technology.

THE GOLIATH RING

Growth +8 [*Extras:* Continuous, Leaping; *Flaws:* Device; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 56 pp].

HEALING

Clouds of nanites, a cybernetic system that delivers healing serum, or even a highly advanced robotic surgeon all duplicate this ability. If you combine Healing with the Triggered extra, you can create an emergency first aid system that can activate when its user is stunned or knocked out.

DANCORP HEALING PACK (BIOTECH)

This fist-sized, plastic case contains a viscous, green healing fluid and a small, starfish-like creature suspended in a bag of protein rich fluid. This creature synthesizes the chemicals and hormones that make up the healing fluid, allowing it to provide an almost limitless supply as long as it is fed and cared for. Produced by the DanCorp, a leading biotech firm, this device is being tested in third world countries as an emergency medical tool. In areas that lack doctors and proper medical facilities, the healing pack can mean the difference between life and death. Unfortunately, DanCorp has been victimized by industrial sabotage. The super-villain Eradicator, an ambitious tyrant with designs on setting himself up as a dictator, used his unsurpassed scientific skills to infiltrate DanCorp's computers and modify the healing pack's design to introduce an addictive, synthetic narcotic known as Spike. By creating his own supply of this drug, he hopes to turn the population of several African countries into his slaves while making billions in Spike trafficking.

DANCORP HEALING PACK

Healing +6 [*Extras:* Regrowth; *Flaws:* Addictive, Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 12 pp].

ILLUSION

Illusion is an uncommon power that can fit a number of different special effects, from a holographic project, to a device that manipulates light, to a biotech device creates a cloud of infectious agents that induce custom-tailored hallucinations.

PHANTASM GENERATOR (ADVANCED TECH)

This wrist-mounted energy projector is capable of producing a bewildering variety of holographic images. By accessing the world's computer networks, it finds and draws information from a staggering number of videos and images, allowing it to render its images in minute detail. This device was first created for use in film and TV, but its images prove to be blurry and dull when captured on film. It was abandoned in favor of traditional

computer-generated images, and the prototype eventually disappeared from the studio's prop house. Soon thereafter, a local gang went from pick-pocketing and mugging to much grander schemes. They rob a bank or store and use the device to create an image of a normal scene as they ransack shelves and loot vaults. The crooks have no idea that their actions are still caught on camera, but a corrupt official at the security company passed along the tapes to several supervillains, all of whom are eager to take the phantasm generator and use it for their own ends. Any heroes dispatched to stop the gang might find themselves fighting off villainous attackers to protect the gang.

PHANTASM GENERATOR

Illusion +10 [*Extras:* Area, Damaging, Selective; *Flaws:* Device, Limited – Only Creatures; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

IMMOVABILITY

This power is the ideal extra for any devices that would normally be anchored in place. For example, a dimensional gate might be kept in place by a series of titanium chains and other anchors or by a device that generates a localized gravitational field.

STALWART ANTI-THEFT DEVICE (ADVANCED TECH)

This simple device has a powerful adhesive on it so that it can be attached to any item. When activated, it imparts its Immovability power to whatever it's attached to, making it difficult for anyone other than a hero or villain with Super-Strength to carry it away.

STALWART ANTI-THEFT DEVICE

Immovability +10 [*Extras:* Protection; *Flaws:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp].

INCORPOREAL

This versatile power makes it easy to slip into even the most secure areas, allowing you to slip through security systems and evade alarms with relative ease. An advanced tech device might turn its user into a gas-like state, while a magical one could allow him to slip into another plane.

PHASE CLOAK (ADVANCED TECH)

Crafted from metallic fibers and linked to an advanced power supply, the phase cloak creates a limited disruptor field that allows its user to phase out of existence and pass through solid objects. Early versions of this device suffered catastrophic failures, stranding their users in the strange energy realm that the cloak's user enters. These poor victims have been twisted and deranged by their experience and have been known to stalk anyone who uses the tested, fully functioning model. In their eyes, anyone entering phased space is an unwanted intruder. As several of these stranded victims had superpowers, they pose a threat to anyone who uses this device. Over time, they might even grow aggressive enough to attack anyone they perceive as a threat, not simply those who use the cloak.

PHASE CLOAK

Incorporeal +10 [*Extras:* Float, Ghost Touch, Phase Attack, Scramble Electronics; *Flaws:* Device; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].

INVISIBILITY

The ideal stealth technology, Invisibility is an excellent power for cloaks, armor, and other protective gear. It also works as a power tied to a force field generator that bends light. Invisibility is also a good defense method for large machines or traps lie an invisible, automated sniper gun. Such a device could keep heroes pinned down while the villain's minions move forward to attack.

SNEAK SUIT (ADVANCED TECH)

This jet-black, skin-tight suit is designed to muffle heat signatures, absorb sound, and warp light to render its user invisible. The mercenary group FIST uses these items to infiltrate factories and research facilities to commit industrial sabotage, though they have also been known to insert operatives into bases used by superhero teams to spy on them for whoever can afford their rates. An otherwise mundane spy equipped with this device and a few other spytech gadgets could wreak havoc with a hero's plans.

SNEAK SUIT

Invisibility +10 [*Extras:* Power Suit, Super-Skill (hide), Super-Skill (move silently); *Flaws:* Device; *Power Stunts:* Extra Sense (infrared, radar, sonar, scent); *Source:* Super-Science; *Cost:* 3 pp; *Total:* 38 pp].

LEAPING

This power can take the form of a short-distance jump jet, a rocket pack that lacks the power of true flight but does allow its user to make short jaunts through the air.

SPRING BOOTS (ADVANCED TECH)

First created by the supervillain, Leaper, and reproduced by several other would-be criminals when his blueprints where leaked to the Internet. This device looks like a pair of long, metal-reinforced platform boots. Gravitronic sensors embedded in the boots' heels allow anyone wearing them to soar through the air and land without harm, while their sturdy construction and gravity manipulators make it possible even for a relative weakling to kick a hole in a tank's armor. When used as a weapon, the boots' gravitronics exponentially increase their weight, packing an enormous punch that can send opponents tumbling. Finally, the boots' ability to bend gravity also allows anyone wearing them to run at incredible speeds.

SPRING BOOTS

Leaping +10 [*Extras:* Running, Natural Weapon; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

LUCK

This power is best reserved for arcane devices, such as a lucky charm or some other trinket imbued with good fortune. A technological device that has the same basic effect might include an advanced computer that calculates probabilities and gives its user advice on the best course of action.

PROBABILITY GUN (ADVANCED TECH)

This strange weapon discharges a shimmering beam of golden energy that re-writes the laws of probability. Based on the highly controversial work of Dr. Sandra Bethesda, this gun alters an invisible energy that she claims surrounds every living being. This energy, dubbed the "wild card effect", is supposedly a psychic shadow that determines a person's luck in life. Someone with positive energy finds that the actions and outcomes they hope for, even subconsciously, come to pass due to the influence of their positive wild card energy. Those with bad luck find the opposite happening because of their neutral wild card energy. Most people have a mix of the two energy forms, a situation that causes them to experience alternating runs of good and bad luck. The probability gun tears apart its target's wild card field, granting him negative energy while channeling their good luck to the firer. If luck doesn't prove to be enough, the probability gun can also be used to fire a deadly laser beam.

PROBABILITY GUN

Luck +10 [*Extras:* Jinx, Range (normal), Energy Blast (ranged); *Flaws:* Device; *Power Stunt:* Counter Luck; *Source:* Super-Science; *Cost:* 6 pp; *Total:* 62 pp].

MENTAL BLAST

This ability is perfect for weapons that generate psychic energy to injure their targets. A high-tech gun designed to incapacitate rather than kill, leaving the target stunned or unconscious.

MIND TASER (ADVANCED TECH)

This weapon was developed to defeat physically powerful, but mentally stunted, supervillains. The Genome Corporation first developed the mind taser, though the true origins of its development are shrouded in secrecy. Genome has attempted to create a species of strong, tough, but easily-controlled super-soldiers. Unfortunately, time and again their creations have escaped from their testing centers and wreaked havoc on nearby cities and towns. Genome has evaded any attempts to connect them to such outbreaks, and their gracious move to donate over a hundred mind tasers to military and law enforcement teams charged with defending the public against super-threats has earned them tremendously positive media coverage. If Genome's role in the experiments ever comes to light, they'll be able to deal with it, what they're afraid of people learning is that their subjects rebel because of their strict military-style training and are usually pushed to violence by their cruel training techniques.

MIND TASER

Mental Blast +10 [*Extras:* Mental Assault, Psychic Sedation, Energy Blast; *Flaws:* Device; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].

MENTAL PROTECTION

This power can take the form of cybernetic implants designed to shield the brain from outside influence, or possibly a high-tech helmet or magical crown that produces energy shields capable of deflecting psychic interference.

PSI DEVOURER (BIOTECH)

A psi devourer is a snake genetically engineered to soak up harmful mental energy. Dozens of specially-designed synaptic bundles nested along its skeletal structure create an active, constant field of mental white noise. This psychic cloud drowns out aggressive energy, protecting its user from harm. The snake usually coils around its user's head and remains docile, though if disturbed it can defend itself.

PSI DEVOURER

Mental Protection +8 [*Extras:* Active; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 16 pp].

MICROSCOPIC VISION

A set of goggles could duplicate this power, while a biotech device might integrate with the user's eyes to improve their ability to see tiny objects.

SENSORIUM (ADVANCED TECH)

This steel helmet looks like a miniature bathysphere, and while bulky and unwieldy, it is unparalleled as an investigative tool. The sensorium amplifies and protects its user's sight, allowing him to pick out minute details that even the most dedicated investigator might overlook. This tool is common amongst investigators who must deal with crime scenes involving supers, as explosions and Super-Strength brawls usually leave behind little physical evidence.

SENSORIUM

Microscopic Vision +10 [*Extras:* Super-Senses, Sensory Protection; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

MIMIC

Biotech is a good match for this power. The device could consist of a layer of organic material woven into a suit. When the user touches an opponent, the organic system activates, copying the target's genetic code or analyzing and forming into a copy of any weapons. In either case, the system interfaces with its wearer's body to allow him to use whatever abilities it's copied. A non-biotech version could rely on nanites to do the same.

PRIME ENERGY MANIPULATOR (ADVANCED TECH)

The brilliant though erratic researcher Dr. Thurston Everest advanced a theory that super-human abilities, from incredible strength to the ability to project energy beams, all derived from a single, primal source. Throughout his work, he claimed that he could create a machine capable of analyzing this energy and duplicating its effects in the physical world. In practical terms, he would be able to duplicate any power that he was able to observe. Dr. Everest's work was cut short when he perished while attempting to secretly observe the maniacal supervillain Bone Flayer.

Dr. Everest's research lab was looted shortly thereafter, the fruits of his work carried off by unidentified thieves. Oddly enough, Bone Flayer turned up murdered a few days after the robbery. The autopsy revealed that he died from wounds exactly like the ones inflicted by his toxin-laced claws, though the angle of the cuts made it clear that the injuries were not self-inflicted. The police paid little attention to this finding, as most were happy to see Bone Flayer's murderous spree come to an end. The truth behind his killer is truly disturbing; wracked by anger and rage over his father's death, Dr. Everest's son, Christopher, stole the prime energy manipulator, used it to kill Bone Flayer and plans to mete out justice as he sees fit against all costumed supers. Unfortunately, his grief and inflexible sense of justice could set him against heroes who violate his strict moral code.

PRIME ENERGY MANIPULATOR

Mimic (powers) +15 [*Extras:* Additional Attributes (ability scores), All Attributes (powers), Expanded Powers (4 pp per rank or less), Neutralize, Range (normal); *Flaws:* Device; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 105 pp].

MIND CONTROL

This is an ideal power for arcane devices, as the ability to control minds is often associated with magical or psionic talents. A technological item might be a highly advanced computer that hypnotizes targets with dazzling displays of color and sound that scramble their senses.

DICTATOR RAY (ADVANCED TECH)

This pistol-like device looks like a snub-nosed revolver attached to a belt-mounted computer via a thick, flexible power cord. When fired, it emits waves of psi energy that render a target vulnerable to mental suggestion. The dictator ray's computer is a psychic broadcast unit. Its user need only think commands in order to compel his victims to perform acts at his whims. The amoral mercenary organization known as FIST uses these devices to subvert and control politicians and government agents. They use mind control to force victims to commit murder or some other crime that sets them up for long-term extortion at FIST's hands. In the aftermath of the mind control, the victim wakes with no memory

of the incident and plenty of physical evidence that could convict him. When a FIST agent shows up soon after to arrange for a team to clean up the evidence, he usually finds the target ready to make a deal.

DICTATOR RAY

Mind Control +10 [*Extras:* Mental Blast, Mind Blank; *Flaws;* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

NATURAL WEAPON

Biotech and cybertech are logical candidates for this power. A biotech version might allow a user to grow claws or fangs via a small, symbiotic creature that nests within his fingers or jaw. A cybertech implant could consist of retractable claws mounted on a user's bones.

