



POWER

C O R R U P T S

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Power corrupts

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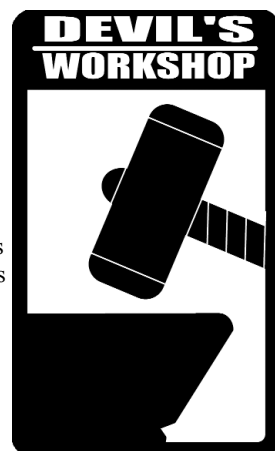
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Ability Shift

Cost: 2

Action: Half

Range: Personal

Duration: Concentration

Saving Throw: Will

You can shift your abilities around, not increasing your total power but allowing you to change your attributes to meet different situations. By decreasing one ability or power, you gain the appropriate number of power points for that decrease, which can then be spent on raising another ability or power. Powers and abilities may only be raised or lowered by the number of ranks you have in this power. This change remains as long as concentration is not disrupted. The normal power bonus limitations remain when using this power. You cannot gain ranks in new powers using Attribute Shift, only increase your ranks in existing powers.

***Example:** Strongarm has Super Strength +6 and an Intelligence of 12. Wanting an extra bit of raw muscle when combating his arch nemesis, he spends a half action and decreases his Intelligence by 8, gaining 8 power points he then spends to raise his Super Strength by 2 ranks to +8.*

Extras:

Affect Others: You can use Attribute Shift on other people by touch as well as on yourself. Unwilling targets receive a Will save to resist the effect of this power. You must decide how the target's abilities are rearranged.

Flaws:

Limited Abilities: You can only switch points between two specific abilities chosen when this power is taken.

Addictive Metabolism

Cost: 2

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Will

You are able to addict others to the byproducts of your metabolism, such as blood, sweat or saliva. When someone ingests any of your bodily fluids or flesh, you and they make an opposed check, your power rank against their Will save. If you win, the target enters a euphoric state for one hour, during which the victim feels very happy. The target is thereafter addicted to the byproducts of your metabolism. Each day the victim goes without imbibing one of these metabolic byproducts, the target must make a Will save against a DC 10 + your power rank to resist the addiction. If this check is successful, the victim fights off the addiction without ill affect; if the save is unsuccessful, the victim gains a -1 penalty to all ability checks, skill checks, attack rolls and power checks that day until they get another dose of your metabolism's byproducts. This check is made

every day the victim goes without, and the penalties gained are cumulative. Once the victim beats the addiction, the penalties decrease by one point per day until the victim returns to normal. If the penalty ever increases to -10, the victim dies of withdrawal.

Proper medical care grants the victim a +2 bonus to his Will save. The addiction can be removed with a Healing power check, DC 15 + your rank in Addictive Metabolism.

Extras:

Contact: Your power works on anyone coming into physical contact with you, including unarmed combat.

Delayed Effect: You can delay the onset of the addictive effects of your metabolism by one day per power rank.

Flaws:

Permanent: You cannot turn off the affects of your metabolism. Anyone you kiss or share a drink with may become addicted to your metabolism's byproducts.

Atomic Control

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Damage

You can control atoms and sub-atomic particles, allowing you a wide variety of powers arising from this simple basis. Atomic Control grants you the following abilities at your power rank:

- You can use Create Object by rearranging atoms into whatever form and compounds you desire.
- You can surround yourself with a field of super-dense particles, as per the power Force Field.
- You can rip the atoms of targets apart, as per the Disintegration power.
- You are immune to all forms of radiation.
- You can use Shape Matter on existing matter to change it into different forms.
- You can split atoms, creating powerful explosions as per the Energy Blast (radiation power) with the Explosive Blast extra.
- You can start or stop nuclear reactions, such as those inside nuclear power plants, within your range.
- You can sense nuclear reactions or read the molecular structure of matter with a Spot check (DC set by the GM). The base range increment is 10 feet, doubled for every power rank. You are at -1 to your Spot checks per range increment between you and the reaction or matter.

Power Stunts:

You can gain any of the following powers as power stunts of Atomic Control: Animation, Clinging, Corrosion, Density Control, or Immovability.

Flaws:

Missing Effect: For each base effect of Atomic Control that you cannot use, you can apply a flaw to the power.

Radiation Leak: During any round you use Atomic Control, you emit low levels of radiation. Anyone within ten feet of you must make a Fortitude save, DC 10 + your power rank, treating the result as a lethal Damage save.

Radiation Aura: You continually emit low levels of radiation. Anyone who stays within your immediate vicinity for more than 24 hours must make a Fortitude save, DC 5 + your power rank, treating the result as a stun Damage save. Preventative measures against radiation, such as protective suits, will prevent this damage.

Banish

Cost: 2

Action: Half

Range: Normal

Duration: Instantaneous

Saving Throw: Will

You can force summoned creatures, teleported creatures or dimensional travelers back to where they came from. Creatures that are called using the Summoning power (see below) or someone using the Teleport or Dimensional Travel powers may be targeted by this power, but only within five rounds of the power being used to enter your power range. You must make an opposed power check against the power rank of the appropriate power of the target (for Teleport or Dimensional Travel) or the power level of the summoned character (in the case of the Summoning power). If this check is successful, the target is forced back to the location it was summoned from, last teleported from or the dimension it traveled to its current dimension from. This power contains the flaw Others Only.

Power Stunts:

Dimensional Blackout: No one can use the Teleport, Summon, Dimensional Shunt, Personal Dimension or Dimensional Travel powers within range of your Banish power without beating you in an opposed power check first.

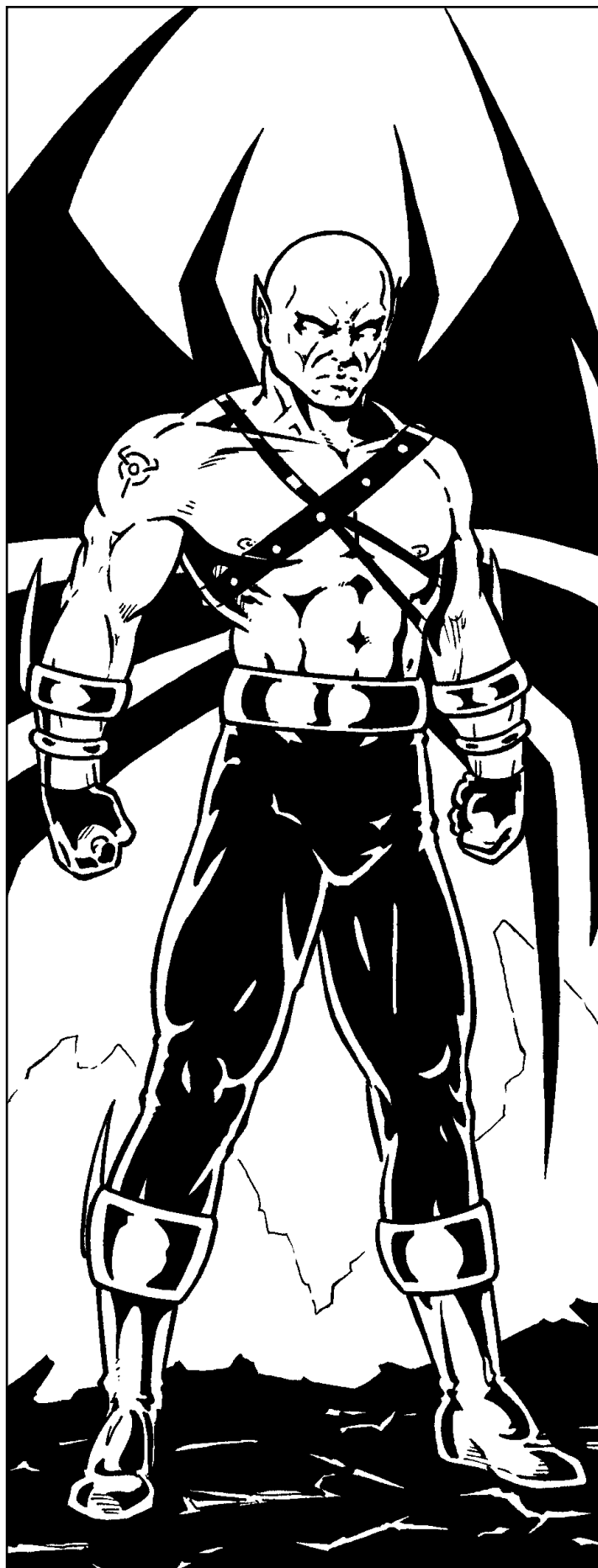
Extras:

Proscribe: You can keep summoned creatures away from you in addition to banishing them, gaining the Proscribe power.

Close Portal: You can close active dimensional or teleport portals with an opposed power check.

Flaws:

Limited Banish: You can only counter one kind of dimensional power: Teleport, Summoning or Dimensional Travel.





Blindsight

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

Through nonvisual means you can sense the location of objects near you with amazing precision regardless of light or concealment. You may sense out to your power range regardless of blindness, light or concealment. You can move at full speed when blinded, and invisible characters receive no bonuses when attacking you. You also reduce the effective power rank of Invisibility and Obscure powers used within your range by your power rank. Also you increase the miss chance DC by your power rank when attacking targets with concealment. If the miss chance goes above 20, you effectively ignore the concealment. This sensory ability is assumed to be based on excellent hearing or sense of smell.

Power Stunt:

Spatial Sense: Your Blindsight sense is based on some special spatial awareness that cannot be affected by the Dazzle power or similar effects.

Extras:

Combat Sense: You gain the Combat Sense power, using your special sense to detect incoming attacks.

Catalyst

Cost: 3
Action: Half
Range: Normal
Duration: Sustained
Saving Throw: Fortitude

You can start chemical reactions within your power range. This requires a power check with a DC based on the difficulty of starting the chemical reaction, as detailed below.

| Reaction Type: | DC |
|---|----|
| Simple Reaction (carbonating) | 10 |
| Moderate Reaction (fermenting, stopping a car engine) | 15 |
| Complex Reaction (manufacturing chemicals) | 20 |

The reaction continues as long as you continue concentrating, but may continue afterward if the reaction is self sustaining, such as fire burning until it runs out of fuel. When used to inflict damage, such as igniting volatile chemicals around your target, it is assumed the power inflicts damage at its power rank, though less powerful reactions may decrease this. This power only affects non-living substances.

In addition to starting chemical reactions, you may also end them using the same DC. This allows you to douse fires, stop cars from running and stop sodas from fizzing. If you wish to oppose a power being used to create a chemical reaction, such as

a fire based attack, you may attempt to stop the reaction with an opposed power check against the power to be nullified. Success means the targeted power ends.

Extras:

Energy Blast: You can ignite the air molecules around a target, inflicting damage as per the fire version of Energy Blast at your power rank.

Affect Living: You are able to affect living targets as well as non-living targets. By targeting the internal reactions of the body, you can cause damage equal to your power rank. Such unwilling targets receive a Fortitude save with a DC of 10 + your power rank to avoid this effect.

Command

Cost: 3

Action: None

Range: Special

Duration: Continuous

You are able to instill high fanatical loyalty in your minions. This power does not represent Charisma, but rather an extraordinary ability to get your followers to obey your orders. You must have the Minion feat to take this power. Your power rank in this power is added to your Loyalty Score and to any Charisma-based skill checks involving your minions. Last, your power rank is added to your minions' Will saves when resisting effects that may force them to betray you, such as checks to resist Mind Control and to resist fear effects. Your minions are amazingly loyal, usually to the point of death.

Extras:

Super-Charisma: You can purchase the Super-Charisma power as an extra.

Mind Control: You gain the Mind Control power but it only works on your minions.

Computer Projection

Cost: 3

Action: Half

Range: Personal

Duration: Sustained

Saving Throw: Will

You can separate your mind from your body and send it into computers, allowing you to take control of computer systems. Using this power requires you to be in physical contact with a computer. Your body goes into a death-like coma while your consciousness is projected into the computer. Your consciousness can move from one linked computer to another at a rate of one transition per round. You can enter anything that has processing power, from scientific calculators and advanced cell

phones to mainframes, super computers and high tech suits of armor. You can control only one computer at a time, but if you take control of a central server or mainframe, you can control any computers linked into the network.

While in a computer, you may speak through speakers, listen through microphones and see through cameras. Powers that affect the mind or soul work normally on you when using this power. You can use mind-affecting powers on others while projecting, but your effective rank with the power cannot exceed your Computer Projection rank.

You can leave your body as long as you wish (although it eventually will dehydrate and starve if you are away for too long). You are unaware of what happens to your physical body while you are projecting, unless you can monitor it through any cameras attached to a computer you are controlling. If your physical body is killed while you are projecting, you must make an immediate Computer Projection check (DC 30) or die immediately. If you survive, your consciousness lives on inside whatever computer you were in, becoming a ghost in the machine.

While projecting your computer consciousness, you add your Computer Projection ranks to any Computer skill checks. You can take control of most normal computer systems with a Computer skill check, DC 10 - 40, depending on the computer's security system. Once in control of a system, you can do anything you want with it within reason: view its files, see through cameras connected to it, display whatever you want on monitors or make a robot move. If someone is actively trying to defend a system you are trying to control, you must beat the defender in an opposed Computer check each round to keep the system under your control.

You can take control of artificial intelligence systems as well. This requires a Computer skill check, DC 35. If you make this check, the artificial intelligence system must make a Will save, DC 10 + your power rank. If this save fails, you gain control of the artificial intelligence system. Each time you order the artificial intelligence system to carry out an action which the system would ordinarily be opposed to, you must make a power check with a DC based on what you want to make the target do. Add the target's Will saving throw bonus to your DC.

| DC: | Effects: |
|-----|--|
| 15 | Actions the target is normally opposed to doing |
| 20 | Actions the target is strongly opposed to doing. |

Targets get an additional Will save, DC 10 + your power rank, each time you order the artificial intelligence system to carry out an action it strongly opposes.

Power Stunts:

Feedback: You can inflict damage on any system you take control of equal to your power rank by overloading its circuits. This requires a half action.

Extras:

Datalink: You gain the Datalink power as an extra.

Flaws:

Limited to Standard: You cannot take control of artificial intelligence systems.

Confession Burn

Cost: 3

Action: Half

Range: Normal

Duration: Instantaneous

Saving Throw: Damage

You can inflict injuries on others based on the misdeeds they have committed. This normally takes the form of an energy burst that envelopes the target, leaving wounds according to how spotted a past the target has. To use Confession Burn, make a ranged attack roll against the target in order to activate its history. If you succeed, the target must make a Damage save based on the table below. Where exactly each target falls in the spectrum of evil is up to the gamemaster. This analysis of evil deeds should take into account the victim's actual deeds, the source of the Confession Burn power, and the moral tone of the campaign. While the gamemaster can choose to take the character's beliefs into account, the gamemaster should make sure such leeway is not abused.

| Level of Evil: | Base Damage: |
|---------------------------------------|--------------|
| No evil deeds (newborn child) | 0 |
| Occasional misdeed (average person) | 5 |
| Regular misdeeds (professional crook) | 10 |
| Willfully evil (murderer) | 15 |
| Downright vile (serial killer) | 20 |

Damage inflicted by this power is assumed to be fire damage, but other types of damage may be chosen at the gamemaster's discretion. All damage can be either stun or lethal damage, determined when the power is taken.

Extras:

Touch of Truth: When someone in physical contact with you lies, they take damage equal to 10 + your power rank.

Dual Damage: Your Confession Burn can do stun or lethal damage, chosen each time you attack.

Consume

Cost: 7

Action: Full

Range: Personal

Duration: Sustained

You can heal your wounds or increase your size by consuming either solid or liquid matter, which disappears instantly. This matter may not be living matter, and it may not be in motion unless you are moving at the same speed (you cannot consume a sword swung at you, but you could consume part of a vehicle on which you are riding). Consuming matter acts like the

Disintegrate power. Every ten points of hardness you reduce an item by allows you to make one Healing power check or use the Growth power once, which once activated has a duration of sustained. This power can only be used on yourself.

Power Stunts:

Living Matter: You can consume living matter with this power in addition to non-living matter. Doing so requires a melee attack against the target, which makes a Damage save, DC 15 + your power rank. You must inflict 10 hits of damage to consume enough matter to make one Healing check or use the Growth power once.

Extras:

Affect Others: This power can be used to heal or increase in size both yourself or others.

Flaws:

Limited Consumption: You can only consume a specific type of matter, like ice or metal.

Coordinate

Cost: 2

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

You can create a mental link amongst willing participants, coordinating their combat abilities and senses to create a unified operation. You can link with one other person for each rank you have in this power. The linking process requires a free action and cannot be done with unwilling characters. Everyone who is linked may communicate instantly with anyone else in the link and has limited access to the senses of others in the link. When attacking targets with concealment, all members of the link may use the lowest concealment miss chance of everyone in the link. Also all those in the link instantly know the health of everyone else in the link and the approximate direction and distance to their location.

Power Stunts:

Wide Link: Each time you take this power stunt the number of people you can link doubles.

Long Link: Each time you take this power stunt the range of your Coordinate power doubles.

Extras:

Combat Sense: Everyone in the link gains the Combat Sense power.

Blindsight: Everyone in the link gains the Blindsight power.

Flaws:

Difficult Link: You must make a power check, DC 10 + the number of people in the link, when you create the link and each time you add another person to the link.



Feedback: If anyone is disabled while in the link, everyone in the link must make a stun Damage save, DC 15.

Creature Creation

Cost: 5

Action: Special

Range: Special

Duration: Permanent

Saving Throw: Fortitude

Using time, proper materials and supernatural science skills, you can create monstrous creatures using living beings as your building blocks. Using this power requires a fully equipped medical lab (characters with this power are assumed to have a properly equipped lab in their headquarters), raw organic materials (blood, body parts) and five days of work.

This power allows you to create new life forms or modify existing ones. When creating a creature, you create it as if it were a character, assigning it a power level that can be no greater than your ranks in this power. The creature's power points are spent as normal. After five days of work, you make a power check against a DC equal to 15 + the power level of the creature created. If the check fails, the creature does not come to life and the past five days are wasted. If the check is successful, the creature comes to life. Now you must find some way to control it because this power gives you no innate influ-

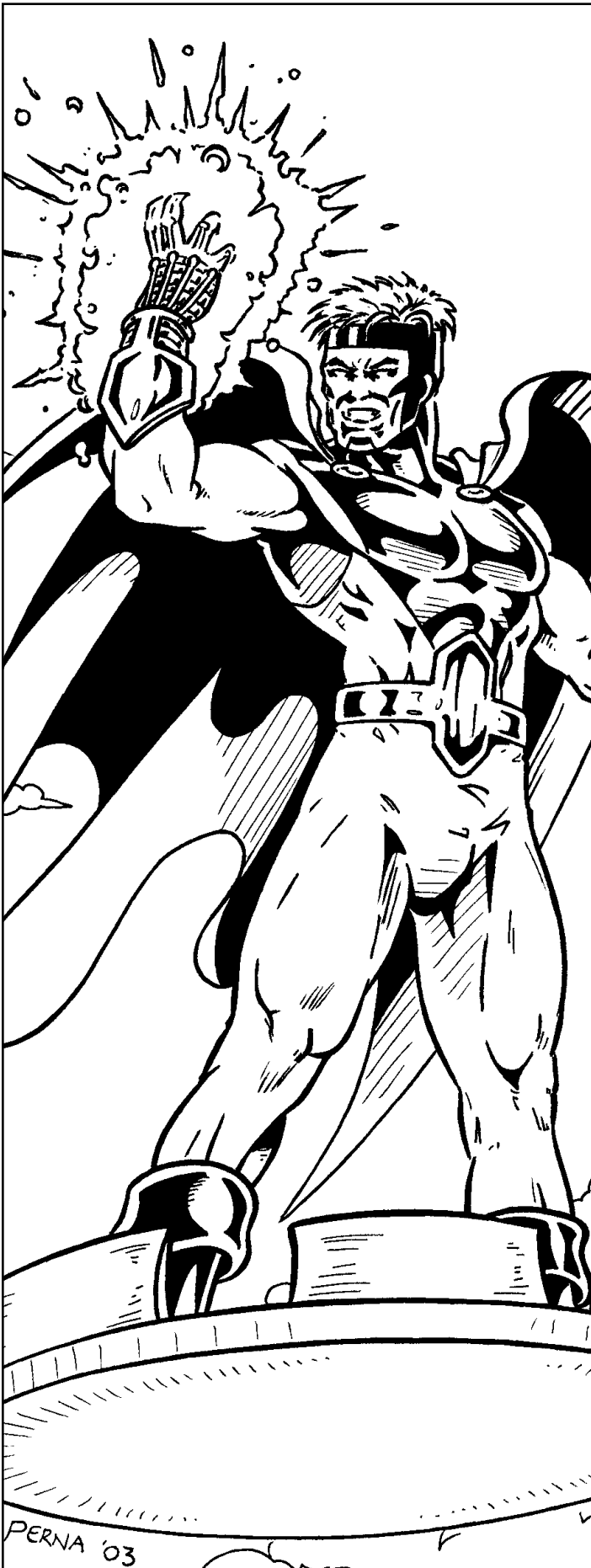
ence over the creature. The creature will remain alive until killed. You can only have one treated creature active for each rank you have in Creature Creation. All treated creatures are considered minions but do not take up a minion slot from the Leadership feat.

Modifying an existing creature also requires five days of work, most of which will be intensive surgery. You may reallocate the creature's power points as you see fit except for mental abilities, skills and feats, but each time a creature undergoes this treatment, the creature loses one power level. For the transformation to succeed, you must make a power check, DC 10 + the power level of the creature you are modifying. The subject may resist the transformation with a Fortitude check, DC 15+ your Creature Creation power rank. Using this ability on an unwilling victim requires the victim to be incapacitated for the entirety of the operation. Once the operation is complete, the subject may use any new powers or abilities immediately and the subject is fully healed. There is no maximum number of modified creatures you can have active at the same time.

Power Stunts:

Quick Change: Each time you take this power stunt, up to four times, the time required to use Alter Creature is reduced by one day.

Favorite Pet: Each time you take this power stunt, you may specify one of your creatures as a regular character instead of a minion.



Horde: Each time you take this power stunt, the maximum of creatures you can have active at one time doubles.

Extras:

Mind Control: You have the Mind Control power, but it only affects creatures you have created or modified.

Flaws:

Creator Rage: Any creatures you create or modify will automatically be violently hostile to you, resenting your interference in their existence. They will attack you when able and try to thwart you whenever possible.

Danger Sense

Cost: 4

Action: None

Range: Personal

Duration: Continuous

You have an uncanny ability to sense danger before it strikes, allowing you to avoid ambushes and sneak attacks. When you would normally lose your dodge bonus to Defense, you retain your Dodge bonus equal to your Danger Sense rank. Danger Sense does not increase your normal Dodge bonus.