KILLING HANDS (CYBERTECH)

These lethal body modifications are the perfect concealed weapon. The user's flesh and bone hands are replaced with titanium duplicates that are then covered with a layer of living, human skin. In addition, tiny gravitronic disks are inserted into these artificial hands. Anyone touching or inspecting his hands may fail to note anything out the ordinary. In combat, the hands make deadly bludgeons, but with a thought, a person equipped with killing hands can grant them tremendous weight via the gravitronic controls. A simple computer installed in the hands gauges this change so that when the hands' bearer makes an attack, his hands gain tremendous weight just as they strike a target.

KILLING HANDS

Natural Weapon +12; *Extras:* Disguised; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 36 pp].

NEUTRALIZE

Like Drain, this ability sees major use in devices built to counter superheroes or villains. Versions of this power with the Limited – One Power flaw might be used to short circuit force fields and similar obstructions.

BULL'S EYE RIFLE (ADVANCED TECH)

This deadly weapon was developed by the technologically sophisticated mercenary group FIST for use against super-powered foes. It delivers a blast of energy that can temporarily render armor and other protective gear useless. Even powers such as Protection are vulnerable to its effects. Once the hero's defenses are gone, the bull's eye rifle delivers a deadly hail of bullets. In emergencies, FIST's foot soldiers use this weapon to nullify a hero's strength and other powers. They prefer to keep things simple and pair it with the rifle's heavy firepower, but a flying hero or one forced to lift a tank with telekinesis might prove too tempting a target.

BULL'S EYE RIFLE

Neutralize +10 [*Extras:* Nullification (no concentration), Energy Blast; *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

OBSCURE (MUNDANE LIMIT +5)

Smoke grenades and similar weapons all fit this power, as do fog machines. High-tech versions produce thicker banks of smoke in a much shorter periods of time.

FLASH BOMB

Obscure +5 [*Extras:* Dazzle; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 10 pp].

SMOKE GRENADE

Obscure +5 [*Flaws:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp].

CHAFF GRENADE (ADVANCED TECH)

This sophisticated grenade releases a combination of smoke, radar-defeating chaff, and a burst of electromagnetic energy to scramble almost any sort of sensing device.

CHAFF GRENADE

Obscure +10 (20 pts.) [*Flaws;* Device; *Power Stunts:* Extra Sense (radar, hearing, scent, psionics); *Source:* Super-Science; *Cost:* 1 pp; *Total:* 18 pp].

PARALYSIS (MUNDANE LIMIT +4)

Tasers, poisoned darts, and similar devices can all be used to overwhelm a target's nervous system, leaving him helpless.

FOAM CANNON (ADVANCED TECH)

The foam cannon is a favored weapon of researchers and government agents who want to take a rogue super alive. The foam cannon coats its target in a thick layer of fast drying, plastic goop, this material is as hard as stone, though it is air permeable to prevent captives from suffocating. The foam cannon can also be set to deliver a burst of partially dried material, slowing a target rather than trapping him in place.

FOAM CANNON

Paralysis +10 [*Extras:* Duration, Slow, Duration (sustained); *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

PLANT CONTROL

A futuristic device with this ability might be as simple as an ultra-high-tech gardener's tool. The item might be able to manipulate chlorophyll or similar biological substances found only in plants, allowing it to lend them motion from a distance.

ROOT SEEKER (BIOTECH)

This strange device looks like a gnarled, dried tree branch. When activated, it fires a tiny seed pod at its target plant. These pods are filled with tiny parasites that respond to the psychic commands relayed through the seeker's psychic matrix. On command, the parasites swarm into a plant's physical structure and cause

it to move, attack, or otherwise take action. Many top-secret government installations use this device as a defensive measure by infesting the trees and bushes around them with root-seeker pods, then bringing the plants to life to grab or attack intruders when they need to.

ROOT SEEKER

Plant Control +10 [*Extras:* Plant Elementals; *Flaws:* Device; *Source:* Alien; *Cost:* 2 pp; *Total:* 20 pp].

POSSESSION

Mind control rays are a common tool of villains who want to manipulate heroes, though this power's drawback that the user's body disappears might seem a bit strange for a technological device. The Mind Switch or Mind Transfer limitations help give this ability a slightly more technological feel. On the other hand, this power can be used without any extras or flaws if it's a mystical device.

CROWN OF DOMINATION (ARCANE)

This simple, iron circlet is covered with indecipherable, ancient runes. When worn it allows its user to overwhelm another's personality, temporarily swapping personalities between the bodies of the crown's wearer and his victim. The target's personality is held in stasis, leaving his body under the control of the crown's wearer, whose own body in turn collapses to the ground as if in a coma. The crown's current owner is a petty thief named Richard Highstreet. He uses the item to inhabit the body of others, carry out crimes, and swap himself back into his own body before the police can track him down. Already, several of his victims have been arraigned on what seem like open-and-shut cases, though as the pattern of "criminals" who remember nothing of the robberies and assaults they committed pile up, the PCs might be able to track down Highstreet.

CROWN OF DOMINATION

Possession +10 [*Extras:* Mental Blast; *Flaws:* Limited – Mind Transfer; *Source:* Mystical; *Cost:* 4 pp; *Total:* 40 pp].

POSTCOGNITION & PRECOGNITION

A complex, highly-advanced computer system supplemented by a wide array of sensors that thoroughly analyzes a location or gathers streams of data from a variety of sources, allowing it to construct the past or future based on physical evidence. The power check result simulates the device's ability to find clues and properly analyze them.

PROJECT CRYSTAL BALL (ADVANCED TECH)

The Crystal Ball project is a classified government venture into the realm of predicting the future. By creating the world's most advanced computer system and giving it a continuous feed to a variety of global news sources, financial databases, and other streams of data, the government hopes to create a system that can make useful predictions of stock market fluctuations, political developments, and even weather patterns. However, the head of this project, Dr. Simon Tiberius, is in truth the villainous super-genius known as Destructor. The good doctor has thus far kept his identity secret, and he hopes that his work on Project Crystal Ball can make up for his past crimes. Tiberius long ago reformed his ways after he accidentally killed several innocent civilians during an attempt to steal an advanced military prototype. Unfortunately, his past is about to catch up with him. Several U.S. senators plan to reveal Tiberius's past and demand that the project be shelved. Unknown to anyone, Tiberius's old partner in crime, Maleficator, used blackmail and bribery to force the senator's hands. When the Crystal Ball project is cancelled, he plans to seize the computer system once it is transferred from its highly-secure location and removed from active use.

PROJECT CRYSTAL BALL

Precognition +20 [*Extras:* Postcognition; *Flaws:* Device, Size (huge); *Source:* Super-Science; *Cost*: 4 pp; *Total:* 60 pp].

PROTECTION

This ability is the preferred option for any device that provides defense against attacks. This power may be given the Device flaw, unlike Armor, which already has it included in its cost.

REGENERATION

A cybertech system might inject drugs and healing agents into its user's system when it detects an injury, while a high-tech Regeneration device could consist of a tiny robot kept in its user's belt. When the belt's sensors notice that the user is hurt, the tiny robot springs in to action to treat the injury.

KRESSLER DEVICE (BIOTECH)

A Kressler device is named for its creator, the once-famous researcher Marie Kressler who disappeared several years ago just as this device reached the final stages of its research. The Kressler device is a coil-like creature that its user wraps around his arm. When activated, it injects a series of hormones, drugs, and serums to rapidly heal its wearer's injuries. However, these serums have proven unstable at best. At times, the healing they provide causes organs and limbs to mutate and deform. Dr. Kressler was a victim of this process. She tested her prototype on herself and transformed into the rampaging menace known as Onslaught. Luckily, the Kressler device no longer transforms its users into 10-foot tall, heavily-muscled behemoths, but no one has yet made the connection between Kressler's disappearance and Onslaught's first attacks. Kressler's company covered up evidence of the dramatic mutations the device caused to help soothe investor worries. Even with the mutations it causes, the device has saved countless lives. Perhaps if someone can capture and cure Onslaught, the device could finally be perfected by the woman who first invented it.

KRESSLER DEVICE

Regeneration +10 [*Extras:* Back from the Brink, Regrowth, Super-Constitution; *Flaws:* Device, Mutations; *Source:* Super-Science; *Cost:* 5 pp; *Total:* 50 pp].

REINCARNATE

With sufficiently high enough technology, even death becomes a mere obstacle to overcome. A nanite swarm could use ambient material to construct a new body, while a number of clones or robot duplicates kept in storage could spring in to replace a slain user.

CLONE BANK, INC. (ADVANCED TECH)

Clone Bank, Inc. produces clones of its clients along with digital reproductions of their brains. By copying this computerized map into a clone's organic brain, Clone Bank's technicians can create a duplicate of a deceased person drawing on DNA samples. This process is far from foolproof, but it allows key government officials, important heroes, and the fabulously wealthy the chance to avoid death. Of course, the presence of genetic material, clon-

ing machines, and neural data makes Clone Bank, Inc. a prime target for supervillains. A criminal could highjack the company's machines and use the files to produce brainwashed, evil duplicates of the world's heroes, spawning a legion of followers that could overwhelm even the greatest superheroes.

CLONE BANK, INC.

Regeneration +10 [*Extras:* Resurrection; *Flaws:* Device, Resurrection Only; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp].

RUNNING

This power is a good base for a variety of movement abilities, from a hover skateboard to jet-powered roller blades. You can use it as an extra for larger, self-propelled devices or those that enhance the user's speed, such as power armor.

PERSONAL SCOOTER (ADVANCED TECH)

This two-wheeled device is just wide enough for a single person to stand on. A user shifts his weight to turn, slow down, or accelerate. Personal scooters might be common pieces of equipment for law enforcement in urban areas that are too densely packed for cars and trucks. Their small size and great agility allow grants the equivalent of the Running power. Small-time criminals might make extensive use of these devices to commit hit-and-run crimes, such as robberies or muggings.

PERSONAL SCOOTER

Running +5 [*Flaws:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp].

SENSORY PROTECTION (MUNDANE LIMIT +5)

Reflective goggles, ear plugs, and other devices all fall under this power. Since Sensory Protection provides a defense against all forms of Dazzle, its low cost makes it difficult to model protection for a single sense. Subtract 1 point from this power's total cost if it protects only one sight or hearing.

TABLE 4–22: SENSORY PROTECTION

DEVICE	NOTES	COST	TOTAL
Protective Goggles	Sensory Protection (sight) +5	1 pp	4 pp
Sound Dampeners	Sensory Protection (sound) +5	1 pp	4 pp
Welder's Mask	Sensory Protection +5	1 pp	5 pp

SHAPE MATTER

This power has a number of options as a device, depending on the what it can shape and what flaws you select for it. If it works on all types of matter, perhaps it manipulates local gravity, bending and twisting it to produce upright columns of sand or water. Gadgets that function against a specific material are probably attuned to arrange molecules or atoms of that element or material.

METROPOLIS BOX (ADVANCED TECH)

This device serves as a lesson in the perils of allowing advanced technology to fall into the wrong hands. First conceived by the superpowered genius Thinker as a solution to a housing shortage in Third World nations, this shoe box-sized device manipulates gravity and matter to quickly forge habitable shelter from any sort of material, from sand and scrap wood to bricks and even scrap metal. However, a group of superpowered mercenaries led by the villain Razorback struck the UN team entrusted with these devices. Razorback and his cohorts now use the box's ability to alter and manipulate matter to their own ends. They have opened holes in bank vaults, destroyed streets and dams to create catastrophes that serve as a cover for their crimes, and even used the boxes to hinder heroes who have tried to stop them. The gang has also modified the box so that it provides its user with a sturdy, protective shield of metal, rock and other materials. Sadly, this won't be the last time that a device created for a peaceful purpose is turned to evil ends.

METROPOLIS BOX

Shape Matter +10 [*Extras:* Protection; *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

SHAPESHIFT

It's easy to imagine a magical talisman that uses this power, but a technological device is a bit more difficult to justify. Other options include a suit of armor that transforms into a limited range of shapes, while a biotech device might alter the user's genetic code to change shape.

DIGITAL VEIL (ADVANCED TECH)

This device is a nearly invisible, incredibly thin layer of advanced plastic studded with tiny holographic projectors. When worn, it stretches over its user's clothes and equipment. It produces a convincing replica of anyone whose physical details or image has been entered into the veil's database, making this item the perfect disguise for a spy.

DIGITAL VEIL

Shapeshift +10 [*Extras:* Super-Skill (disguise); *Flaws:* Device, Limited – One Type (humanoids); *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp].

SHRINKING

A shrinking device not only allows its user to sneak into installations or slip into a machine's inner workings, when you add the Range extra and the Others Only flaw, it can also make large loads easy to carry. A shrink ray could also work as an offensive weapon, reducing opponents to a much more manageable size.

INFILTRATOR SUIT (ADVANCED TECH)

This mesh suit was perfected by an old KGB program given the task of infiltrating Western Europe with several battalions of elite operatives in advance of an invasion. While the end of the Cold

War made the project obsolete, the fruits of its research remained. In the aftermath of Russia's move towards a market economy, the infiltrator suits, along with many other pieces of military technology, made their way into the hands of private owners, mercenaries, and rogue supers. An elite band of super-spies, called The Operatives, make extensive use of these devices. They specialize in tailing supers of all types, and have in the past worked for (and against) many well-known heroes and villains.