When attacked by someone using the Surprise Attack feat, you may make a power check against a DC equal to the attack roll. If successful, you are still hit, but the bonuses from Surprise Attack do not apply.

In addition to being alert to attacks, you also sense other forms of danger such as poison drinks or falling pianos. This is a power check requiring a free action against a DC listed on the table below.

| Situation | DC |
|---|----|
| Obvious Danger (falling objects, traffic) | 10 |
| Hidden Danger (poison drink, pit trap) | 15 |
| Completely Concealed, Unexpected Danger (teleported explosives) | 20 |

With a successful check you know danger is near, but not its source. Generally you have one round before the danger comes to fruition.

You also add your power rank to any Listen, Spot or Search checks to detect sources of danger.

Power Stunts:

Exact Sense: When making power checks to sense danger, you can tell the source of the danger if the power check is successful.

Extras:

Danger Reaction: You add your power rank to initiative checks.

Flaws:

Blind Spot: There is a certain type of danger, such as ambushes or poison, that you cannot detect.

Determine Destiny

Cost: 4

Action: Half

Range: Special

Duration: Special

You are able to alter the future in small, but possibly important ways. Unfortunately the more drastic the alteration or the sooner the alteration will come to pass, the more difficult the change is to create. This power is useful for arranging beneficial coincidences, such as a taxi pulling up right when you need it or an important paper ending up getting lost months in the future. Accidents and coincidences are the domain of this power.

Using this power requires a half action and the expenditure of a Hero Point. When you use this power, you tell the GM in general terms what you want to happen, such as grounding a plane, and the time frame in which you want the alteration to occur. Use the guidelines below to determine the power rank required for the alteration, adding together the power rank required for the situation and the elapsed time. You then spend a Hero Point. The GM will describe how fate intervenes on your behalf. Only at the most powerful levels can Determine Destiny be used to cause harm to others or to cause immediate effects. Different ranks allow different levels of alteration to be made, and higher ranks mean the change will happen sooner. This power is best used with preplanning or to swing fate your way with very small pushes.

The GM may rule that certain uses of this power are impossible, such as being left completely alone, decompressing in space, and trying to use this power to escape death. Also the gamemaster may spend a Villain Point to nullify a single use of this power.

| Situation | Power Rank |
|---|------------|
| Minor Alteration (make someone lose their house keys, lose a letter) | 1 |
| Moderate Alteration (run into a specific person on the street, have a taxi show up just when you need it) | 4 |
| Major Alteration (injure someone, lose something of vast importance) | 7 |
| Drastic Alteration (kill someone, major weather activity) | 10 |

| Elapsed Time | Power Rank |
|--------------|------------|
| 1 round | 10 |
| 1 minute | 9 |
| 10 minutes | 8 |
| 1 hour | 7 |
| 6 hours | 6 |
| 1 day | 5 |
| 1 week | 4 |
| 1 month | 3 |
| 6 months | 2 |
| 1 year | 1 |

Extras:

Payback: You may use this power without spending a Hero Point, but doing so means destiny will backlash against you. The backlash acts like your chosen act of Determine Destiny being used against you at the same power rank. The effect is determined by the gamemaster.

Flaws:

Thrashing Alteration: You must make a Will save against a DC equal to the power rank required for your use of Determine Destiny, treating the result as a lethal Damage save.

Drastic Consequences: Any time you use this power to create an effect that requires more than half your power rank, you annoy fate and receive some unwanted bad luck. The gamemaster gains one Villain Point, which he may use to activate your Determine Destiny power and use it against you.

Dimensional Doppelganger

Cost: 4

Action: Half

Range: Personal

Duration: Sustained

You can summon slightly different versions of yourself from alternate dimensions to aid you temporarily. These duplicates are just like you, only no bonus or power rank can be higher than your Dimensional Doppelganger rank and the power points you spent on Dimensional Doppelganger may be spent on any other power. This means each duplicate will have slightly different powers and abilities than you. Your doppelgangers are considered minions, so they're easier to damage than you are and slightly less effective. Your doppelgangers have no Hero Points of their own, but you can use your Hero Points for their actions.

Summoning a doppelganger is half action. You cannot have more doppelgangers active at one time than your ranks in Dimensional Doppelganger.

Doppelgangers think and act like you for the most part, but do have slightly different histories and attitudes. All doppelgangers are under the control of the same player. All the doppelgangers disappear if the original stops sustaining the power for any reason. The original can also make any number of doppelgangers disappear at will.

Extras:

Horde: Each time you take this extra, your maximum number of doppelgangers doubles.

Mental Link: You and your doppelgangers share a mental link. You're aware of their condition and general state of being regardless of distance.

Flaws:

Feedback: Any damage suffered by a doppelganger is also suffered by the original character, who saves against it separately.

Opposite: Each time you summon a doppelganger, roll a d20; on a 1 the doppelganger is from a dimension where you are evil. This evil version of you will do its best to kill you and thwart you at every turn.

Real Doppelgangers: If one of your duplicates dies, reduce your Dimensional Doppelganger rank by one (but don't modify your total power points for purposes of determining power level). You can restore lost ranks by spending two points as a special power stunt for each lost rank.

Dimensional Shunt

Cost: 4

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Reflex, Will

You are able to open portals to a small pocket dimension and use them to block attacks, store items or even trap opponents.

When using this power to block attacks, it acts like the Deflection power except you are not limited by your Strength in what you can block. Any attack you successfully deflect is swallowed up by your pocket dimension. For this purpose only, you can use Dimensional Shunt as a reaction instead of a half action.

As a half action you may open up a portal to your pocket dimension and place or remove an item. Your pocket dimension can hold one cubic meter of matter per rank in Dimensional Shunt. Items stored in your pocket dimension will not be damaged by deflected attacks, but time will pass normally, so food will spoil and batteries run out. There is no oxygen in the pocket dimension, so if you want to store a living being inside it, you will need to supply air or the creature will have to hold its breath.

In melee combat you can use Dimensional Shunt to send enemies into your pocket dimension as a half action. This requires a successful melee attack, after which you make a power check against your target's Reflex save. If you succeed, your target falls into your pocket dimension. If the target wins, he avoids entering your pocket dimension. Once in the pocket dimension, the target may escape using Dimensional Travel or by making a Willpower check each round against a DC equal to 10 + your ranks in Dimensional Shunt. Keeping someone trapped in your pocket dimension requires a free action each round, and you cannot use this power for anything else while keeping someone trapped. Only one person may be trapped in your pocket dimension at a time. Anyone trapped in your pocket dimension will suffocate if they breathe but have no oxygen supply of their own.

Power Stunts:

Extra Storage: Each time you take this power stunt, you can trap one additional person in your pocket dimension simultaneously.

Extras:

Dimensional Control: You can use the deflection and storage aspects of Dimensional Shunt while keeping someone trapped in your pocket dimension.

Dimensional Damage: While in your pocket dimension opponents must make a Damage save, DC 15+ your power rank each round.

Personal Dimension: Your pocket dimension is larger than normal and is under your control as per the Personal Dimension power.

Electromagnetic Pulse

Cost: 2

Action: Half

Range: Normal

Duration: Instantaneous

Saving Throw: Damage

You are able to emit a powerful electro magnetic pulse, shutting down all electrical systems nearby. All electrical items within your range must make a stun Damage save, DC 10 + your power rank. Any items that are unimportant or not carried by a character are assumed to fail this damage save and be rendered inoperable/unconscious. This ability has no affect on living beings.

Extras:

Overload: Your power inflicts lethal damage instead of stun damage, but it still only affects electrical devices.

Targeted Pulse: You can direct your power into a beam affecting a single target within your range. Doing so raises the Damage save DC to 15 + your power rank.

Flaws:

Broken Touch: Your power affects any electrical device you touch.

Fade

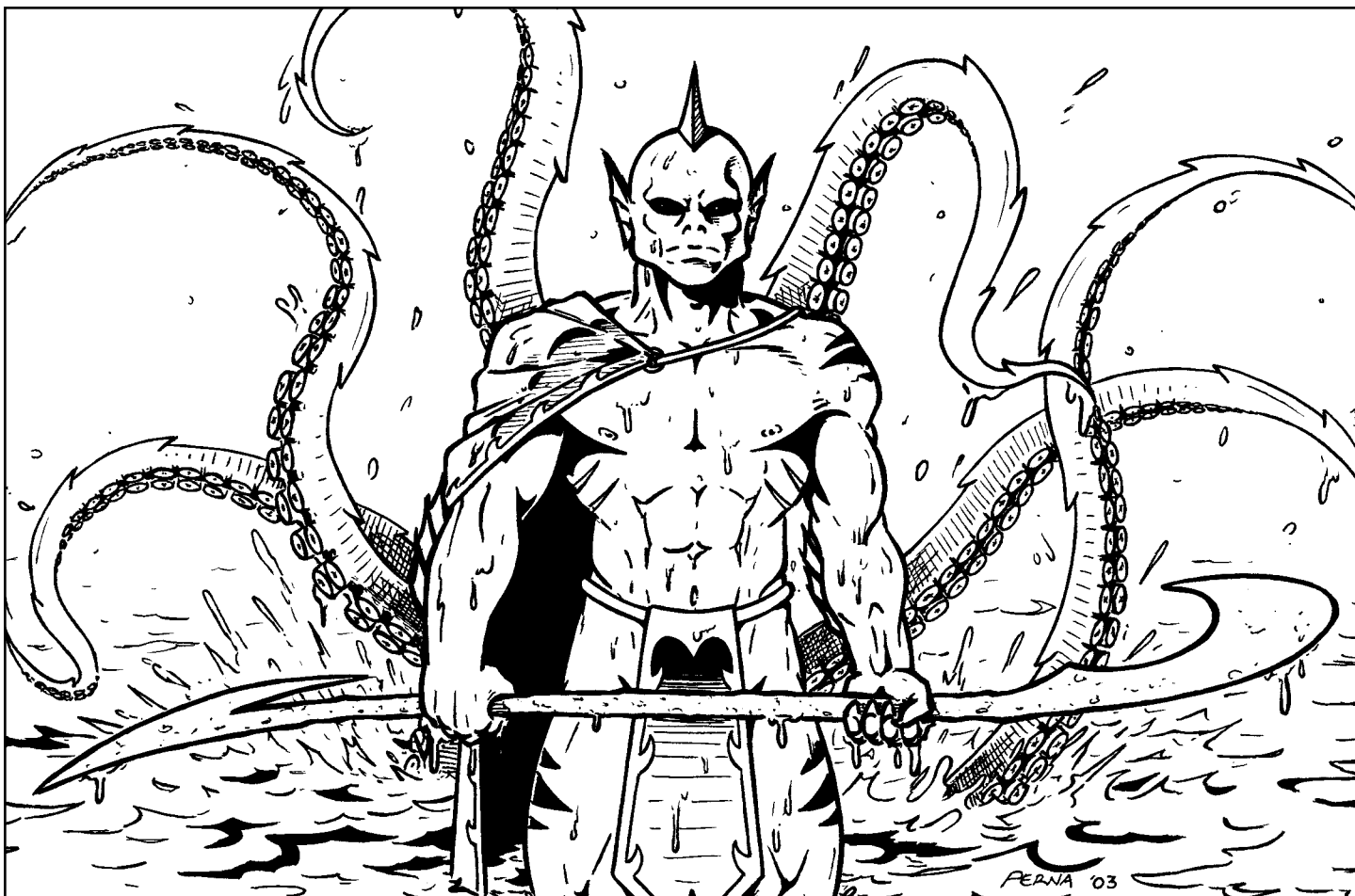
Cost: 2

Action: Free

Range: Personal

Duration: Sustained

You are so inconspicuous, people do not see you when looking right at you. While not invisible, you seem so unimportant that people ignore you as a natural reaction. You add your power rank to the DC of any Spot, Listen, Search or Gather Information checks to detect you or find information regarding your whereabouts. This has no affect on electronics or cameras.



Extras:

Group: You can apply the Fade power to a number of people equal to your power rank as long as they remain within 10 feet per power rank.

Concealment: When you benefit from concealment your power rank is subtracted from the miss chance DC, making you very difficult to hit.

Video Blur: Though cameras see you, you remain inconspicuous on film. You keep your Fade abilities even when in pictures, video or other recordings.

Flaws:

Uncontrolled: You cannot deactivate this power, meaning you will have trouble making conversation with people or attracting attention. For people to see you (even when you are making no attempt to hide) requires them to make a Spot or Listen check against a DC equal to your power rank.

Fear:

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to induce fear in your opponents, causing them to flee or cower in fear. The target of this power must make a Will save, DC 10 + your power rank in Fear. If successful, the target is not affected. If the target fails this save, they are affected by your power. The degree of the target's response depends on how much the target fails the save by.

Saving Throw:

Fails
Fails by five or more
Fails by ten or more

Fear Effect:

Shaken
Frightened
Panicked

Shaken: -2 morale penalty on attack rolls and saving throws.

Frightened: As Shaken, plus the character will make every effort to flee the area. If cornered, the target will fight.

Panicked: As Frightened, but the target also must roll an 11 or higher on d20 to keep a hold on whatever is in the target's hands. The target chooses a random path when fleeing. If cornered, the target will cower.

The fear lasts as long as you sustain the power.

Power Stunts:

Fear Immunity: Your ability to project fear makes you immune to such affects produced by others.



Extra:

Fear Feedback: If the target fails his Will saving throw, he must also make a Damage save, DC 15 + your power rank. Your power causes such an intense shock reaction, it actually damages the target.

Friction Control

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Varies

This power allows you to control friction between molecules in the surrounding area. This allows you to use the following powers at your power rank:

- Clinging by increasing the friction between your hands and a surface you wish to climb.
- Slick by decreasing the friction on a surface.
- Deflection by creating a frictionless surface to block attacks with. Your Strength does not limit what you can deflect.

You can also use this power to try to decrease the rate of movement of others by increasing their friction with the surrounding area. This requires a half action and an opposed power check against your target's Fortitude save. If you are successful, your target's movement rate is divided by your power rank until you stop sustaining the power.

Extras:

Energy Blast: By heavily increasing the friction of the air molecules around a target, you can create an intense blast of heat as per the fire version of the Energy Blast power.

Skate: By decreasing and increasing friction, you can skate along solid surfaces like an ice skater. You can move an additional 5 feet per rank as a half action, double that as a full action and quadruple that as full round action, but at the loss of your dodge bonus to defense.

Example: Scratch has Friction Control +8, the Skate extra, and a base movement of 30 ft. As a half action, he can move 70 feet. As a full action, he can move 140 feet. Sprinting, he can move 280 ft.

Friendship Aura

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

Through altering the minds of others you are able to convince them you are their friend. You do not actually befriend them or

use Charisma to put them at ease; you alter their memories slightly so they think they know you. Your target will act like they have known you for some time, but will be unable to speak of past things you've done together or other common history. Only if these gaps are pointed out will the target notice them. While the target is under the affect of this power, he will be helpful, assist you in what ways he can and will not attack you unless attacked. The target will not risk his life, family or job for the character though; friendship only goes so far.

Using this power requires a power check against the target's Will save. If this check fails, the target assumes you are his close friend as long as the power is sustained and as long as you do not put stress on the relationship. If the lack of past history is explicitly brought up or you commit unfriendly acts toward the victim, including any type of violence, the target gets another save against your original power check. If the circumstances are particularly powerful, such as attacking the target, the victim can receive a +2 bonus to his Will save. When a target is under the effect of this power, you can add your power rank to all Charisma-based skill checks involving that target. When this power ends, the target is no longer your friend and knows you did something to his mind.

Power Stunts:

Friend of the Masses: Each time you take this power stunt allows you to affect your power rank in people with one use of this power, so if you take this power stunt twice, it allows you to affect twice your power rank in targets simultaneously. All of these targets must be in range of your power. In a multiple target situation, each target makes an individual Will save against your power check, and if they fail they are under the effect of your power.

Extras:

Fake History: In addition to your target thinking you are his friend, he subconsciously creates a history of events the two of you have shared and will continue to create new events as long as the power is active.

Lingering Friendship: When this power ends, the target continues to think favorably of you and believes no powers were used.

Tireless Aura: When active, your power affects everyone in range. Everyone in range must make a Will save, DC 10 + your power rank, or fall under your thrall.

Gestalt

Cost: 2

Action: Full

Range: Personal

Duration: Sustained

You are able to join with others who have this power to create a single, more powerful being. All the characters joining the gestalt form must have this power, but they may have any power

rank. Combining requires all the characters be in physical contact and then take a full round action. If a gestalt form is already active, more characters can join in later by touching the gestalt and spending a full round action in assimilation.

To determine the abilities of the gestalt form take the best of each ability from the various members (the strongest member's Strength becomes the Strength of the gestalt, the highest Energy Blast power becomes the power of the gestalt). This applies to powers, skill ranks and attributes, but all the extras, flaws and power stunts of the members carry over to the gestalt form. No one can contribute an attribute bonus or a power greater than that individual's rank in Gestalt. All saving throws should be calculated with the gestalt's abilities +1 to each save for each member of the gestalt form beyond one. If two characters are tied for the highest ability, the gestalt form's rank in that ability is equal to the highest value +1.

Example: Three characters with Gestalt +8 join together. Two of them have Super-Strength +6 while a third has Super-Strength +5. The gestalt form will have Super Strength +7. Even if any of the three has a power rank greater than +8, the gestalt's power rank is limited to +8.

Once the gestalt is formed, the characters who make it up should decide together the actions of the gestalt, which acts on the highest initiative amongst those who formed the gestalt. If the members of the gestalt disagree about a course of action, they can roll an opposed Will save between the disagreeing parties for control of the gestalt, willingly leave the gestalt as a full round action (after which they appear standing next to the gestalt), or they can try to break up the gestalt. Breaking the gestalt requires full action on the disagreeing character's part and an opposed power check amongst all the members of the gestalt. If the disagreeing member beats all the others by more than five points, he can choose to force the gestalt to break up, at which point all the characters appear in and around the space the gestalt just occupied.

If members of a gestalt are wounded when they join the gestalt, their hits are reduced by one (unconscious or disabled characters cannot join a gestalt). If a gestalt is wounded and then splits up, all hits are divided up equally amongst the members of the gestalt, but each member receives at least one hit. If a gestalt is knocked unconscious or disabled, it immediately breaks up into its component characters, all of whom are also unconscious or disabled. When the gestalt breaks up, each member gets his or her old initiative score back.

Power Stunts:

Healing Gestalt: When you are part of a wounded gestalt that breaks up, you reduce the wounds you suffer by one.

Extras:

Large Form: As more people join a gestalt you are a member of, it grows in size. With one additional person it becomes Large, with two Huge, with four Gargantuan and with eight Colossal. This acts like the Growth power, granting Immovability, Super Strength and Protection to the gestalt form.

Flaws:

Team Only: You can only form a gestalt with specific other characters, probably members of your team. This list of potential characters cannot be larger than one character per power rank.

Non-Device: None of your powers with the device flaw will be usable in gestalt form. This flaw only applies if you have at least one power with the device flaw.

Imbue Energy

Cost: 2

Action: Half

Range: Special

Duration: Special

Saving Throw: Varies

You are able to imbue your powers into an object so the power will be released later. Imbue Energy may occur, for example, with a gadgeteer creating limited use gadgets or a magician creating enchanted items. The mechanics are the same.

Imbuing an object is a half action that causes you to become fatigued unless you spend a Hero Point to ignore the fatigue. You must have the power you wish to imbue, and you cannot imbue a power rank higher than your Imbue Energy rank. The item is imbued with one use of the chosen power, which will go off at a time determined by you when you imbue the item. Once chosen, this time may not be changed. The maximum delay can be found on the table below. The imbued item activates on the same initiative as its creator. An item may have its imbued power removed by its creator as a half action before the delay ends if the creator is in contact with the item.

| Power Rank | Maximum Delay |
|------------|---------------|
| 1 | 1 round |
| 2 | 5 rounds |
| 3 | 1 minute |
| 4 | 5 minutes |
| 5 | 10 minutes |
| 6 | 1 hour |
| 7 | 2 hours |
| 8 | 10 hours |
| 9 | 1 day |
| 10 | 5 days |
| 11 | 1 week |
| 12 | 1 month |
| 13 | 2 months |
| 14 | 1 year |
| 15 | 2 years |
| 16 | 10 years |
| 17 | 20 years |
| 18 | 100 years |
| 19 | 200 years |
| 20 | 1000 years |

When the power activates, it works as normal for that power, centered on the imbued item or the person holding the item as

applicable. Not all powers make sense to be imbued, so the gamemaster must decide which powers he will allow to be imbued. If the imbued item is destroyed before it activates, the imbued power is lost. An item may not have more than one imbued power at the same time. This power already contains the Device flaw.

Power Stunts:

Changeable Delay: You can change the delay on an imbued item as long as you are in contact with it. If you take this power stunt a second time, you can change the delay as long as you are within a number of feet equal to your power rank x 10.

Extra Uses: Each time you take this feat allows you to imbue an item with an extra use, creating a multi-use item. Each use may be set with a different delay.

Released Power: If someone destroys an imbued item of yours, the imbued power is immediately released rather than lost.

Extras:

Usable: You may imbue items that can be activated by others as a half action. The maximum delay is how long the items remain usable before the power expires.

Imbue Others: You can imbue other beings instead of just objects with powers. If a being dies, all the imbued powers on it are lost.

Imbue from Others: You can imbue the powers of others into an object. This requires you to be in physical contact with the being whose power you are using.

Flaws:

Type of Item: You can only imbue a certain type of item or items of a certain material, such as only food or only items made of iron.

Limited Delay: Your delay is always equal to your power rank in rounds instead of the normal delay listed above.

Unstoppable: Once you imbue a power with a specific delay time, you cannot change that delay time or stop the power from going off.

Limited Power: You can only imbue one power, chosen when this power is taken.

Prep Time: You must prepare the item for ten minutes before imbuing it. Once an item is prepared, it remains so unless damaged.

Invigorate

Cost: 3

Action: None

Range: Normal

Duration: Continuous

You radiate a powerful energy field that improves the life energy of those nearby, increasing their resistance to disease, poison,

and fatigue and improving the vitality of local flora and fauna. Your power rank is added to Fortitude saves against poison, disease, fatigue or other similar threats made within your power's range. Also if you stay in the same area for more than five days, any plants or animals in the area increase in fertility by 10% per power rank.

Power Stunt:

Controlled Vigor: You can choose not to affect specific creatures within the radius of your power.

Extras:

Bountiful Harvest: If you stay in an area for more than one month, the total harvest of nearby crops is multiplied by your power rank.

Flaws:

Blighted: Your power does not affect the fertility of plants or animals.