INFILTRATOR SUIT

Shrinking +10 [*Extras:* Mighty Mite, Power Suit, Super-Skill (hide); *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

SLICK

This power is an ideal defensive extra for a suit of armor or a similar device. The slick could be dispersed through built-in hoses or vents built into the legs so that it leaves a trail of nearly-frictionless liquid in its user's wake. On its own, this power makes sense for a character that needs a quick getaway. A super criminal might strap a Slick device to his shoes and activate it after robbing a bank, sending anyone who chases him tumbling to the ground.

SLICK SHOES (ADVANCED TECH)

This mysterious device first surfaced on the east coast of the USA, since then it has appeared all over the world. It consists of a seemingly normal pair of shoes that, when activated, spray a stream of slick, clear

liquid in their wearer's wake. The shoes have foiled several attempts to apprehend criminals, and have even proven their worth against supers. According to the several slick-shoe users who were eventually apprehended, a shadowy figure known as Malachai sells these devices. Rumor has it that Malachai is so pleased with his device's success that he plans to make heavy weapons, powered armor, and far more destructive weaponry available to any criminal who can afford his fees. Unless Malachai is stopped, he could escalate street violence so high it would make World War III seem like a picnic.

SLICK SHOES

Slick +10 [*Extras:* Disguised, Running, Slide; *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

SLOW

Slow makes sense as a power for a gravity device built to hinder a target's motion and make him easier to chase down. It could also represent a device that turns the surface below a hero's feet into a quagmire that slows the target.

TIME SLIP FRAME (ARCANE)

The villain called Sketcher has the power to bring his drawings to life, and his talents brought him a measure of success as a thief and drug trafficker until he ran afoul of the criminal mercenary syndicate known as FIST. The mercenaries captured Sketcher and soon set him to work on a series of new devices and weapons that their agents can use in action against superheroes. Sketcher's devices can violate the laws of physics, as they are magical in nature, allowing FIST's diabolic leaders to dole out a staggering variety of gadgets. The first in their new series of weapons is the time slip frame. This device looks like a fold-up picture frame made of plain paper. In reality, it is an arcane construct drawn by Sketcher that slows down time. Anyone caught inside the frame slows down to a snail's pace, allowing FIST's operatives to dispatch the target with ease or flee the area safely. As long as FIST hold's Sketcher's mother captive, they can look forward to more sinister devices such as this one.

TIME SLIP FRAME

Slow +10 [*Extras:* Disguised; *Flaws:* Device; *Source:* Mystical; *Cost:* 2 pp; *Total:* 20 pp].

SNARE (MUNDANE LIMIT +5, PRIMITIVE LIMIT +3)

From a simple net to an energy bubble that forms a web of force around a target, the Snare power can take on a variety of forms. It could consist of energy fields that trip up a target, a physical device that clamps in place, or a robotic device that chases a target and wraps around it like a python.

TABLE 4–23: SNARE

Device	Powers	Cost	Total
Net	Snare +3	1 pp	3 pp
Lasso	Snare +5	1 pp	5 pp

ENERGY NET (ADVANCED TECH)

This versatile weapon is a small, fist-sized disk that projects a net of pure force in a circular area centered upon it. The net's energy system can also be set to deliver powerful laser blasts, or it can project cutting beams that can be used to chop through steel and armor.

ENERGY NET

Snare +10 [*Extras:* Energy Blast, Energy Field; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

SORCERY

Generally speaking, this power is a poor choice for technological devices. Arcane ones are more likely to use it. For example, a wizard's staff or a sorcerer's wand might use this power to simulate the spells they can cast.

THE BOOK OF THE DAMNED (ARCANE)

This battered, ancient tome contains the formulas needed to cast dozens of arcane spells. The intense magical aura that surrounds it also grants its bearer a variety of mystical powers, such as protection from attackers and the ability to cast bolts of pure energy. Many powerful demons, mortal wizards, and even those whose ambition compensates for their lack of mystical knowledge seek this book. According to legend, it can be found somewhere in Egypt. Its last bearer, the Nazi mystic known as Baron Hex, supposedly made use of it during World War II, but in the aftermath of his death at the hands of a mysterious Arab mystic the book disappeared. Several expeditions have been mounted to recover the book, but each has met with bad luck, accidents, and murder. Supposedly, a secretive brotherhood of sorcerers fights to ensure that the book remains out of mortal hands, but some claim that these protectors merely want the book for themselves.

THE BOOK OF THE DAMNED

Sorcery +10 [*Spells:* Mind Control, Force Field, Telepathy, Invisibility, Energy Blast, Incorporeal, Teleportation; *Extras:* Eternal; *Flaws:* Device; *Source:* Mystical; *Cost:* 7 pp; *Total:* 70 pp].

SPACE FLIGHT

This power is best reserved as an extra for Flight or for use with large vehicles designed to travel between planets or stars. On its own, it offers little utility unless a device is already in space.

SPINNING

While this power's description mentions that the hero using it spins around at incredible speed, a device does not necessarily have to operate in this manner. You can use this power to simulate a specialized force field that knocks aside attacks. This field would also allow access to Spinning's power stunts and extras. If a device physically spins its user around, it could be incorporated into a suit of armor. An arcane device might transform its user into a small tornado.

HURRICANE BATTLE ARMOR (ADVANCED TECH)

This suit of armor works much like any other advanced power armor system, save that it has a powerful attack mode in addition to its arm-mounted lasers and rockets. The Hurricane's pilot can pull his arms and legs into the armor's torso compartment and activate its "twister attack" mode. The US military reviewed this design and although this attack proved effective, several high-ranking officials judged it a ridiculous concept that would prove useless in the field, awarding the power armored contract to an arms company notorious for giving cushy, high-paying jobs to retired Pentagon officials. Angered and rendered nearly bankrupt by this decision, the Hurricane's inventor, Tyrone Amaris, now sells the armor on the black market.

HURRICANE BATTLE ARMOR

Spinning +10 [*Extras:* Protection, Flight, Energy Blast; *Flaws:* Device; *Features:* Whirlwind Attack; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 41pp].

STRIKE

This power serves as the basis for melee weapons (see **Weapons, Melee** on pages 82–85).

STUN

Weapons that inflict non-lethal damage use this as their core power (see **Weapons, Ranged** on pages 85–92).

SUFFOCATE

This deadly power serves best as the basis for strange, frightening weapons that control the flow of air, driving breathable oxygen away from its target. Another version might produce a force field that prevents air from reaching the target's lungs.

GARROTE (MUNDANE)

This simple but deadly weapon consists of a length of strong, thin rope, wire, or twine. Assassins use garrotes to attack foes from behind, wrapping the cord around the victim's throat.

GARROTE

Suffocate +5 [*Flaws:* Device, Range (touch); *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp].

SUPER-CHARISMA

A device that incorporates Super-Charisma might project phero-mones or psychic energy over the area, causing others to look upon you in a more favorable light. An arcane gadget could cloud the minds of those around you, while a cybertech version could cover extensive plastic surgery.

PHEROMONE BRACELET (ADVANCED TECH)

This plastic and metal ring is set with a variety of sensors, several tiny vials of chemicals, and complex, though miniscule, computer capable of analyzing the biochemical makeup of anyone who comes within range. By releasing specially-formulated neuro-chemicals, the bracelet produces an effect similar to pheromones. Anyone who draws close to the bracelet's wearer is effected by the chemicals, granting the wearer the ability to easily manipulate or sway others. As an added benefit, the computer installed in the bracelet can sense hormonal and chemical changes in others, allowing its wearer to easily read moods and intentions.

PHEROMONE BRACELET

Super-Charisma +10 [*Extras:* Super-Skill (sense motive); *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

SUPER-CONSTITUTION

A suit of powered armor equipped with bio sensors and syringes that help maintain its user's health, granting the equivalent of this power. Cybernetic implants, such as reinforced bones, internal armor plating, and other improvements could also grant this power.

REINFORCED SKELETON (CYBERTECH)

The product of an extensive series of treatments, implants, and surgeries, a reinforced skeleton grants superior toughness and endurance. Even the strongest blow poses little risk of breaking the metal- and plastic-laced bones. Not only does the skeleton provide protection against physical harm, but the massive suite of drugs and bio-monitors required to prevent the body from rejecting it also serve to counter disease, infections, and poisons. In addition, the increased bone density and superior anchoring for muscles, tendons, and ligaments grant anyone who receives this implant superior strength and agility.

REINFORCED SKELETON

Super-Constitution +10 [*Extras:* Super-Dexterity, Super-Strength; *Source:* Super-Science; *Cost:* 10 pp; *Total:* 100 pp].

SUPER-DEXTERITY

The cybernetic version of this power could consist of adrenaline dispensers and reflex boosters along with a highly advanced computer that interfaces with the user's brain. A suit of powered armor with reflex amplifiers is also a good option for this power.

REFLEX FRAME (ADVANCED TECH)

This light-weight exoskeleton is compact enough to fit under a set of clothes. When activated, it amplifies its wearer's reflexes and grants him increased reaction times. The frame's computer allows it to gauge its wearer's movement so that it improves his speed significantly. In addition, the frame includes a proximity sensor that allows it to react for the wearer in order to avoid sudden attacks, explosions, ambushes, and other hazards.

REFLEX FRAME

Super-Dexterity +10 [*Extras:* Combat Sense, Power Suit; *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

SUPER-INTELLIGENCE

This ability may seem like a strange choice for a device, but it doesn't have to represent a direct boost to the user's cognitive abilities, instead, it could represent a thorough, highly-indexed knowledge database or artificial intelligence that provides advice and analysis to the user. This power makes a good extra for the Independent Intelligence device ability.

INTELLISYSTEM 5000 (ADVANCED TECH)

This handheld computer taps into an advanced, privately-held network of databases, information systems, and government data vaults. With a few moments of processing, it can answer almost any question, provide valuable advice for a wide variety of situations, and create and execute mathematical and physical models. The Intellisystem 5000's primary strength derives from its AI-powered interface that deciphers and interprets its user's intentions, allowing even the densest person to gain the benefits of its features. Unfortunately, this computing power comes with a hidden price; the Intellisystems Corporation maintains close tabs on all its models. It has a global satellite link to all of its units, allowing it to pinpoint their location at any time.

INTELLISYSTEM 5000

Super-Intelligence +10 [*Extras:* Super-Skill (computers, plus any 5 knowledge or science skills); *Flaw:* Device; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 70 pp].

SUPER-SENSES

A suit of powered armor might include a sophisticated array of sensors that enhance its user's perception. A helmet could improve hearing and sight, while cybertech implants might improve the brain's ability to process sensory data. You could use this power as an extra with a weapon to simulate an advanced targeting system.

OPTIC NET (BIOTECH)

While sickening to behold, this crude biotech device proves useful in hostile areas rife with hidden threats. The optic net earned its moniker from its appearance as a network of ropey, sinuous tentacles that each end with a beady eye or a slimy, ear-like organ. One tentacle terminates with an array of fibrous nerves that allow it to form a psionic bond with its user. The optic net is worn around its user's neck, allowing it to form a mental connection with its wearer and relay everything it sees and hears. Optic nets were first introduced to the planet by a group of interstellar black-marketeers who crash-landed in the South American jungle over a decade ago. Eager to forge a comfortable existence for themselves, they sold biotech goods to a variety of guerilla and insurgent groups. Soon, the aliens came were contacted by representatives from a drug cartel. Since these criminals have far more money and resources to offer, the aliens have gone to work for them in their labs, producing designer drugs and biotech weapons.

OPTIC NET

Super-Senses +10 [*Extras:* Super-Skill (intimidate), Super-Save (Will); *Flaws:* Devices; *Source:* Alien; *Cost:* 3 pp; *Total:* 30 pp].

SUPER-SKILL (MUNDANE LIMIT +5, PRIMITIVE LIMIT + 3)

This power presents a wide range of possibilities, from padded boots that grant a bonus to Move Silently to an advanced set of tools that improve the Repair skill.

HIGH QUALITY

Not all tools or items are created equal. Any device that is so well crafted that it improves its user's performance can grant the equivalent of the Super-Skill power. After accounting for the Super-Skill power and Device flaw, it costs 1 power point per +1 bonus that a high-quality device provides.

SUPER-SPEED

This power is probably best represented as a suit or vehicle of some sort. Cyberlegs might grant a character a few ranks in this power, but it's hard to imagine an otherwise normal human body coping with the strain of a lot of Super-Speed. This power could also represent a device that can alter time so that the user speeds up while everything else slows down.

DIMENSION FRAME (ADVANCED TECH)

This device resembles a sleek, light space suit. It provides its wearer with an oxygen supply and protection against a variety of environmental factors. More importantly, it includes a phase field generator that allows the wearer to enter a gap between dimensional space. The wearer slides between time and space, allowing him to move in physical space while remaining almost perfectly still in time. To outside observers, he appears to move at an incredible speed.

DIMENSION FRAME

Super-Speed +10 [*Extras:* Sonic Boom; *Flaws:* Device; *Features:* Immunity (heat, pressure, suffocation); *Source:* Super-Science; *Cost:* 6 pp; *Total:* 63 pp].