Light Control

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Damage

You are able to control photons, creating and destroying light with ease. Light control grants you the following abilities at your power rank:

- Energy Blast in the form of lasers.
- Protection against any light-based attacks.
- Obscure by decreasing the light in an area.
- You may add your power rank to Hide checks by dimming nearby light sources.
- Invisibility by stopping light from reflecting off you.
- Dazzle with a burst of bright light.
- You may add your power rank to sight-based Spot and Search checks.
- You may create illumination equal to that of daylight within the range of your power.

Power Stunt:

You can gain any of the following powers as power stunts of Light Control: Illusion, Energy Field, and Microscopic Vision.

Flaws:

Source: You cannot create light; instead you can only control existing light. You cannot use your powers in complete darkness.

Missing Effect: For each base effect of Atomic Control that you cannot use, you can apply a flaw to the power.





Machine Merge

Cost: 2

Action: Full

Range: Special

Duration: Special

Saving Throw: Fortitude

You are able to meld machine parts onto living beings, replacing missing or damaged limbs in moments with a mechanical equivalent. As a full round action, you can heal damage to an individual by grafting metal parts onto a living body if there are suitable mechanical parts lying around. To heal hits you can use any type of mechanical parts, but replacing specific damage, like lost limbs, requires some appropriate mechanical equivalent to that limb. Using this power requires a power check with a DC dependant on how complex the damage being repaired is.

| Damage Repaired | DC |
|-----------------------|----|
| Hits | 10 |
| Disabled/Unconscious | 15 |
| Dismemberment | 20 |
| Internal Organ Damage | 25 |

Those healed by this power gain no powers from their new mechanical parts unless they have power points they wish to spend or unless the parts used house a power with the Device flaw (see below).

If you use this power on an unwilling target, you must beat the target in an opposed power check against his Fortitude save or your power fails.

You can temporarily meld a power with the Device flaw to a character, allowing the character to use it for one round per power rank in Machine Merge. Once this time is up, the character's body rejects the device. The device may be forcibly removed by inflicting a lethal hit on the target.

If this power is used ten or more times on the same target without any corrective efforts to remove past machine implants, the character must begin spending the power points he earns to buy all the Immunity feats required by a construct character before buying other powers. The character is now considered a machine instead of a living being. Use of the Healing power to heal wounds previously healed with Machine Merge will avoid this fate.

At power creation choose whether you can affect yourself or others.

Power Stunt:

Material Merge: For each time you take this power stunt, you can use Machine Merge with one material other than machine parts, such as stone or plastic.

Extras:

Regeneration: Those healed by your power also receive the power Regeneration at your power rank for one minute per power rank after they are healed.

Machine Control: You can use Mind Control on any creature that you have healed with Machine Merge.

Armor Implant: By spending a Hero Point you can encase your target in armor, giving them the Armor power with the Ablative flaw. The armor lasts until it is destroyed.

Repair: You can use this power to repair machines as well, which suffer no problems with multiple treatments. Each hit restored heals one point of hardness.

Dual Meld: You can use Machine Merge both on yourself and others.

Flaws:

Specific Material: You require a specific type of material to use this power, like plastic, or a specific type of mechanical part, like microchips or clockwork.

Mathematical Precision

Cost: 2

Action: Free

Range: Personal

Duration: Continuous

You are able to carry out incredibly complex mathematical calculations in little to no time. With a power check, with a DC 5-20 based on the complexity of the problem, you can figure out any mathematical problem as a free action. Only the most difficult problems, such as calculating multiple gravitational effects from a black hole several dozen light years away, should even require a roll. You also add your power rank to any skill checks that require math skills, such as math-related Science skill checks.

By doing trajectory calculations you can reduce range penalties by your power rank. You also add your power rank to the miss DC when attacking targets with concealment.

Extras:

Datalink: Able to think in binary, you are able to communicate with computers with ease.

Blindsight: By calculating probabilities targets locations based on sounds, you are able to fight blind.

Meld

Cost: 3

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Will

You are able to meld with other beings, taking control of their body as your own body disappears. Your powers combine with those of your host. Meld can be used on both willing and unwilling targets. This power may only be used on creatures

with a power level equal to or lower than your power rank. Using this power requires you to touch your target. If the target is unwilling, you must attempt a touch attack against him. If successful, you make an opposed power check against the target's Will save. If you succeed in your check, your body melds with the target.

While melded, you are in control of the target and can use both your own abilities and those of the target. If you and the target have the same ability, the greater of the two is used. If you both have the same ability at the same level, such as both having an Intelligence of 12 or Super Strength +4, the ability level is increased by +1. You retain your own initiative. Any wounds the two of you have suffered are added together when melded.

If your target is an unwilling victim, you must beat the victim in an opposed power check against the target's Will save each round to remain melded. If the victim succeeds in this check, you are forced out of the meld. Any wounds suffered by the melded form are evenly split between the two of you. If the melded form is knocked unconscious or disabled, the two of you automatically split, and both of you are unconscious or disabled.

Power Stunt:

Delayed Resistance: Each time you take this power stunt, you gain one round of melding where the victim cannot oppose you, meaning no opposed power check is required.

Flaws:

Meld Filter: You can only meld with certain types of creatures, such as mammals, reptiles, humans or machines.

Blood Meld: Breaking a meld inflicts a lethal hit on both you and your victim.

Meld Creature

Cost: 3

Action: Full

Range: Special

Duration: Special

Saving Throw: Fortitude

You are able to meld organic matter onto living beings, allowing you to heal wounds or even attach limbs.

You can transfer limbs from one being to another or use tree bark to heal wounds. It requires a full round action to attach organic matter in addition to however long it takes to procure the material. Removing a limb from another creature may take a while.

As a full round action, you can heal damage to an individual by grafting organic matter onto a wounded target. To heal hits you can use any type of organic parts, but replacing specific damage, like lost limbs, requires some appropriate equivalent to that limb. Using this power requires a power check with a DC dependant on how complex the damage being repaired is.

| Damage Repaired | DC |
|------------------------|----|
| Hits | 10 |
| Disabled/Unconscious | 15 |
| Dismemberment | 20 |
| Internal Organ Damages | 25 |

Those healed by this power gain no powers from their new parts unless they have power points they wish to spend or unless you are melding a piece of organic matter that gave its original owner powers. Powers granted by attached limbs decrease by one power level per round attached until they are gone. These levels return if the limb is reattached to its original owner again. You cannot grant powers greater than your power level in Meld Creature. It is up to the gamemaster if any powers are conferred by an attached limb.

If you use this power on an unwilling target, you must beat the target in a power check against his Fortitude save or your power fails.

Power Stunt:

Material Merge: Each time you take this power stunt allows you to use Meld Creature with one non-organic material, such as stone or plastic.

Power Duration: Each time you take this power stunt, you get one round before any powers gained from implanted limbs begin to degrade.

Extras:

Regeneration: Those healed by your power also receive the power Regeneration at your power rank for one minute per rank in Meld Creature after they are healed.

Multiple Powers: You can instill multiple powers on a target if the implanted limb can convey more than one power.

Flaws:

Specific Material: You require a specific type of material to use this power, like flesh.

Nano-Machines

Cost: 6

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Fortitude

You have a small legion of miniature machines at your beck and call, allowing you to mimic a number of powers. These machines are too numerous and small to destroy with normal means, but they can be disabled by certain area affecting powers, like an explosive Energy Blast or an Electromagnetic Pulse. Any hits suffered from area affecting powers cause your nano-machines to be unusable for one round for each hit as they work to repair themselves and replenish their numbers.

Active nano-machines give you the following powers at your power rank:

- The nano-machines constantly repair damage to you, granting you Regeneration.
- Healing on anyone the nano-machines touch. You can also use this power on machines, repairing one point of hardness for each hit restored.
- Datalink with any machine nano-machines touch.
- You may add a bonus equal to your power rank to all Repair checks.

Normally your nano-machines reside on your body, but you may spread them to other objects by touch. You may have one object, of medium size or smaller, infected with nano-machines per power rank. As long as these infected objects stay in your power range, you may use your nano-machine granted powers on them as if you were touching them. If one of these objects suffers 1 hit from an area affecting attack, the nano-machine infestation is destroyed.

Power Stunts:

Damage Threshold: You can ignore one round of your nano-machines being shut down by damage for each time you take this power stunt.

Large Infestation: Each time you take this power stunt, the size of object you can infest with nano-machines increases by one level.

Extras:

Corrosion: You can use your nano-machines to break down matter they touch, giving you the Corrosion power at your power rank.

Gadgets: You can use your nano-machines to assemble devices on a moment's notice, giving you the Gadget power at your power rank.

Natural Weapon: You can form your nano-machines into bladed weapons or similar items, giving you the Natural Weapon power at your power rank.

Paralysis: You can use your nano-machines to interfere with the nervous systems of those you touch, giving you the Paralysis power at your power rank.

Flaws:

Vulnerable: Your nano-machines shut down for five rounds per hit they suffer from area affecting attacks.

Non-Detection

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are able to avoid detection from those using powers or technological devices to find you. Any power that in some way determines your presence or location is opposed by this power, including seeing you in visions created by Precognition and Postcognition. Any power trying to detect you must beat you in



an opposed power check or be unable to detect you. If you are successful, the power returns no information to the user. This power opposes Precognition, Postcognition, Blindsight, Combat Sense, Danger Sense, and any other power the gamemaster deems appropriate.

Any attempt to find you using a technological device, such as cameras, radar or sonar, has the DC of the appropriate skill check increased by your power rank.

Power Stunt:

Blur: For each time you take this power stunt, anyone who loses the opposed power check is not able to make another attempt to find you for one minute.

Extras:

Invisible: You are able to hide from plain sight in addition to hiding from powers and devices, granting you the Invisibility power at your power rank.

Fade: In addition to hiding from powers and devices, you are just hard to find. You get the Fade power at your power rank.

Burst: Anyone who fails in the opposed power check to detect you must make a Will save against a DC 10 + your power rank or take damage as per a stun attack.

Flaws:

Feedback: If you fail the opposed power check, you must make a Will save against DC 10 + the power rank of the detecting power or take damage as per a stun attack.