SUPER-STRENGTH

This ability is likely to show up in any suit of powered armor, particularly because the extras it offers are useful in many combat situations. In addition, a magical bracelet or similar artifact could grant a user mighty strength, while cybernetic enhancements could allow a person's muscles to grow much larger than normal. A biotech device might take the form of symbiotic creatures that lend their strength to the user.

POWER CIRCLET (ADVANCED TECH)

This strange device can turn a puny weakling into a mighty warrior capable of punching through concrete. When worn, the power circlet has two psionic boosters that rest on its user's temples that transform its wearer's psychic energy into physical power. The circlet uses the energy to create an aura around the user that allows him to commit amazing feats of strength. He can pick up busses, throw boulders hundreds of feet, and leap through the air. In

addition, the power circlet's user can emit blasts of raw psychic energy and wrap himself in a telekinetic field that allows him to fly. The mercenary agents of FIST draw on this item as one of their primary weapons because it's easily concealed and they can hide it in a pocket or suitcase when on missions.

POWER CIRCLET

Super-Strength +10 [*Extras:* Flight, Leaping, Mental Blast, Protection, Size (small); *Flaws:* Device; *Source:* Super-Science; *Cost:* 8 pp; *Total:* 90 pp].

SUPER-WISDOM

Similar to Super-Intelligence, this power could take the form of a computer integrated into a character's brain along with a set of neural inhibitors that help fortify the user's willpower. Arcane devices may be the perfect fit for this power.

POWER HELM (ADVANCED TECH)

This elaborate device is covered with wires, sensors, and read-outs. When worn, it generates a field of psychic energy that grants its user a variety of mental powers. Not only does it strengthen his willpower and sharpen his perception, but it hones his mental acuity and unlocks his psychic potential. The first power helms were created by the hero Matrix as part of his attempts at improving his own latent mental talents. Over time, his experiments in designing devices that interfaced with his mind drove him mad. He now believes that his powers are a gift from a divine being and that he is destined to lead a chosen few to the promised land. His small cadre of followers is utter fanatic to his cause. In his increasing paranoia Matrix has come to see other heroes and the government as enemies. Holed up in his compound in the wilds of South Dakota, he plots to unlock his followers' psi talents, turn them into an elite team of psychic warriors, and bring about the apocalypse that he grows bored waiting for. The power helm is a common tool of the foot soldiers who aid him in his cause.

POWER HELM

Super-Wisdom +10 [*Extras:* Force Field, Mental Blast, Telekinesis; *Flaws:* Device; *Source:* Super-Science; *Cost:* 6 pp; *Total:* 60 pp].

SWIMMING (MUNDANE LIMIT +5)

From something as simple as a pair of swimming fins that strap to your feet to a biotech manta cloak, rationalizations for a device that provides Swimming is easy. The vehicle rules cover submarines, boats, and similar craft, but this power is useful in simulating personal devices and tools.

SEA ROCKET (ADVANCED TECH)

This small, cylindrical device combines a variety of capabilities to make it a deadly weapon for undersea operations. Originally

developed for use by commando teams sent on aquatic missions, the sea rocket is now a favored weapon of terrorists, industrial saboteurs, and the rogue mercenary group FIST. The rocket's handles allow its user to hang on and guide it as it jets through the water. Panels on the side of the rocket conceal a micro-torpedo launcher, sonar system, and sophisticated stealth system capable of countering sonar and radar. In emergencies, the sea rocket can produce a cloud of black ink to provide cover for a quick getaway. FIST makes extensive use of these devices in executing kidnappings, piracy, robberies in coastal cities, and industrial sabotage.

SEA ROCKET

Swimming +10 [*Extras:* Energy Blast, Obscure, Super-Senses, Super-Skill (hide, move silently); *Flaws:* Device, Size (large); *Features:* Immunity (suffocation); *Source:* Super-Science; *Cost:* 6 pp; *Total:* 51 pp].

SWINGING

A grappling hook and launcher is a good option for simulating this ability. Biotech tentacles that wrap around the user's arms and extend out to grab on to anchor points also make for an uncommon take on a fairly common power.

HOOK HORDE (ADVANCED TECH)

The hook horde is kept in a large, bulky backpack. When activated it deploys a dozen long, ropey tendrils made of a tough, flexible material. These tendrils can reach out to grasp objects and pull the user toward it, allowing him to swing from place to place, easily scale sheer walls and cliffs, and even pummel an opponent. A computer system mounted within the horde's backpack allows it to identify anchor points. The hook horde's user is also supplied a set of goggles and a control-studded gauntlet he can use to manipulate the system.

HOOK HORDE

Swinging +10 [*Extras:* Natural Weapon, Super-Skill (climb); *Flaws:* Device; *Source:* Super-Science; *Cost:* 2 pp; *Total:* 20 pp].

TELEKINESIS

A device that produces or alters gravity in an area could move objects around as per this power. The objects do not fly, but rather "fall" up or sideways as the gadget changes how gravity affects it. Other options include a wand of telekinesis, a skillfully controlled force field device, or even a tractor/presser beam.

GRAVITON GUN (ADVANCED TECH)

Developed for the military as a tool to help defeat incredibly strong supers, mutants, and other threats, the graviton gun wraps a target in a powerful field of force that pulls him into the air, pushes him back, or pins him in place. If necessary, it can deliver a deadly blast of raw force strong enough to punch a hole in tank armor. These devices are commonly deployed when multiple supers meet to do battle. Often, the military is happy to let several powerful supers pound each other into the dirt, but if any of the

combatants threaten populated areas, the graviton gun is brought to bear on them. Overzealous commanders have no qualms about using this weapon against heroes or villains, especially if they are charged with defending a valuable or important person or location.

GRAVITON GUN

Telekinesis +10 [*Extras:* Energy Blast, Grapple; *Flaws:* Device; *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

TELEPATHY

The power to read minds is valuable in almost any situation. A technological device with this ability might analyze a subject's movements, tics, and other subtle indicators, process the data through an advanced computer system, and make a reliable forecast of the subject's thoughts. A cybertech version might incorporate this gear into an implant that projects data into the user's visual cortex, while a biotech one could use microscopic, psionic spores that land on a subject's skin and burrow into his nervous system.

MIND SEEDS (BIOTECH)

This device consists of a small, pistol-like weapon with a throbbing, organic sac mounted beneath its barrel. When fired, it launches a tiny seed-pod filled with hundreds of microscopic psionic organisms at its target. A creature affected by this weapon becomes mentally linked to the weapon's user, who has a psionic bond with the weapon that allows it to serve as a relay between the firer and his target. In addition to forging a bond between two people, the mind seed gun can also deliver a violent jolt of disrupting psychic energy or a blast of pure mental energy.

MIND SEEDS

Telepathy +10 [*Extras:* Energy Blast, Mental Blast, Mind Control; *Flaws:* Device, Cultivated Link; *Source:* Alien; *Cost:* 4 pp; *Total:* 40 pp].

TELEPORTATION

A teleportation device could range from a personal item, such as belt that generates a field capable of sending its wearer across vast distances, to a large, cumbersome portal or transporter system.

BLITZ DEVICE (ADVANCED TECH)

This energy projector creates a field of power that shifts its user into a fold in space, allowing him to instantly move from one place to another across great distances. First developed during the Cold War by East German scientists, the blitz device was meant to rapidly ferry troops into Western Europe in the event of war. However, the device never functioned properly. Machines and material sent through it came out on the other end warped, twisted, and melted. In the aftermath of the Berlin Wall's collapse, many experimental technologies were decommissioned. Such was the fate of the blitz device . . . until a young researcher named Hans Wiese uncov-

ered blueprints for it while cataloging a mountain of old, East German records. In a flash of insight brought on by his emerging super-intellect, he determined the design's flaws and built a working prototype. Hans initially tried to sell the device on the black market, as he knew that the German government would claim ownership of the machine if they were to learn of it. However, he didn't count on the number of supervillains who would try to wrest the device away from him rather than pay for it. Hans is now on the run from a number of pursuers, perhaps including heroes who want to prevent the device from falling into the wrong hands. As Hans can teleport vast distances, he has proven maddeningly difficult to capture.

BLITZ DEVICE

Teleportation +10 [*Extras:* Blink, Extended Teleport, Portal; *Flaws:* Device; *Source:* Super-Science; *Cost:* 4 pp; *Total:* 40 pp].

TELESCOPIC SENSE

This power can be incorporated into any sensory device. It can represent refinements and additional signal boosting that allow a device to pick up sound or sight over a long distance. Note that this power gives no special ability to target an opponent from a long range. It only allows you to notice details, but it does not provide a perfect picture as would a sniper scope.

Devices that make use of this ability are given under the spytech section (see p. 69).

TIME CONTROL

In essence, this power combines the advantages of Super-Speed and Slow. A device that manipulates time, perhaps encasing its user in an energy bubble that allows him to slip through the time stream on different pathways, depending whether you want time to speed up or slow down.

CHRONONAUT SUIT (ADVANCED TECH)

This device looks like an armored battle suit that has a plain, steel faceplate. The rest of the armor has smooth, rounded edges, giving it an almost bulbous appearance. The chrononaut suit was initially designed to protect its user when he passed through an experimental time portal created by a small group of French researchers. However, the first person through the portal was replaced at the last moment by an agent of the mercenary group FIST. At the last moment, the FIST infiltrator seized control of the portal and sent himself to the far future. There, he gathered as many high tech devices as possible, particularly weapons, before slipping back into our time period. FIST's commandos struck the research center just as he returned, destroying the time portal and killing many of the scientists who worked on it. With the advanced tech in their hands, FIST went on to develop a daunting array of devices to commit murders, robberies, and other crimes, for anyone that could pay their price.

The chrononaut suit now incorporates many of the mechanisms incorporated into the original time portal. It serves as the pri-

mary weapon for FIST's elite soldiers. In addition to its abilities to manipulate time, it also incorporates a pair of energy blasters and clawed gauntlets that can shred steel.

CHRONONAUT SUIT

Time Control +10 [*Extras:* Energy Blast, Natural Weapon, Temporal Fugue, Time Travel; *Flaws:* Device; *Source:* Super-Science; *Cost:* 12 pp; *Total:* 120 pp].

TIME TRAVEL

The ability to manipulate time is powerful, dangerous weapon that shouldn't be used lightly. GMs should be sure to take into account how they want to treat time travel in their campaigns (see MUTANTS & MASTERMINDS, p. 89 for options on how to GM time travel). A device with this ability might take the form of a battle suit, vehicle, immobile portal, or even a pistol-like device that can generate a tunnel through time's fabric.

The chrononaut suit detailed under the **Time Control** listing gives an example of a time travel device in action.

TRANSFER

This power may seem like an odd choice for a device, but it could operate in a number of ways; an arcane item imbued with a versatile spell that allows it to mimic a target's abilities, or a technological device that can analyze the target and draw on that data to recreate powers using force fields, radiation, and other effects.

KARMA GAUNTLETS (ARCANE)

These strange, magical items are a pair of black, silk gloves studded with tiny diamonds. According to legend, the diamonds have the ability to steal a person's soul, allowing the wearer to become more powerful. In actuality, when the wearer touches someone with powers, they're stripped away and given to the wearer. Only in recent years have the true abilities of the gloves been discovered and put to use . . . in a most unusual way. Billionaire Henderson Guzman currently possesses the gloves and he offers sizable payments to anyone with superpowers, hero or villain, that will let him "borrow" his or her abilities for a short time. This transaction usually takes place at Guzman's island resort, far from civilization. This "rental arrangement" has helped fund many villainous plots. Guzman can't be held responsible for what his clients do with the money he pays them, so thus far, he hasn't come to the attention of anyone who might feel differently. Guzman cooperates with heroes, though usually he demands the chance to "rent" one of their more interesting powers before he imparts any information. His compound is heavily guarded by robots and power-armored mercenaries, making him confident that he can cope with any supers who wish to do business with him.

KARMA GAUNTLETS

Transfer (powers) +10 [*Extras:* All Attributes (powers), Slow Recovery; *Flaws:* Device; *Source:* Mystical; *Cost:* 4 pp; *Total:* 40 pp].

TRANSFORMATION

This gadget might shape and sculpt a target's flesh and bone, forcing it into another shape while the target's internal organs remain unchanged. This device could also create an army of powerful creatures, as its shapes normal creatures into powerful monstrosities.

INFILTRATION DEVICE (ADVANCED TECH)

Most weapons pose a direct, physical threat. The infiltration device employed by the agents of FIST is a far deadlier weapon than any physical threat, even if it cannot directly injure anyone. The shadowy cabal that manages FIST has inserted agents into almost every spy agency, government ministry, and military post at one time or another thanks to this device, which allows its user to alter his appearance. Spies have walked through retinal scans, DNA analyzers, and other advanced security measures with ease thanks to the infiltration device. Even heroes have faced invasions into their headquarters thanks to it.