Order

Cost: 3

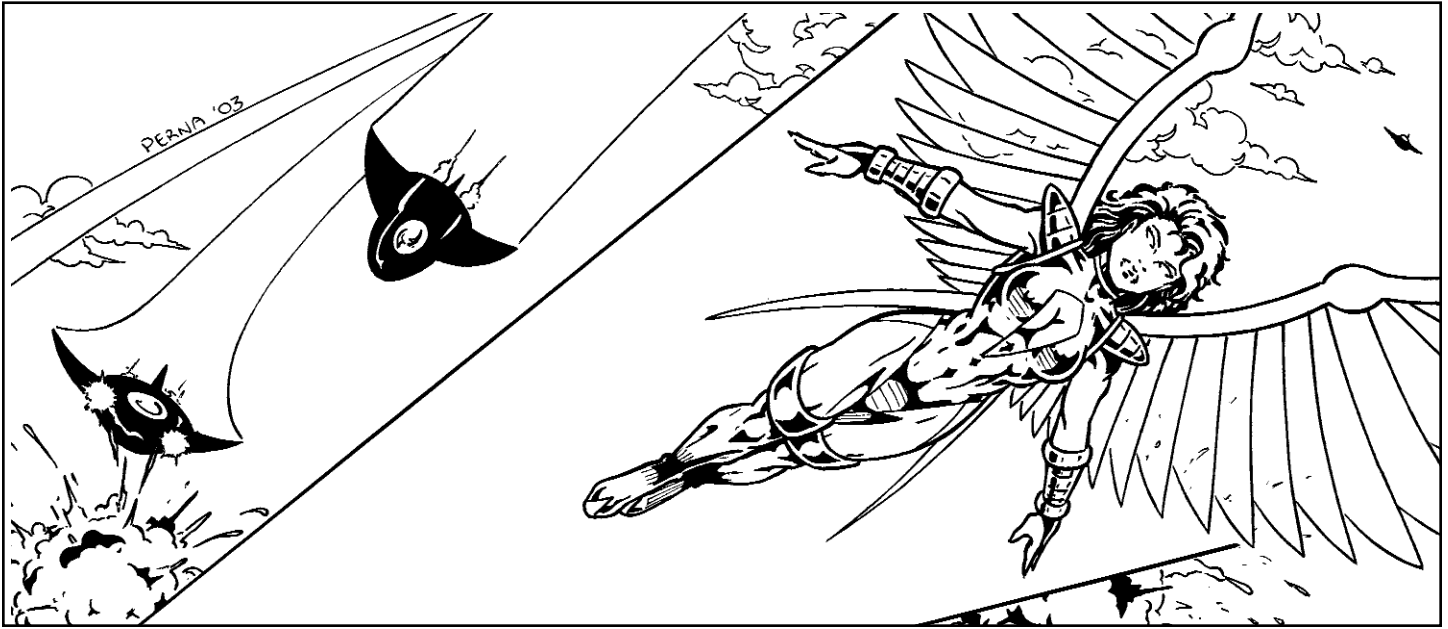
Action: Free

Range: Personal

Duration: Sustained

By controlling the whims of chance you are able to instill order in chaos, letting you repeat acts with precision. When you make a power check, attack roll, skill roll or ability check, you can use one roll for future actions of the same kind, requiring a free action and the expenditure of one Hero Point. You can only lock rolls up to 10 + your power rank. You can continue to use the number you rolled on all future rolls for the same power check, attack, save, skill or ability for one round per power rank or until the duration elapses. Only one roll may be locked at a time.

Example: Source has Order +8. During a fight he rolls a 16 for an attack using his Energy Blast power. Thinking this is a good roll, he chooses to use Order to lock in that roll. For the next 8 rounds Source can use a 16 on any attack rolls with his Energy Blast power. He could not lock in an 19 because his



power rank is not high enough. He must lose his lock on the Energy Blast attack roll if he wants to lock in another roll. He cannot use the 16 for anything other than attack rolls using his Energy Blast power.

Power Stunt:

Extra Lock: You can lock in one extra roll at a time for each time you take this power stunt.

Extras:

Affect Others: You can affect others with this power by touch. Doing so requires a half action within one round of the roll to be locked. If used against an unwilling target, the target gets a Will save, DC 10 + your power rank, to resist the power each round. Success ends the effects of this power.

Flaws:

High: You can only lock in numbers of 11 or higher.

Low: You can only lock in numbers of 10 or lower.

Specific Ability: You can only use this power with a specific power, attack, save, ability or skill.

Peaceful Aura

Cost: 2

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

You emanate an aura of calm, forcing those around you to acts of will when trying to commit violence. Those within your range who try make a violent act must succeed at a Will save against a DC 10 + your power rank or be unable to commit any violent act for one round. No powers that require saving throws

may be used and no attack rolls may be used while under the affect of this power. This save must be made every round to carry out any violent act as long as the power is active. This power affects everyone in range.

Extras:

Focus: You may focus your power on a single target rather than affecting everyone nearby.

Flaws:

Performance: You must perform by speaking, singing or carrying out some other calming action that requires you be able to speak and move freely. Using this power requires a Perform check, DC 15.

Personal Dimension

Cost: 4

Action: Full

Range: Special

Duration: Continuous

You are a master of a small dimension, tailoring its rules and layout to your whim. This personal dimension is small and probably unknown to the dimensional travelers of the world, but it makes an excellent hideout and safe house. You can travel to your personal dimension with a full action and a power check, DC 10. You can bring up to one person per power rank with you, but they all must be in physical contact with you. If you wish to bring an unwilling target to your personal dimension, you must succeed in a touch attack roll and a power check against your target's Will save.

Your personal dimension can be of any shape and any terrain with an area of up to ten square miles per power rank. Anything created in the personal dimension is perfectly real in that dimension, but it cannot leave. When you purchase this power, you

design your personal dimension by gaining one major alteration for each power rank. The alterations you can choose are listed below:

- **Change Rules:** You can change one fundamental rule of reality, such as the speed of light or the surface tension of water. You can also alter one game rule if the gamemaster agrees, such as allowing everyone to automatically stabilize when disabled.
- **Grant Power:** You can grant yourself or everyone in your personal dimension one power of your choice at your power rank, such as granting everyone the ability to fly.
- **Awareness:** You know everything that happens anywhere in your personal dimension.
- **Immunity:** You are immune to all damage in your personal dimension.
- **Sustenance:** Either your personal dimension creates food and drink for all who enter or it alters reality so residents do not require sustenance.
- **Rearrange:** You can alter the terrain of your personal dimension in any way as a full action.
- **Servant:** You have one servant who exists only in your personal dimension. The servant is created as a character with a power level equal to your rank in this power. The servant is a minion.

Power Stunt:

Army: Each time you purchase this feat the number of a specific type of servant of doubles. This power stunt can be purchased multiple times, giving you a small army.

Extras:

Dimensional Shunt: You are able to use your personal dimension effectively in combat, granting you the Dimensional Shunt power.

Extreme Control: While in your personal dimension, you may add your power rank to all power checks, skill checks, attack rolls and ability checks.

Flaws:

Sustained: Your personal dimension only exists while you are there

Petrification

Cost: 5

Action: Half

Range: Normal

Duration: Continuous

Saving Throw: Fortitude

You are able to turn targets into stone, calcified bone or other materials with a similar hardness. To do so requires a successful ranged attack against the target, who may resist the attack with a Fortitude save DC 10 + your power rank. If successful, the target is not affected by this power. If the save fails, the target is

petrified and unable to move. While petrified, the target is not aware of his surroundings and gains a +5 bonus to his Damage save because of the hardness of the petrified material. A character who is petrified remains so until one of four events occurs: you voluntarily release the target; the target is healed using the Healing power, which requires a power check DC 20; someone with the Stone to Flesh extra returns the character to normal; the target spends a Hero Point to get a second Fortitude save against this power. Petrified targets do not age.

Power Stunt:

Hardened Material: The Damage save bonus of targets you petrify is increased by 1 for each time you take this power stunt.

Fissure: Targets under the effect of your power suffer a stun hit when they are cured of their petrification.

Extras:

Stone to Flesh: You can return targets of petrification to normal as a half action with a range of touch.

Flaws:

Limited Duration: Your targets receive a saving throw to break out of the petrification every hour. This flaw may be taken twice, with the second flaw reducing the time between each save attempt to one minute.

Poisonous Metabolism

Cost: 2

Action: None

Range: Personal

Duration: Continuous

Saving Throw: Damage (Fort)

Your metabolism naturally produces compounds that most other races find poisonous, making it very dangerous for others to bite, kiss or even cut you with natural weapons. Anyone who comes into contact with any of your bodily fluids besides sweat must make a Fortitude save, 15 + your power rank, or take damage as per a lethal Damage save. This power will affect anyone striking you with the Natural Weapons power.

Extras:

Poisonous Sweat: Your skin itself is poisonous, inflicting damage on anyone who comes into contact with you. You can inflict damage with a successful touch attack.

Controllable: You can deactivate your poison producing glands, enabling you to interact with others without poisoning them.

Natural Weapon: You can pool your poisonous compounds on your hands, making you very effective in unarmed combat and granting you the Natural Weapon power at your power rank.

Flaw:

Uncontrollable: You can never deactivate this power, making all physical contact with potentially deadly.

Power Scan

Cost: 2

Action: Half

Range: Sight

Duration: Concentration

Saving Throw: Will

With a glance you are able to determine how powerful a person is and what superpowers they have. With a half action you can try to assess the power level of an individual and the power sources of any powers the target has, requiring a power check DC 10 + the power level of the target. If you beat the DC by five points, you also know what powers the target has, if any. If you beat the DC by 10 points, you know the power ranks of all the target's powers.

If targets wish to keep their powers concealed, they can oppose your power check with a Will save. This Will save becomes the DC for determining how much info you gain.

Power Stunt:

Continuous Scan: With a free action you can determine who within your range has the highest power level, but not any information other than that.

Extras:

Interference: In addition to scanning the powers of others, you can interfere with others using this power, adding your power rank to the DC of their power checks.

Blindsight: You can sense targets accurately enough to use your power as your primary sense, allowing you fight blind effectively.

Flaws:

Blindness: Any time you scan a power level higher than your own, you must make a Will save, DC 10 + the power level scanned, or take stun damage as per a Damage save.

Probability Control

Cost: 4

Action: Free

Range: Personal

Duration: Instantaneous

Saving Throw: Will

You are able to control random chance, swinging probabilities in your favor. As a free action you control truly random events, like coin flipping or die rolling, with a power check, DC 10.

You can also add your power rank to skill checks that might be helped by controlling random chance, such as Profession (Gambling).

When making any type of roll you can use this power to increase your chances of getting a beneficial roll. For each rank you have in this power, you can roll one extra d20 per power

rank for a specific check and take the best result of all the dice. You may only roll one extra die per power rank per round. These dice may only be used on rolls you make.

***Example:** Random has Probability Control +5. During one round of combat, Random attacks an opponent and spends three of his extra d20s from Probability Control on the attack roll, rolling three extra dice (four total) and taking the best result. This leaves with him with two extra d20 during this round, which he uses later in the round for a Damage save, for which he rolls 2 extra dice (3 total) and takes the best result.*

Extras:

Affect Others: You can use this power on others within your power rank x 10 in feet. You still choose which result to use, enabling you to befuddle enemies by choosing low rolls. If the target wishes, he may resist this power with a Will save against your power check.

Flaws:

Limited Control: You cannot use more than half of your dice on a single roll.

Proscribe

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Will

You are able to prevent nearby creatures from approaching you, forcing them to avoid you by your will. While this power is active, any creature in your range who wishes to move toward you or any creature outside your range who wishes to enter it must make a Will save, DC 10 + your power rank. Failure means the victim cannot take the move action toward you and loses that action this round. If the save is successful, the victim may move normally.

Power Stunt:

Proscribe Mark: You may expend a Hero Point and mark a specific spot with this power, forcing everyone but you to stay back from it until you disable the mark. Disabling the mark requires a free action. You must touch the proscribe mark to disable it. As is normal for your power, a Will save allows someone to approach the mark.

Bar Doorway: You can focus your power to block anyone from crossing through a single doorway. Crossing the doorway requires a Will save as per normal for your power.

Extras:

Repulsion: Not only do people in your range have problems approaching you, but everyone in your range must also make a Will save, DC 10 + your power rank, or take a half action to move away from you that round. This save must be made every round the target is in range.



Focus: You can focus your power on a single target.

Flaws:

Limited: You can only affect a certain type of creature, such as people with a certain power source or some other limitation approved by the game master.