An infiltration device is disguised to look like a wristwatch. The buttons and knobs mounted on it allow its user to adopt different forms. The digital display shows information and can project a transmutation beam that can alter an opponent's form. One of FIST's favorite strategies is to seize a person, copy his form, then change the victim to look like the FIST agent. In a few cases, security teams have seized and imprisoned the wrong person for weeks before the mistake became apparent.

INFILTRATION DEVICE

Transformation +10 [*Extras:* Exact, Mimic, Movement, Shapeshift; *Flaws:* Device; *Source:* Super-Science; *Cost:* 6 pp; *Total:* 60 pp].

TRANSMUTATION

A swarm of nanites that alter an item's basic building blocks is a good option for a technological version of this power. A biotech device with Transmutation could cover the target in a thin film of mucous that excretes chemicals that alter its make up.

PEACEMAKER (ADVANCED TECH)

This strange weapon was developed by the superhero Amity, a crusader against violence in all of its forms. In addition to his ability to calm emotions and control others' actions, he relied on this weapon to transform guns, knives, and other armaments into useless rubber, ice, or other materials. Unfortunately, the design for this weapon was stolen by a computer hacker and later sold to several gadgeteering supervillains. Technologically adept thieves and bank robbers like this weapon, as courts in the US have never classified it as a deadly weapon. In several cases, insurgent and political groups have used these devices without incurring charges for using weapons. Several environmental groups employ it to destroy bulldozers, tractors, and other heavy machines.

PEACEMAKER

Transmutation +10 [*Extras:* Continuous, Shapeable; *Flaws:* Device, Limited – One State (solids to solids); *Source:* Super-Science; *Cost:* 3 pp; *Total:* 30 pp].

TUNNELING

Any drilling device could mimic this power, incorporating some sort of beam weapon to clear away the earth and stone that it pushes aside. This power makes an excellent addition to a vehicle, allowing it to delve through rock and stone (see **Vehicles** on p. 74).

WEAPON

This power is used to create a wide range of devices. See **Weapons, Melee** (p. 82) and **Weapons, Ranged** (p. 84) for numerous examples

WEATHER CONTROL

A high-tech version of this device might monitor the local atmospheric conditions and make subtle changes in pressure, wind speed, and other factors to alter the conditions. A more advanced device might even incorporate a form of teleportation, drawing storms and wind from across the world to lash the targeted area.

ATMOSPHERIC AGITATOR (ADVANCED TECH)

The mercenary group known as FIST sells their skills to the highest bidder, often running afoul of law enforcement and superheroes. It remains in business thanks in large part to the use of the atmospheric agitators, backpack-sized devices that can alter local weather conditions. The agitators can call down tornadoes, create droughts, or summon torrential rains. Several of the African nations in which the bases are located have made secret agreements with FIST, allowing them to operate in safety in return for improved weather. Several recent droughts can be traced to the mercenaries' actions, and the few governments that tried to prevent FIST from settling in their region faced catastrophic storms and droughts which caused starvation and revolt amongst their people. Until FIST's hold over these regions is broken, the group and its high-tech spies will continue to plague the world.

ATMOSPHERIC AGITATOR

Weather Control +20 [*Extras:* Fatigue, Fog, Lightning; *Flaws:* Device, Size (huge); *Source:* Super-Science; *Cost:* 4 pp; *Total:* 60 pp].

APPENDIX I:
NEW RULE COMPENDIUM

For ease of reference, the most commonly used new feats, powers, and rules in GIMMICK'S GUIDE TO GADGETS are gathered here for quick and easy reference. These rules are used by many of the gadgets and characters in this book and you're welcome to use them in your games if the Gamemaster agrees to allow them.

NEW FEATS

JAM THE SYSTEM

You have a talent for rendering technology inoperable. You do not destroy a device. Rather, you tweak a switch, stuff a wad of paper in a heat sink, or otherwise disrupt its ability to function for a short period.

Prerequisite: Monkeywrencher.

Benefit: As a full action, you can make an attack against a device. The device's Defense is its user's total defense +5. If you succeed, the device's current ranks are cut in half, rounded down, until your next action. A device can only suffer this effect once per round. You cannot use this feat against a device already damaged by this feat.

LIGHTNING REPAIR

You can fix things much faster than normal.

Prerequisite: Repair 4 ranks.

Benefit: You can make Repair checks in half the normal time. Before you make your Repair roll you may spend a hero point to reduce the time even further. Each hero point you spend cuts the repair time in half. If your Repair check fails, you lose the points spent.

MONKEYWRENCHER

You have a knack for destroying technological items.

Benefit: If you choose to attack an item, such as a suit of power armor, a rifle, or a similar item, you gain a +2 bonus to your damage. As a rule of thumb, this bonus only applies to mechanisms that have moving parts, require electrical power, or are fueled by a chemical reaction.

RESURRECT DEVICE

With a length of baling wire, duct tape, and a few dollops of super glue, you can patch together a shattered device.

Prerequisite: Repair 4 ranks, Lightning Repair.

Benefit: You can spend a hero point to immediately repair a destroyed or badly damaged device, construct, or other gadget with a successful Repair check. This item's ranks are restored to half their maximum value. Obviously, you gain a better value for your hero point if the device has sustained more damage.

TECHNICAL ANALYSIS

Your scientific training allows you to quickly determine how a device functions.

Prerequisite: Science (any) 4 ranks.

Benefit: With a half action, you can study a device or an opponent and make an Intelligence check. You learn the abilities and ranks of every device or power that has the super-science source as long as the result of your check equals or exceeds that device's ranks + 10. You make the check once, but you may learn about some or all of the target's devices with that one roll.

You can use this feat once per encounter per device or opponent.

WEAPON FOCUS

Choose one type of weapon. This weapon must be a specific type of pistol, sword, or a similar armament.

Prerequisites: Base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. This feat does not stack with Attack Focus. You can only apply this feat to powers with the Device flaw.

WEAPON SPECIALIZATION

You have closely studied the workings of a specific weapon, such as a pistol, sword, or other weapon. You deal extra damage when using that weapon.

Prerequisites: Base attack bonus +5, Weapon Focus with chosen weapon.

Benefit: You gain a +1 bonus to damage when using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. You can only apply this feat to powers with the Device flaw.

CONSTRUCT FEATS

The feats in this section are only available to constructs. They draw on their artificial nature to create special tricks and abilities.

ALTERNATE MOVEMENT SYSTEM

You have treads, wheels, a hover system, or some other form of locomotion. You cannot gain the ability to fly with this feat (that requires the Flight power) but you can improve your ability to move over difficult terrain.

Benefit: You gain bonuses to movement in certain situations, depending on the form of movement you use. When you select this feat, choose one of the following modes:

- *Hover:* You can move over any flat surface you would normally sink into, such as water, lava, or quicksand. You can avoid hazards relying on tripwires or pressure plates.

- *Multiple Legs:* You have an additional pair of legs. You gain +5 feet to your speed and a +4 bonus on all checks or saves to resist being knocked over,

pushed, or otherwise moved against your will.

- *Treads:* Your heavy-duty treads allow you to cruise over the most difficult terrain. You are never slowed due to uneven ground, such as dirt, potholes, and similar obstacles.

- *Wheels:* Your wheels grant you superior mobility and maneuverability. You can make one turn when making a charge or sprinting, as your wheels allow you to change direction with relative ease. You can charge around corners, but you must be able to see or be aware of your opponent when you start your charge.

Special: You can select this feat more than once, taking a different mode each time. In this case, you have a configurable transportation system or multiple systems you can engage and disengage as you wish. You can only gain the benefits and drawbacks of one movement mode at a time, and switching to a new one is a half action.

BACKUP POWER

You have a secondary, temporary source of power you can access for a few brief moments when your primary systems are offline.

Benefit: When you are knocked unconscious, stunned, or otherwise put out of action, you can take your next action as normal. After you take your turn, you then suffer the condition you temporarily avoided.

COLD ROBOTIC MIND

Your artificial nature makes it extraordinarily difficult for mental powers to affect you.

Benefit: You gain a +4 bonus on all saves against powers and effects that can directly affect your mind regardless of their power source. If a power does not allow a saving throw, your opponent suffers a –4 penalty to his attack roll or power check, as appropriate. Note this ability only applies to mind-affecting powers. It has no effect on mental powers with a physical effect, such as Telekinesis or Energy Blast.

CONFIGURABLE CHASSIS

You have the ability to shift plates on your outer hull, reconfigure your appearance, or morph your form, allowing you to change your appearance and alter your defenses to deflect incoming attacks.

Benefit: You gain a +2 bonus on Disguise checks. You can spend a half action to gain a +2 bonus on Damage saves until your next action.

FEARSOME DESIGN

Your outer chassis is designed to resemble a fearsome monster, or your features are exaggerated and distorted to give you a daunting appearance.

Benefit: You gain a +1 bonus to Intimidate checks. If an opponent strikes you and fails to damage you, you can immediately make an Intimidate check against that foe. If this check succeeds, your opponent is shaken for one round (–2 to attack, defense, and all checks), as your terrifying design and seemingly invulnerable armor strike fear into him. You can use this ability once per encounter per opponent, and you cannot use it against enemies who have successfully damaged you.

IRON BODY

You feel no pain, allowing you to turn an opponent's seeming advantage into a vulnerability. You absorb a strike, catching your foe's weapon or fist in your chassis and leaving him vulnerable to a counter attack.

Benefit: When a foe strikes you in melee combat, you can opt to grant him a +1 bonus to damage to gain a +1 bonus to hit on your next action against him. You must choose to grant this bonus after your opponent's attack hits but before resolving the result of your Damage save.

ORGANIC FACADE

Your outer hull or exterior body resembles a living creature's form, allowing you to pass for a human, animal, or some other creature.

Benefit: A casual observer mistakes you for a living creature. Seeing through this disguise requires a Spot check opposed by your Disguise or Charisma check. Observers only make Spot checks if they have reason to suspect something out of the ordinary.

RECHARGE

You can draw energy from electrical outlets or some other source, allowing you to temporarily ignore damage you have taken.

Benefit: Select a single type of energy or fuel such as electricity, heat, or even water. By spending a full action to recharge your systems, you can remove up to 5 stun or lethal hits for a period of 10 minutes. After this time, you immediately suffer the effects of those hits. You can use this feat once every 6 hours.

RECONFIGURATION

Your weapon systems, bionic implants, or the materials that form your body are capable of adopting new forms. By altering how a few key systems function, you can turn a weapon into an energy scanner. These changes take time, but they make you more adaptable than other heroes.

Benefit: You can reallocate your power points from one ability to a different one, or you can create a new power from the spare points. You can move up to 10% of your total power points in this manner. This process takes 24 hour to complete. During the time of this changeover, you lose the benefits those points provided. You can't change more than 10% of your total power points at a time from your normal statistics.

STORAGE COMPARTMENT

A hollowed portion of your chassis allows you to keep a weapon, device, or some other piece of equipment from view.

Benefit: You can store a device of up to Medium size or hide one of your powers from plain sight. Anyone looking studying or searching you may make a Spot check opposed by your Bluff check to notice the hidden item. You gain a +2 bonus to this Bluff check. Deploying a stored item requires a half action. Any powers that grant enhanced senses automatically see through this deception unless the device has the Disguised extra (see p. 25).

TELESCOPING ARMS

Your arms are designed to extend away from your body. You can increase the distance you can reach.

Benefit: Each time you take this feat, you increase the reach of your melee attacks by 5 feet.

TELESCOPING HEAD

You can extend your head or other sensor array away from your body, allowing you to peak around corners or over obstacles.

Benefit: You can extend your head a distance from your body equal to your height. This distance can be above, below, or in a direction to the side. You gain no bonus to Spot checks, but you can look around barriers and over walls.

TOUGH AS STEEL

Your subsystems and backup power systems allow you to battle on even after your chassis has absorbed a tremendous amount of damage.

Benefit: By spending a Hero Point, you can downgrade the result of a failed Damage save by one category. You can count a bruise or injury as no effect, stunned result as a bruise or injury, or unconscious or disabled as stunned.

TURN THE TABLES

Your artificial body can sometimes absorb an attack in such a way as to put your foe at a disadvantage. A hero might punch through your chassis, damaging you but leaving his hand caught on the pistons and jagged metal.

Prerequisites: Immunity (critical hits), Iron Body.

Benefit: When you are hit with a melee attack, you can spend a hero point to make the attack become stuck on your chassis. Your opponent must either discard his weapon or make an opposed Strength check against you to pull free. While he is trapped, he loses his dodge bonus to defense.

NEW POWER

SCIENTIFIC GENIUS

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You are a master of a variety of sciences, from biology to physics. Your work stands far ahead of the efforts of other researchers, allowing you to possibly produce gadgets, machines, and computers more advanced than any in the real world. When you embark on a mission, you always have a number of completed tools on hand that could prove useful.

Note this power might not always produce high tech items exceeding the level of technology in your GM's campaign. With few ranks in this ability, you can create relatively simple items. As you gain more ranks, you can produce lasers, powered armor, and other advanced items.

You cannot have more ranks in Scientific Genius than the total of your Intelligence and Super-Intelligence bonuses. For each rank in this ability, you gain 4 power points to spend on gadgets using the construction rules in **Chapter Two**. You can spend these points to represent devices you have invented. At any given time, you can have gadgets on hand whose point cost equals your ranks in this ability. Thus, when designing items you should keep in mind you cannot have all of those items in your possession at the same time. Some may need maintenance, while others malfunction in testing. If you have six hours to work in your lab, you can exchange the items you have on hand for items from your pool of inventions. You can take the same item more than once to fulfill the point allotment you have on hand.

For example, Gimmick has 10 ranks in Scientific Genius. This means she has 40 points to spend on inventions and she can have up to 10 points of devices on hand. Thus, from her pool of 40 points of equipment she must select 10 points of goods that are currently functioning and useable at the start of a game session. Her inventions are an 8-point suit of armor, a 5-point

sonic pistol, a 5-point jet pack, and a 5-point teleport belt in addition to others. At the start of a game session, her player decides to take along her jet back and the teleport belt. During the adventure, she realizes her sonic pistol would come in handy against the Shadowlurker. She heads back to her lab, spends six hours working, and emerges with two sonic pistols.

The pool of designs you create remains static until you have sufficient time and resources to create new ones. If you have three days to spend tinkering in your lab, you can reallocate the points in your pool of inventions as you wish. You can keep any items already there, rewrite them, or remove them entirely and create new ones.

Regardless of an item's cost, you cannot add features that have more ranks than your power rank. Your GM may allow some exceptions to this rule based on the tech level of his campaign.

If an item is damaged or destroyed, you can repair it with six hours of work.

In addition to a pool of inventions, you also gain a bonus on checks with Computers, Repair, and three specialties of the Science skill equal to half your rank in this power (rounded down).

Note the Device flaw has already been factored into Scientific Genius and cannot be applied to it again.

POWER STUNTS

- **Frenetic Worker:** You can do eight times the work of a normal scientific genius through dedication, tremendous effort (and possibly copious amounts of caffeine). Reduce the time needed to create new inventions, swap out your current gadgets for new ones, or construct new inventions for your pool by half. You may take this power stunt more than once, each time you take it halves to time it takes to swap out gadgets.

- **Tech Specialty:** Pick a single power you can duplicate with a device. Reduce the total cost of any gadgets you invent using that power (and only that power) by 2.

EXTRAS

- **Clever Inventor:** You gain +1 point of inventions you can have on hand and +2 points to your invention pool per power

rank. You can take this extra more than once, each time increases your on hand and pool points by +1 and +2 per rank, respectively. You gain +1 point of inventions you can have on hand and +2 points to your invention pool per power rank. You can take this extra more than once, each time increases your on hand and pool points by +1 and +2 per rank, respectively

- **Expanded Knowledge:** You have a broader knowledge of science and technology. You gain bonus ranks in Computers, Repair, and one form of Science equal to your ranks in this power instead of half your ranks.

- **Utility Belt:** You have a knack for bringing the right invention along on with you. If a villain drops you into a shark-filled tank, you just so happened to have your canister of shark repellent on hand. With this extra, you never have to determine the items you carry with you. Instead, you can pull an invention from your pool of designs and spend the points from your pool on the fly. In essence, you reach into your utility belt and happen to have the item you need. You can use this ability only with items that are no larger than a pistol. Note you can use the gadget design rules to make collapsible or micro-sized items you can carry with you. The additional cost balances the benefits you gain from designs with this extra.

SPONTANEOUS INVENTOR

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You are skilled at using mundane items to produce highly effective gadgets and gear. Using baling wire, duct tape, circuit boards, and a TV, you could produce a laser rifle, a hologram projector, or some other gadget.

If you have sufficient raw materials on hand, you can produce an item duplicating a single gadget or piece of high tech gear with a point cost equal to half your ranks. This item lasts for a short time before its jury-rigged construction fails. The TV you use to project an illusion burns out from the strain placed on it, or your crude laser pistol's barrel melts. The items you make require attention, care, and constant upkeep. As soon as you use this ability to make something else, the previous item stops working. It lasts only one hour after you begin work on another item.

The time needed to create an item depends on its total point cost. It takes 10 minutes per point to complete the item. In addition, you must make a power check with a DC equal to 10 + the item's total power point cost. If you fail, the items gathered are not sufficient to complete the design. The GM can assign a bonus or penalty to this check depending on the applicability of the materials you have. As a rule of thumb, this modifier should range from +5 to –5. Your GM can rule you have enough material to automatically succeed. He can also decide you simply lack the raw materials needed.

Your invention cannot have any power with a rank greater than your Spontaneous Inventor rank.

You also gain a bonus on Repair checks equal to half your power rank (rounded down).

Note the Device flaw has already been factored into Spontaneous Inventor and cannot be applied to it again.

POWER STUNTS

- **Technological Mastery:** Pick a single gadget power. When producing items using that power, reduce their total cost by 2 points.

EXTRAS

- **Technological Genius:** In addition to your talent for invention, you also have thorough training in scientific and technological fields. You gain ranks in two Science skills of your choice equal to your ranks in this power.

- **Talented Inventor:** When you build a gadget, you can spend points on it equal to your ranks in this power. Normally, you gain points equal to only half your ranks.

- **Versatility:** You have a knack for turning even the most useless items into a finely honed machine. You can multiply the time needed to produce an item by

10, but never fail an attempt for lack of resources. As long as you have something to work from, even coconuts or bamboo, anything is possible. If you choose not to take the added time to produce an item, you can make a power check and take the listed time as normal.

REVISED POWER

GADGETS

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You have the ability to come up with the right device for any situation. You can allocate your ranks in Gadgets and use a half action to produce any item or invention you need. This piece of equipment can cost up to 2 times your ranks in this power and lasts until you choose to create another gadget. You become fatigued when you create a new gadget unless you spend a Hero Point. GMs may wish to require you to spend a Hero Point to use the gadget rather than applying a fatigue result, depending on the device's special effects.

Note the Device flaw has already been factored into Gadgets and cannot be applied to it again.

NEW POWER STUNTS AND EXTRAS

POSTCOGNITION

POWER STUNT

- **Read Opponent:** If you succeed in a power check against an opponent's Defense, he must make a Will save with a DC equal to your power check. If it fails, you gain a temporary insight into the target's fighting style in the form of a +1 bonus to attack rolls and defense against that opponent until the end of the encounter.

EXTRA

- **All Knowing:** You can use your ability to read the past to seek out information or knowledge concerning a particular subject. You can make any Knowledge

or Science check using half your ranks in this power as your ranks in the appropriate skill. Using Postcognition in this manner taxes your intellect and requires tremendous concentration. It takes an hour to use your power in this manner, and you cannot take 10 or take 20 on the subsequent skill check.

SUPER-INTELLIGENCE

POWER STUNTS

- **Mathematical Genius:** While a mundane person with an affinity for math can do simple sums, multiplication, and division in his head, you can crunch through massive quantities of large numbers. You compute square roots, work through quadratic equations, and otherwise complete any mathematical operation that can be normally completed with a calculator or computer. You can process a math problem of any kind as fast as a top of the line computer.

- **Eidetic Memory:** You have perfect, photographic memory. You can recall the smallest details of things you have read, places you have visited, and people you have met.

- **Speed Reader:** You can absorb entire books worth of information in a matter of moments. You can read a volume in 1% of the time it would take a normal person.

EXTRAS

- **Expert:** Pick a single skill based on an ability other than Intelligence. You gain your Super-Intelligence bonus when using it due to your intense training and study of methods used with it.

- **Master Linguist:** For each rank in Super-Intelligence that includes this extra, you are fluent and literate in an additional language.

FLAWS

- **Idiot Savant:** Your Super-Intelligence bonus only counts towards Knowledge and Science skill checks. You do not gain it for general Intelligence checks or for other Intelligence-based skills.

SUPER-WISDOM

While super-human insight and awareness might seem better suited to a martial artist, gadgeteers and inventors who work with mystical devices might find this power useful. Super-Wisdom denotes an inhuman willpower and the ability to perceive things that escape the typical person's notice. It makes an excellent fit for heroes who use magical powers or devices as well as people who are hyper-aware of their surroundings and are able to interpret information as quickly as they perceive it.

POWER STUNTS

- **Intuitive Awareness:** Your uncanny ability to perceive your surroundings allows you to gain insight into the people you met and the places you visit. As a full action, with a successful power check (DC 20), you can gain a keen insight into your current situation that grants you a +1 bonus to all attacks and checks for the rest of the current encounter. You might notice something about the layout of the area that gives you an advantage in a fight, or you may gain an intuitive sense of a person's mood during a negotiation.

- **Mystic Sight:** Your keenly honed senses can detect the presence of magical auras. You see them without any special effort, allowing you to note enchanted items, people who have abilities with the mystical power source, and so on.

TELEPATHY

A hero who develops an intellect extending far beyond the normal, human limits might have gained his abilities through mutation, intense training to improve his mind, or some form of super evolution. The same processes might also grant telepathic abilities. In many comics, super-evolved humans are depicted as gaining prodigious psychic powers, making Telepathy a logical choice for such heroes.

POWER STUNTS

- **Psychic Bond:** You can forge a deep, intuitive link with a willing ally by concentrating for 5 minutes. While the two of you are linked, you gain a +3 bonus to hit if the two of you flank an opponent

rather than +2. You can also choose to act on the lower of your two initiative scores. In this case, you gain a +1 bonus to hit if you both attack or target the same opponent with powers and effects. Finally, you each gain a +1 bonus to Spot and Listen checks as you draw on each other's senses. You can only create and maintain one Psychic Bond at a time and it lasts as long as you sustain it.

- **Transmit Knowledge:** You can transfer some of the knowledge you possess to a person with whom you're actively using the Telepathy power to contact. This transference lasts for as long as you sustain contact. You can transfer one of your skill ranks to your target per Telepathy rank. The recipient uses these ranks as normal, though you may not use them while you're transmitting knowledge.

NEW SUB-SKILLS

KNOWLEDGE SUB-SKILLS

- *Culture:* This version of Knowledge reflects familiarity with how a particular nation or ethnic group conducts itself. This includes etiquette and similar rules governing everyday interactions. You select one culture as the primary basis for this skill. When using it with other cultures on the same planet, you suffer a –2 penalty on checks. For cultures on different planets, the penalty is –4. For those found on other dimensions, the penalty becomes –6. While you might not have direct contact with these cultures, you can draw on many of the general trends of civilized discourse to make an educated guess or approximation. You can add a new category to this skill by spending 1 power point.

- *Current Events:* You have a grasp on important news and events that took place during your lifetime. You can only use this skill to reflect events on your home planet or the place you have called home for at least one month. If you travel to a different world and then return home, you need to spend a week taking in the latest news. Until then, you suffer a –2 penalty to your checks.

- *Geography:* You have an understanding of the layout of natural terrain, cities, and even highways. You can find the nearest gas station when on a highway or when driving around a city by look at the businesses nearby and studying the layout of streets. When dealing with alien landscapes or cultures on other planets or different dimensions, you suffer a –2 penalty to this skill.

- *History:* This sub-skill covers events and people beyond the scope of your lifetime or 25 years, whichever is shorter. You have a general knowledge of critical episodes from your home world's history, and with some thought or research you can uncover specific facts.

- *Occult:* From magical practices to folklore and traditions, you have a working knowledge of the various bodies of knowledge dealing with spells, extra-dimensional beings, and other strange events. This skill works the same even on other worlds and dimensions, as magic remains the same unless your GM rules otherwise. In a world where magic does work in markedly different manner, you suffer a –2 penalty to your checks.

- *Religion:* You have studied a broad range of religions, from Christianity, Judaism, Islam, and other sets of beliefs. As a rule of thumb, any religion practiced in the modern world falls into this category. Other faiths are categorized under Knowledge (occult). You can use this skill on alien worlds at a –2 penalty. Many of the principles of religion follow familiar patterns, but unique cultural and psychological dif-

ferences make it difficult to gain the full benefit of your skill.

- *Science:* This sub-skill does not cover the specific knowledge included in the Science skill. Instead, it reflects familiarity with the people, advances, and commercial applications surrounding scientific development. For example, this skill would apply to your ability to recall a specific scientist or to remember the name of a company that developed a man-portable laser weapon.

- *Trivia:* You have a deep knowledge and appreciation of pop culture, hobbies, and fringe activities. This sub-skill applies in most cases where none of the others fit a question or check. You cannot use this skill on an alien planet unless you have spent at least a month living there on a full-time basis while in contact with its popular culture, TV programming, or similar facets.

SCIENCE SUB-SKILLS

- *Archaeology:* This Science sub-skill covers the investigation and study of ancient cultures. You know how to organize a dig, and you have a knowledge of the cultures and traditions of civilizations that have passed into history.

- *Biology:* You have studied the basic components if life and understand anatomy. This Science skill also includes genetics, xenobiology, botany, and all other similar topics related to living creatures.

- *Chemistry:* You know how elements and chemicals interact. In a laboratory setting, you can conduct tests to

determine the nature and origin of an unknown substance.

- *Engineering:* This skill covers a broad range of subjects, from building a bridge to designing an engine. As a rule of thumb, engineering applies to any machines or artifacts built by an intelligent being. You can also judge the structural integrity of a building, bridge, or similar edifice.