Rage

Cost: 6

Action: Half

Range: Touch

Duration: Special

Saving Throw: Will

You are able to instill a murderous rage in those you touch, increasing their ability to inflict and resist damage at the expense of self control. If you use the power on an unwilling target, you must succeed in a touch attack against the target, who then must make a Will save, DC 10 + your power rank. If successful, the target is not affected, but if the save is failed, the target enters a frenzied berserker rage. The target remains in the rage for one round for each point he failed the Will save by. Willing targets remain in rage for one round per point of Constitution or until they wish to end the rage. While in this rage, the target receives a bonus to Strength, Constitution and Will saves equal to your power rank, but also suffers a penalty

to defense equal to your power rank. While raging, the target attacks the closest target, friend or foe, until that target is incapacitated. The raging individual then moves to the next closest target. When the rage ends, the target must make a Damage save, DC 15 + your power rank. Regardless of this save, the target is fatigued at the end of the rage.

Extras:

Berserker Minions: You can use this power on any of your minions with a range of sight.

Dextrous Rage: Victims of your power do not suffer a penalty to their defense.

Flaws:

Affect Self: You are only able to affect yourself with this power.

Reality Control

Cost: 10

Action: Half

Range: Special

Duration: Special

Saving Throw: Varies

You are able to warp reality to your will, allowing you to mimic any single power. As a half action you can set your Reality Control power to mimic any one power at your power rank. You

can change to a new power with another half action, but this also causes you to become fatigued. You may spend a Hero Point to avoid becoming fatigued. The duration of any power you mimic with Reality Control ends if you switch to mimicking another power. You need not see or have experience with a given power to mimic it with Reality Control.

Power Stunt:

Extend: Any powers with a duration longer than Instant last for one round after you switch to another power for each time you take this power stunt.

Extras:

Extra Power: Each time you select this extra you can mimic an additional power simultaneously, so if you take this extra twice you can mimic any three powers simultaneously.

Flaws:

Reality Backlash: If you use this power for more than five consecutive rounds, you must make a power check, DC 5 + the number of consecutive rounds you've been using this power, or become fatigued. If you continue to use this power without a break, you must make a Will save, DC 10 + the number of consecutive rounds you've been using Reality Control, or take damage as per a stun Damage save.

Sensory Link

Cost: 2

Action: Half

Range: Special

Duration: Concentration

Saving Throw: Will

You are able to experience distant places through the senses of others temporarily. You can even use the enhanced senses of animals. There are three ways you can choose a being to see through, all of which require the target to be within your power range listed on the table below.

The first method is knowing your target personally, such as a friend or a well known enemy. Second you can sense through any creature within your line of sight. Third if you wish to spy on a specific location, you can select the location and try to reach out to the senses of any creatures in the vicinity. In this third case, the kind and number of creatures present are up to the gamemaster.

If the target of this power is willing, you can see through the creature's senses without special effort, using the creature's Spot, Search, and Listen skill levels. You also to gain any other sensory abilities of the creature, such as scenting ability. Targets of this power know their mind is being invaded and have the opportunity to resist. If the target is an unwilling victim, you must beat the target in a power check against the target's Will save. If the target succeeds, you cannot make contact with that target, though you may try again. Generally animals will not resist this power.

While you are using this power, you are oblivious to your surroundings because your senses are superseded by those of your target.

Rank: Range:

| | |
|----|---|
| 1 | 10 ft. |
| 2 | 100 ft. |
| 3 | 1000 ft. |
| 4 | 1 mile |
| 5 | 2 miles |
| 6 | 20 miles |
| 7 | 200 miles |
| 8 | 2,000 miles |
| 9 | 20,000 miles |
| 10 | 200,000 miles |
| 11 | 2,000,000 miles |
| 12 | 20,000,000 miles |
| 13 | 200,000,000 miles |
| 14 | 2,000,000,000 miles |
| 15 | 20,000,000,000 miles (anywhere in the solar system) |
| 16 | Nearby star systems |
| 17 | Distant star systems |
| 18 | Anywhere in the galaxy |
| 19 | Nearby galaxies |
| 20 | Anywhere in the universe |

Power Stunt:

Alert senses: You add a +2 bonus to all Spot, Listen and Search checks when seeing through the senses of others.

Extras:

Sensory Interference: When you see through the senses of your target, you can choose to block out the target's senses so neither of you can sense anything. The target is always considered to resist this power and the range is reduced to your power rank x 10 feet. If the target fails the opposed power check against Will save, he gains another save every round. If the target succeeds, you lose contact with the target.

Flaws:

Animal Sense: You can only see through the senses of animals.

Human Sense: You can only see through the senses of humans.

Solid Step

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You are able to walk on gaseous and liquid matter as if it were solid ground, allowing you to walk on water and leap from cloud to cloud. You may walk on any liquid as if it were solid ground and any gas other than normal air, such as clouds, smog and fog. You may move five feet per rank as a half action, double that as a full action and quadruple that when sprinting, all at the expense of your dodge bonus to defense. You may still take

falling damage if there is not sufficient gaseous material to step on.

Power Stunt:

Slow Fall: You automatically slow your descent when falling, reducing the damage save DC of any falling damage by 1 for each time you take this power stunt.

Extras:

Force Field: You are able to form gaseous matter around you in a defensive manner, gaining the Force Field power.

Obscure: You are able to control gaseous matter to obscure the area around you, moving fog, smog and dust around to block the vision of others, gaining the Obscure power.

Airwalk: You are able to walk on any type of gas, even normal air, as if it were solid ground.

Flaws:

Only Gases: You can only walk on gaseous matter.

Only Liquid: You can only walk on liquid matter.

Spirit Sense

Cost: 4

Action: Varies

Range: Normal

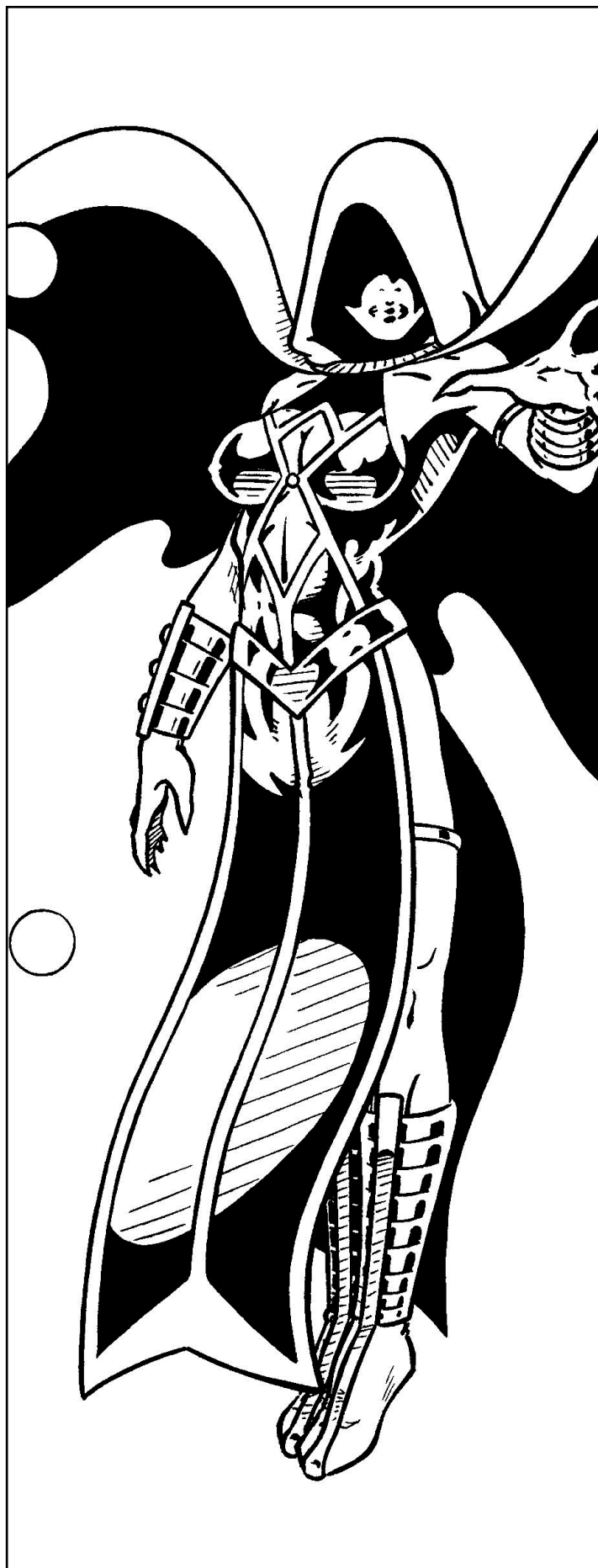
Duration: Continuous

Saving Throw: Will

You are able to see the spirits of the dead, converse with them and even force them away. You are always able to see recently departed spirits if they are active in an area. You can also see individuals engaged in using Astral Projection, though you cannot affect them as you can spirits. Spirits will be attracted to you because they sense that you can see them. You will often be bothered by spirits looking for help with things left undone in life or by spirits who are merely angry and wish to take it out on someone. If a spirit is active, you can automatically see it and converse with it. Spirits are not automatically helpful or even favorably inclined to you, but they will treat you with some respect because they recognize your gifts. You can question murder victims after their deaths, discover the secrets of long dead civilizations from its inhabitants or even interrogate the minions of a supervillain after their passing.

You can summon spirits in the location the spirit died in, a place of particular interest to the spirit (like a home), or at the location of the spirit's physical remains. Summoning a spirit requires a power check against a DC found on the table below.

Summoning a spirit takes a full round action. Once a spirit is summoned, you can question it about what it knew in life, compelling it to answer one question as a half action by beating the spirit in power check against the spirit's Will save. If you win, the spirit must answer one question truthfully. A spirit may wish to return to its rest, forcing a power check against the spirit's Will save each round to keep the spirit active.



**Situation:****DC:**

| | |
|--|----|
| Summoning an active spirit | 10 |
| Summoning a spirit at the spirit's grave | 15 |
| Summoning a spirit at the spirit's former residence | 20 |
| You have an item of extreme importance to the spirit | -5 |

You can force active spirits away as a half action, requiring a power check against the spirit's Will save. Forcing a spirit away in such a fashion gives the spirit two choices: leave the range of this power if they are able (location oriented spirits may not be able) or return to their rest. Permanently trying to exorcise a spirit requires a full round action and another power check against the spirit's Will save, but the spirit receives a +5 bonus to its roll.

Extras:

Ghost Touch: You are able to interact at will with incorporeal objects.

Telekinesis: You have a number of small spirits working for you that can move objects around at your will.

Energy Blast: Using a bound spirit, you can attack a target with a flurry of poltergeist punches.

Flaws:

Converse Only: You cannot exorcise or force spirits away, only sense and speak with them. You can still learn to control spirits in limited ways by purchasing the Telekinesis or Energy Blast extras.

Stage Magic

Cost: 4

Action: Varies

Range: Personal

Duration: Continuous

You are trained in the arts of misdirection and sleight of hand, enabling you to hide objects on your person cunningly and perform many other skillful acts. You add your rank in Stage Magic to all Sleight of Hand, Open Locks, Escape Artist, and Disguise checks in addition to any Perform checks involving magic tricks or escapes.

For each power rank in this power, you can hide one diminutive object on your person with no chance of it being discovered during a normal search, though extreme measures may reveal its existence. Tiny objects count as two diminutive objects, and small items count as four diminutive objects. Hiding an item requires a full round action while out of sight from those who may search you. Removing the item requires a half action.

By spending one Hero Point, you can ensure that no one will find one item hidden on your person, regardless of search attempts. No use of powers, technology or skills may find the item.

Power Stunt:

Speed Draw: You can remove items from their hiding spaces as a free action instead of a half action.

Extras:

Vanish: You may add your power rank to Hide checks, and you can use Hide as a half action even when in plain sight, disappearing from view by stepping behind cover or into the shadows.