- *Geology:* From the study of rocks, minerals, and metals to the analysis of earthquakes, landslides, and similar catastrophic events. You can also use this skill to navigate a cave or determine if it is structurally sound.

- *Mathematics:* With this skill you can use advanced math, such as calculus, differential equations, and so on. You might need the help of a computer or an hour or so to solve a problem, but you have the educational background needed to utilize such techniques.

- *Physics:* You understand the basic, physical laws of the universe and many of the highly advanced, theoretical ones. From the physics of stars and galactic cultures to quantum mechanics, you have broad grounding in the physical sciences.

- *Psychology:* You have studied the function of the human mind, allowing you to gain insight into inner workings of a patient's personality. You understand how people work and can draw connections between their actions and their internal, mental processes. You can only use this skill in cases regarding your own species or those that you have had extensive contact with.

APPENDIX II:
ARCHETYPES

The following pages present five new MUTANTS & MASTERMINDS character archetypes, like the archetypes found on pages 11–17 of the rulebook. Each archetype is built as a starting power level 10 character based on 150 power points and features material presented in this book. The archetypes offer examples of how to use some of the ideas (new feats, powers, and so forth) found in this book. You can use the archetypes as ready-made heroes or villains, depending on the background details you create for them. You can also use them as a starting point for new characters; just modify a few skills, feats, or powers, and you've got an entirely new variation on the archetype for your game.

THE AGENT

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
14	16	14	14	18	18	+8	+9	+7
+2	+3	+2	+2	+4	+4	ATTACK BONUS	ATTACK BONUS	BONUS

DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	HERO
+2	+2	+3	+4	18/15	30	5
SAVE	SAVE	SAVE	SAVE	(FLAT-FOOTED)	(RUNNING)	POINTS

"007? DON'T MAKE ME LAUGH, DARLING."

ATTACKS

Melee: +1S/reach 5'/crit 20, punch

Ranged: +10S/reach 100'/crit 20, weapon

SKILLS

Bluff +9, Diplomacy +9, Disable Device +7, Hide +8 (from Invisibility), Listen +9 (from Telescopic Sense), Move Silently +8 (from Invisibility), Open Lock +8, Sense Motive +9.

FEATS

Heroic Surge, Improved Initiative.

EQUIPMENT

Invisibility +5 [*Extras:* Super-Skill (hide), Super-Skill (move silently); *Flaws:* Device; *Power Stunts:* Extra Sense (hearing); *Cost:* 3 pp; *Total:* 17 pp], Telescopic Sense (hearing) +5 [*Extras:* Area, Recording, Super-Skill (listen); *Flaws:* Device; *Cost:* 3 pp; *Total:* 17 pp], Tracking +5 [*Extras:* Clairvoyance, Disguised; *Flaws:* Device; *Power Stunts:* Stealthy Tracker; *Cost:* 3 pp; *Total:* 17 pp].

Although the Agent has no "super-powers" as such, it would be a mistake to write her off or otherwise assume she isn't a match for super-powered opponents. While she may not be able to fly or ignore gunfire, she has a wide range of talents and a selection of equipment to match. The Agent's specialty is stealth: going where she shouldn't be to find out things she isn't supposed to know. Given time, she can find out all of a target's secrets, and use them to her advantage. The Agent is the ideal member of a team to infiltrate a target's headquarters, scout out the area, and disable the defenses for her teammates. She's also quite effective at working behind the scenes. While flashier characters grab all the attention, the Agent gets the job done.

TOTALS: ABILITIES 62 + SKILL 35 + FEATS 4 + POWERS/EQUIPMENT 49 = TOTAL 150 PP.

THE INVENTOR

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
10	12	12	18	14	10	+4	+5	+1
+0	+1	+1	+3	+2	+0	ATTACK BONUS	ATTACK BONUS	BONUS

DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	HERO
+1/+10	+11	+3	+4	14/13	30	5
(PROTECTION)	SAVE	SAVE	SAVE	(FLAT-FOOTED)	(LEAP)	POINTS

ATTACKS

Melee: +0S/reach 5'/crit 20, gadget

Ranged: +10S/crit 20, gadget

SKILLS

Science +27* (biology, chemistry, geology, mathematics, physics, robotics).

FEATS

Expertise, Iron Will, Lightning Reflexes, Skill Focus (science).

POWERS

Scientific Genius +10 [*Extras:* Clever Inventor (x2; *Effect:* Invention pool 120 pp, 30 pp on hand), Utility Belt; *Power Stunts*: Frenetic Worker; *Cost:* 4 pp; *Total:* 42 pp], Spontaneous Inventor +10 [*Extras:* Technological Genius (chemistry, physics); *Cost:* 2 pp; *Total:* 20 pp], Super-Intelligence +10 [*Power Stunts:* Eidetic Memory, Mathematical Genius, Speed Reader; *Cost:* 2 pp; *Total:* 26 pp].

EQUIPMENT

Protection +10 [*Extras:* Amazing Save (Fortitude); *Flaw:* Device; *Cost:* 2 pp; *Total:* 20 pp].
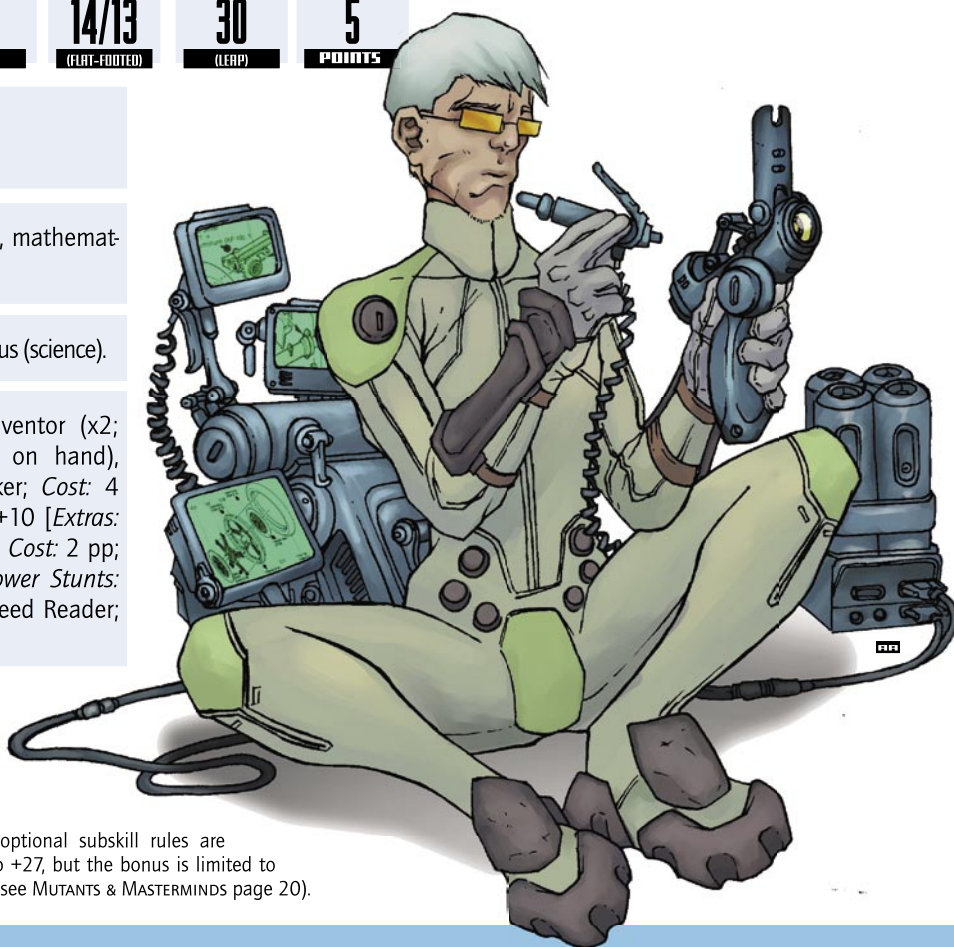
*Note: Skill modifiers from Scientific Genius and optional subskill rules are included in the skill rank totals. Skill ranks add up to +27, but the bonus is limited to +14 due to the Power Level and Max Skill Rank rules (see MUTANTS & MASTERMINDS page 20).

N eed gizmo capable of tracking faint exotic background radiation across an entire city so you can find an alien bomb before it wipes a million people off the map? No problem. Want a gun able to neutralize a villain's cosmic levels of power so you can take him on without getting fried? Sure thing. Power nullifying manacles? Virtual reality cyber-suit? Interdimensional wormhole? All no problem for the Inventor. He's the super-genius everyone else comes to for technological solutions to their problems, and he's more than willing to provide them, as long as it doesn't cut into his own research time. Given a little time, the Inventor can come up with almost anything. He's most effective in a well-stocked lab, but can work wonders in the field with just some simple equipment. The trick is usually to keep things together long enough for him to pull another technological marvel out of his hat.

TOTALS: ABILITIES 34 + SKILLS 0 + FEATS 8 + POWERS/EQUIPMENT 108 = TOTAL 150 PP

THE SNIPER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
12	18	14	10	10	10	+11	+15	+4
+1	+3	+2	+0	+0	+0	ATTACK BONUS	ATTACK BONUS	BONUS

DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	HERO
+2/+8	+2	+4	+0	18/14	30/50	5
(PROTECTION)	SAVE	SAVE	SAVE	(FLAT-FOOTED)	(FLIGHT)	POINTS

ATTACKS
Melee: +1S/reach 5'/crit 20, punch

Ranged: +10S/100' range/crit 20, weapon

FEATS
Accurate Attack, Far Shot, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Ricochet Attack, Quick Draw.

POWERS
Marksman +6 [*Cost:* 5 pp; *Total:* 30 pp].

EQUIPMENT
Protection +8 [*Extras:* Flight; *Power Stunts:* Blindsight, Radio Broadcast, Radio Hearing; *Flaws:* Device; *Cost:* 2 pp; *Total:* 22 pp], Weapon +10 [*Extras:* Targeting Scope, Telescopic Sight (sight); *Cost:* 3 pp; *Total:* 30 pp].

QUOTE:

"ONE SHOT. ONE KILL."
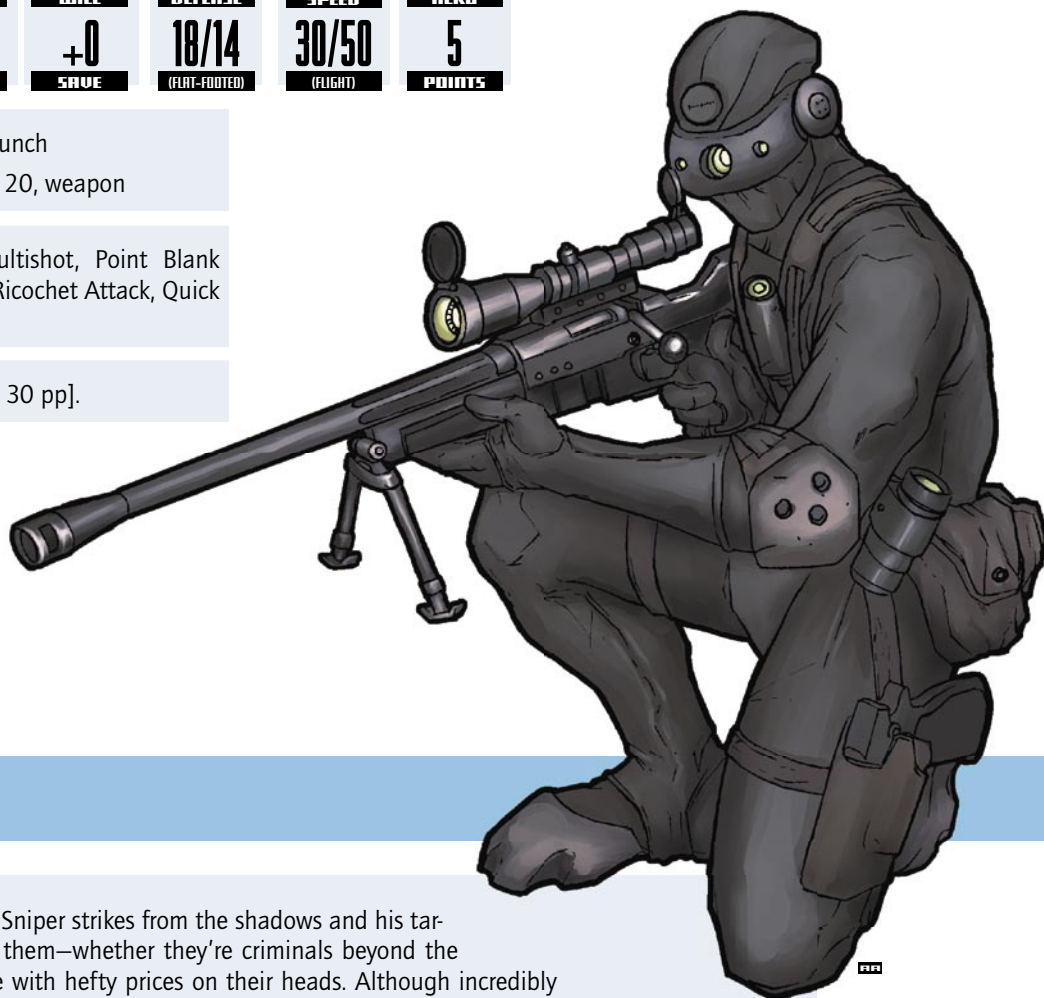
Silent, deadly, efficient, the Sniper strikes from the shadows and his targets never know what hit them—whether they're criminals beyond the reach of the law or people with hefty prices on their heads. Although incredibly effective in ranged combat in general, the Sniper prefers to strike from surprise: one shot to take a target down. When things don't go as planned, he's likely to slip away so he can set up another shot. He only fights when he has to, but even then he's a foe to be reckoned with. No one's accuracy or skill is greater, and if you doubt that, he's more than willing to prove to you. Even lacking any real super-powers, a Sniper is capable of taking out powerful targets, especially when given the opportunity to line up a shot. The Snipers may even seek out such targets for the challenge of proving he can take down anyone he gets in his sights.

TOTALS: ABILITIES 52 + FEATS 16 + POWERS/EQUIPMENT 82 = TOTAL 150 PP.

THE WARMACHINE

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
10	10	10	16	14	10	+6	+8	+0
+0/+10	+0	+0	+3	+2	+0	ATTACK BONUS	ATTACK BONUS	BONUS

DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	HERO
+0/+10	+0	+0	+0	16/16	15/25	5
(PROTECTION)	SAVE	SAVE	SAVE	(FLAT-FOOTED)	(LEAP)	POINTS

ATTACKS

Melee: +10S/reach 5'/crit 20, punch

Ranged: +10S/reach 100'/crit 20, energy blast

POWERS AND DEVICES

Equipment: Protection +10 [*Extras:* Datalink, Energy Blast (*Extras:* Heads Up Display, Indirect Fire, Multifire; *Power Stunts:* Gas Venting), Flight, Leaping, Super-Strength (*Power Stunts:* Shockwave); *Power Stunts:* Concealed Weapon, Darkvision, Hard Point, Point Blank Shot, Stable Firing Mount, Voice Modulator, Weapon Focus (energy blast), Weapon Specialization (energy blast); *Flaws:* Anchor Weight, Device, Overbearing Load; *Cost:* 9 pp; *Total:* 110 pp].

L ike a modern knight, the War-Machine comes armed and armored for battle. Outside his powered armor, he (or she) is just an ordinary person, but inside, the War-Machine lives up to his name: a walking tank with the power to match. Unlike the Battlesuit archetype (MUTANTS & MASTERMINDS), the War-Machine is built for heavy combat. It has stealth and movement capabilities, too, allowing it to get around more easily than any armored vehicle. A single soldier can wield all power of an entire batallion, enough to even take on super-powered foes. In fact, the War-Machine may be a soldier, whether working for the government, or a rogue who took the experimental armor and never looked back. Perhaps a government program is looking to create armored soldiers who can take on supervillains, or even preparing for the day when superheroes go rogue...
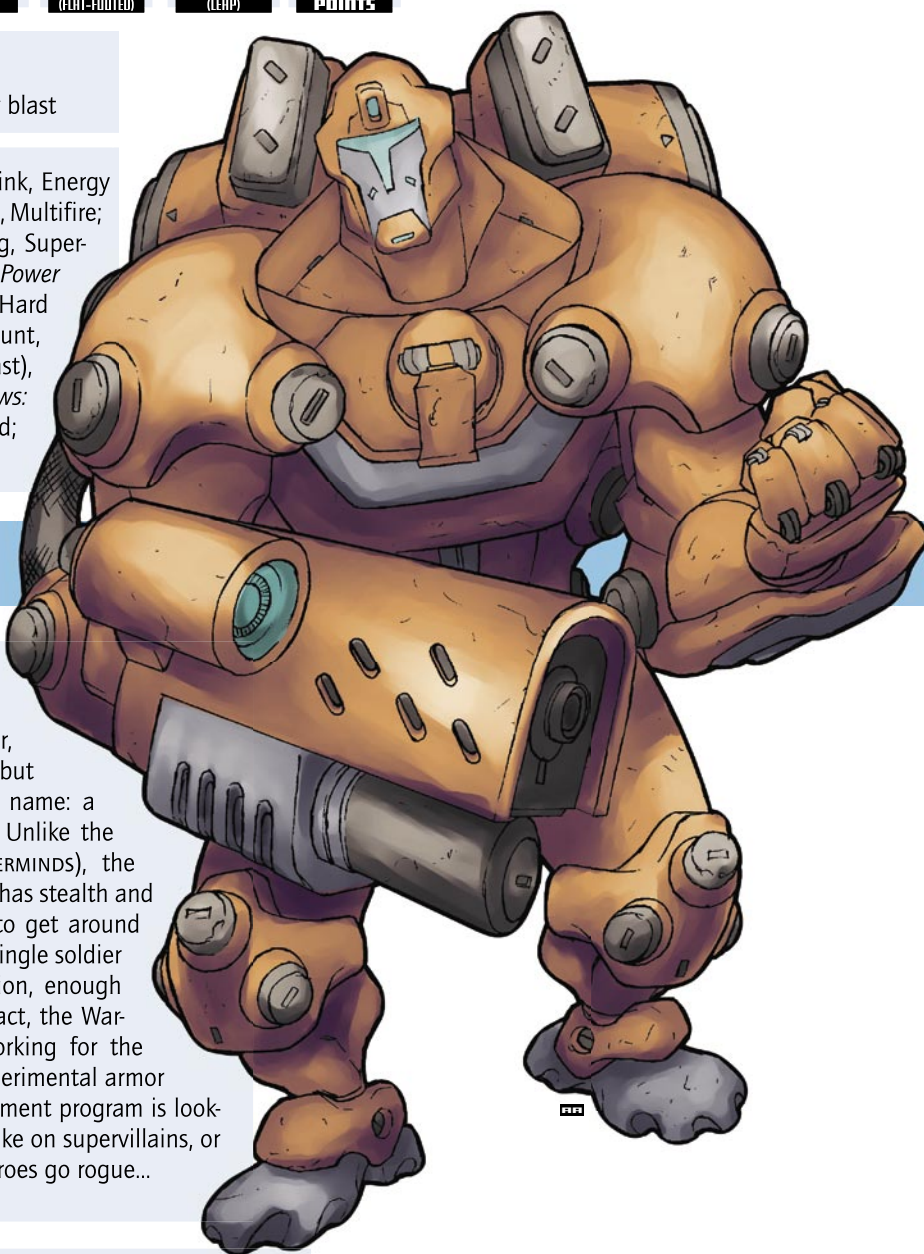
TOTALS: ABILITIES 40 + EQUIPMENT 110 = TOTAL 150 PP.

THE CYBORG
POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
20	16	20	10	12	10	+9	+7	+0
+5/+11	+3	+5/+11	+0	+1	+0	ATTACK BONUS	ATTACK BONUS	BONUS

DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	HERO
+13	+11	+3	+1	19/16	30	5
SAVE	SAVE	SAVE	SAVE	(FLAT-FOOTED)	(RUNNING)	POINTS

QUOTE:
"I AM THE BEST OF BOTH MAN AND *MACHINE!*"

ATTACKS
Melee: +9/+11S damage/5-ft. reach/crit 20, punch

Ranged: +8/+8L damage/40-ft. increment/crit 20, blast

SKILLS
Computers +9, Disable Device +9, Repair +5, Science (cybernetics) +4, Spot +4

FEATS
Darkvision, Durability, Immunity (disease), Point Blank Shot, Precise Shot, Talented (Computers, Disable Device), Toughness

POWERS AND DEVICES
(all Source: Super-Science) Datalink +2 [*Cost:* 2pp], Energy Blast +8 (laser eye) [*Cost:* 2 pp], Super-Intelligence +2 (computer brain) [*Power Stunts:* Mathematic Genius, Eidetic Memory. *Cost:* 2 pp], Super-Strength +6 [*Extras:* Leaping, Super-Constitution; *Cost:* 8 pp]

WEAKNESSES
Disturbing (cybernetic parts)

Some people luck into super-powers: either they're born with a genetic quirk or they get hit by lightning, doused in chemicals, or bitten by some radioactive bug. Not the Cyborg, he got into an accident but didn't get any powers out of the deal, just a world of hurt, and a future as a hopeless invalid, until science came along with a better offer. Technology rebuilt him, better and stronger than ever before. If he lost some of his humanity in the process, well, what makes a person human is really on the inside, even if some of those insides are plastic and silicon. The Cyborg has a new lease on life, and intends to make the most of it. He has the power to make a difference, for good or ill, and intends to use it.

TOTALS: ABILITIES 52 + SKILLS 18 + FEATS 14 + POWERS 76 – WEAKNESSES 10 = TOTAL 150

INDEX

CONTRIBUTORS

Attila Adórjány, Art: Comicbook creator and sci-fi/fantasy artist Attila Adórjány was born in Canada. He spent many years in Australia before returning to Canada to attend OCAD. Since 1995 He has worked as an illustrator, conceptual artist, graphic designer and sculptor. He has worked in all areas of the print and entertainment industries from magazines, gaming and comicbooks to film, TV and Video Games. His credits include work for Dungeon Magazine, Wizards of the Coast, Image Comics, Udon Entertainment, White Wolf, Warner Bros, Mirimax, Sony Entertainment, EA Games, and BBDO. His upcoming comic projects include *Breathe*, and the *Night*. Attila collaborates regularly with his friends Tom Fowler, Eric Kim and Ramon Perez in a group called the Hive. They can be reached at www.enterthehive.com. Attila's website can be found at www.600poundgorilla.com. ■■■

Dennis Callero, Art: Dennis Calero has contributed art and stories to Wizards of the Coast, White Wolf, Marvel Comics, and DC Comics. The son of a government operative and the only living female (former) KGB agent, he currently lives in the New York with his lovely wife and handsome dog. ■■■

Steve Kenson, Game Design, Development: Steve is the author of the award-winning MUTANTS & MASTERMINDS, ROLEPLAYING GAME and the FREEDOM CITY campaign setting, as well as a lifetime fan of comic books. Steve has been an RPG author and designer since 1995, having worked on dozens of products. He maintains a website at members.aol.com/talonmail. Steve lives in Merrimack,New Hampshire with his partner, Christopher Penczak.

Jonathan Kirtz, Art: Jonathan is a new freelance illustrator in the roleplaying game industry, and his current portfolio consists of many images created for Green Ronin products. He enjoys both black & white and color work, and his website can be reached at *www.jonathankirtz.com.* Jonathan currently resides in Columbus, OH ,and consumes an unhealthy amount of caffeine. ■■

Jon Leitheusser, Editing: Jon edited the book you're holding and he enjoyed every minute of it. He's worked in every tier of the gaming industry, plays a lot of games, and reads a lot of comics. He currently lives in Bellevue, Washington and works at WizKids as the Director of Game Design and the HeroClix Game Designer. He likes to keep busy.

Hal Mangold, Graphic Designer: Hal has been involved with roleplaying games since he was 9 years old, and shows no sign of stopping now. His graphic design skills have been applied to over well over fifty gaming products, and he's written material for Pinnacle Entertainment Group, White Wolf Publishing, Atlas Games, Twilight Creations, and Green Ronin Publishing. Hal resides in Alexandria, VA.

Mike Mearls, Game Design, Writing: Mike Mearls has been a freelance RPG designer since 1999. His love affair with RPGs started in 1981 with the ancient blue book D&D basic set. He has worked on d20 system products, *Vampire: the Masquerade*, *Unknown Armies*, *Feng Shui*, and *The Lord of the Rings* RPG. While he is neither a mutant nor a mastermind, he doesn't look half-bad in a cape.

Jake Parker, Art: Jake Parker dropped out of school to pursue a career in the animation industry, and he now works as an art director for Reel FX Creative Studios. He lives in Dallas with his wife Alison and two children, Tate and Lucy. His freetime is spent working on projects like FLIGHT (www.flightcomics.com) and his website (www.agent44.com) ■■

Tony Parker, Art: Tony Parker is an Arizona-based artist who's work has appeared in publications by Mongoose Publishing, Fast Forward Entertainment, RPGObjects, Kenzer & Co., Green Ronin Publishing, Inner Circle games, and Black Industries. ■■

Ramón Pérez, Art: Ramón K. Pérez was born prematurely (dislikes overstaying his welcome) on June 4th, 1973 to immigrants of the Great White North. Ramón laid about for the first three months of his life un-named (this is why he responds quite well to "hey you!") till his parents agreed upon making him a "jr," Ramón for dad and Krzysztof for mum. Over time little Ramón grew up (somewhat) and learned many things, like what an ottoman is. Though his body has never quite caught up to the size of his head, luckily the size of his face caught up with the size of his nose, allowing him to lead a somewhat normal life. ■■

Kevin Stokes, Art: Kevin Stokes has been published under various small press comic companies along with a short series under Image called *Shut Up and Die!*. He has assisted with the inks on Batman books while working on his own projects and cartoons for a local newspaper.. ■■