Flash Powder: Using sparks and smoke you can blind your opponents, granting you the Dazzle power at your power rank.

Misdirection: You have mastered the art of verbally directing the attention of others, adding your power rank to Bluff and Innuendo checks.

Summon

Cost: 2

Action: Half

Range: Normal

Duration: Concentration

You are able to summon creatures from other dimensions to serve you, but only for a limited time. When you purchase this power, you may create the type of creature you can summon, giving it one power level for each rank in this power. Your summoned creatures are considered minions. They may have any powers, feats, or skills you choose to give them with the allotted power points. You may have one creature serving per power rank.

Summoning a creature takes a half action and the creature will appear anywhere you can see within your power range. The creature will follow your verbal commands or gestures as best it can, including fighting to the death. Once concentration is broken, summoned creatures return to their home dimension. Summoned creatures can be returned to their home realm as a free action.

Power Stunt:

Extra Creatures: Each time you take this power stunt the number of creatures you can have serving you at a single time doubles.

Varied Creatures: Each time you take this power feat you create one other creature you are able to summon. This creature has a power level equal to your power rank.

Chosen Creature: You can summon a specific creature that acts as a normal character instead of a minion. If this creature is killed, you must purchase this power feat again to find another creature of that caliber to summon.

Extras:

Simultaneous Summoning: Assuming you are able to summon multiple creatures, having purchased the Extra Creatures feat, you can summon one creature per power rank as a half action.

Coordinate: You are able to use the Coordinate power with one summoned creature per power rank. This extra may not be combined with the Uncontrolled flaw.

Flaws:

Limited Numbers: Your summoned creatures are drawn from a limited pool of creatures. If a creature is slain, the total number of creatures you can have summoned at a single time is reduced by one for the next 24 hours. Multiple deaths may leave you unable to summon at all.

Uncontrolled: Your summoned creatures do not follow your instructions and instead act on their own whims, though they may be bribed into listening to you.

Ritual Summoning: You require at least one minute and several hundred dollars worth of rare summoning components, like special candles, sand or crystals, to summon your creatures.

Super Science

Cost: 6

Action: Special

Range: Personal

Duration: Special

You are an expert in the most difficult sciences, able to rewrite the laws of physics if given enough time and equipment. Your inventions often push the boundaries of reality and would revolutionize the world if they didn't require your constant supervision to remain functional. This power requires a fully equipped high tech lab, and it is assumed if you have this power you have a lab in your headquarters.

You may add your Super Science power rank to any Science, Computer or Repair checks.

By spending a Hero Point and one hour tinkering in your lab, you can create a device that will mimic any single power with a power rank equal to your Super Science power rank. No power may be mimicked that costs more than 6 power points per rank. Each extra or power stunt taken for a Super Science device reduces the power rank of that device by one.

This device is jury-rigged and will last for 24 hours unless you spend another Hero Point, which will keep the device functioning for another 24 hours. You can calibrate this device to take advantage of known Weaknesses of your opponents, such as Susceptible or Vulnerable. You can have more than one device functioning at a time but each device requires an individual Hero Point to operate. All products of the Super Science power have the Device flaw.

Power Stunt:

Well Built: Your devices last for 48 hours before requiring another Hero Point to keep going.

Flaws:

Single Device: You can only have one device functioning at a time.

Sustain

Cost: 3

Action: Half

Range: Touch

Duration: Concentration

Saving Throw: Fortitude

You produce a type of energy that will sustain creatures of your own species or similar species in the face of starvation, dehydration or suffocation. Any being with an anatomy compatible to your own may draw sustenance from you as long as it is contact with you. You can support one being per power rank, but you may not support yourself (purchasing Immunity feats is suggested for those with this power). This energy will fuel the affected bodies, but not prevent death due to explosive decompression, pressure or similar environmental conditions. While continuous contact is required to prevent suffocation, you may instill enough energy to fight off hunger and thirst for one day with a full round of contact, though you may only use this on one person per day per power rank.

Power Stunt:

Different Metabolism: You are able provide energy for one type of metabolism other than your own, such as creatures that breathe methane or even machines that need electricity.

Extras:

Produce Supporting Matter: You produce food, water and other materials instead of just energy, enabling others to enjoy a good meal instead of merely absorbing energy.

Environmental Protection: Those benefiting from this power through direct contact are also protected from environmental threats, such as the vacuum of space or the crushing pressure of the deep sea.

Invigorate: In addition to supporting the metabolisms of those around you, you also increase their resistance to pathogens, disease and similar threats, granting the Invigorate power at your power rank.

Swarm

Cost: 3

Action: Half

Range: Personal

Duration: Concentration

Your body can transform into numerous smaller forms, such as rats or worms, making you very difficult to harm. Switching back and forth generally requires a half action, but all of your swarm components must be in contact with each other to turn back into normal form. When you select this power you must choose which form is your natural state, swarm or standard. You change into your natural form whenever you are unconscious or disabled.

While in swarm form you break into numerous smaller animals of Tiny size, improving your defense and your attack bonus by +2. While in swarm form you may only use your powers at rank equal to or below your rank in Swarm. Each hit you take renders some of your component creatures unconscious; each hit reduces your effective Swarm power rank by one but causes you no actual damage until your Swarm rank is reduced to 0. These lost points must be healed as per normal hits. Your speed remains unchanged in swarm form, but your Strength is reduced by -4. You are unable to speak in swarm form or carry out any task that requires humanoid form or opposable thumbs.

The extras attached to this power may only be used while you are in swarm form.

Power Stunt:

Diminutive: Your Swarm component creatures are Diminutive in size instead of Tiny, adding +4 to your defense and attack bonus when in Swarm form.

Solo Formation: You do not need your swarm creatures to be in contact with each other to change into humanoid form. Your humanoid form can be shaped from any of your component creatures.

Swarm Speech: You are able to speak in your swarm form.

Extras:

Amazing Save (Reflex): The spread out nature of your swarm form makes it easy for you to avoid damage, granting you the Amazing Save (Reflex) power at your power rank.

Combat Sense: With all the eyes amongst your many component creatures you are able to avoid being surprised in combat, granting you the Combat Sense at your power rank.

Flight: Your swarm form is made up of birds, insects or other creatures that are able to fly.

Natural Weapons: Your swarm form has some form of natural weaponry, such as claws or beaks. This extra allows even animals that do not normally have weapons to develop barbs, stingers or teeth.

Flaws:

Swarm Limited: You can only use powers that are extras to your Swarm power when in swarm form.

Swarm Only: You are always a flock of small creatures and are incapable of taking a normal, humanoid form.

Tremor

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Reflex

You are able to cause violent shaking in the ground around you, throwing those nearby from their feet and inflicting serious damage on nearby buildings. All beings within your range who are standing on the ground must make a Reflex save DC 10 + your power rank or fall prone. As long as this power is active, everyone in range must continue to make a Reflex save every round to remain standing and make another Reflex save if they wish to try to stand up. While prone, victims of this power suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defense and the power rank to the DC of any Dexterity-based skills checks, Strength-based skills checks and Concentration checks. Individuals attacking a prone target in melee receive a +4 bonus.

Any buildings in the vicinity must make a Damage save against your power rank. Anyone inside the buildings must make the same save as falling debris rains down.

Extras:

Vibration Strike: You can cause your hand to vibrate intensely, adding your power rank to your unarmed combat damage.

Tremor Break: Everyone in your range in contact with the ground must make a Damage save, DC 15+ power rank, as intense vibrations rip through the surrounding area.

| Power | Cost Per Rank | Description | Associated Effect Category* |
|--------------------------|---------------|---|-----------------------------|
| Ability Shift | 2 | Boost one ability by reducing another | Ability |
| Addictive Metabolism | 2 | Create addictive chemicals within your body | Alteration |
| Atomic Control | 9 | Control atoms and subatomic particles | Control |
| Banish | 2 | Force teleporters/dimensional travelers to return to their point of origin | Banish |
| Blindsight | 2 | Non-visual sensory abilities | Sensory |
| Catalyst | 3 | Control chemical reactions | Transformation |
| Command | 3 | Instill fanatic loyalty in your minions | Ability |
| Computer Projection | 3 | Project your consciousness into a computer | Movement |
| Confession Burn | 3 | Damage people according to the misdeeds | Attack |
| Consume | 7 | Consume matter to increase your size or heal | Alteration |
| Coordinate | 2 | Provide a sensory link amongst a group of people, increasing their combat effectiveness | Sensory |
| Creature Creation | 5 | Create creatures from organic raw materials | Transformation |
| Danger Sense | 4 | Detect and avoid imminent danger | Sensory |
| Determine Destiny | 4 | Alter fate in small ways | Variable |
| Dimensional Doppelganger | 4 | Summon versions of yourself from parallel dimensions | Transformation |
| Dimensional Shunt | 4 | Use a small pocket dimension to store goods, deflect attacks and trap enemies | Movement |
| Electromagnetic Pulse | 2 | Damage electronics in a radius around you | Control |
| Fade | 2 | Avoid being seeing by being inconspicuous | Illusion |
| Fear | 2 | Induce fear in your target | Control |
| Friction Control | 5 | Control friction between objects | Control |
| Friendship Aura | 2 | Make people think they know you | Control |
| Gestalt | 2 | Join with teammates to combine powers | Transformation |
| Imbue Energy | 2 | Store powers in items for later use | Variable |
| Invigorate | 3 | Increase the resilience and fertility of nearby life forms | Ability |
| Light Control | 9 | Control photons | Control |
| Machine Merge | 2 | Heal living beings by grafting metal parts on to them | Alteration |
| Mathematical Precision | 2 | Carry out a staggering number of mathematical computations | Ability |
| Meld | 3 | Take control of others by melding with their body | Attack |
| Meld Creature | 3 | Heal living beings by grafting organic matter on to them | Alteration |
| Nano-Machines | 6 | Control a small army of microscopic machines | Control |
| Non-Detection | 2 | Be resistant to being located by sensory based powers or technology | Sensory |
| Order | 3 | Repeat actions over again perfectly | Variable |

| Power | Cost Per Rank | Description | Associated Effect Category* |
|----------------------|---------------|--|-----------------------------|
| Peaceful Aura | 2 | Others find it very difficult to attack you | Defense |
| Personal Dimension | 4 | Have your own personal dimensional space | Control |
| Petrification | 5 | Turn people to stone | Transformation |
| Poisonous Metabolism | 2 | Naturally produce chemicals harmful to others | Defense |
| Power Scan | 2 | Detect and determine the powers of others | Sensory |
| Probability Control | 4 | Control random chance | Control |
| Proscribe | 3 | Cause others to keep their distance | Movement |
| Rage | 6 | Grant abilities at the expense of self-control | Alteration |
| Reality Control | 10 | Warp reality to mimic any one power | Variable |
| Sensory Link | 2 | Observe through the senses of others | Sensory |
| Solid Step | 2 | Walk on non-solid matter | Movement |
| Spirit Sense | 4 | Sense and control spirits | Control |
| Stage Magic | 4 | Become a consummate stage magician | Ability |
| Summon | 2 | Summon minions from another dimension | Control |
| Super Science | 6 | Create powerful technological artifacts | Variable |
| Sustain | 3 | Provide sustenance for others | Alteration |
| Swarm | 3 | Transform into lots of smaller creatures | Transformation |
| Tremor | 3 | Cause localized earthquakes | Control |

*The Associated Effect Category is included only to provide a creative bridge between the powers listed in the Mutants & Masterminds core book and Power Corrupts. For some powers (like Dimensional Doppelganger) the Associated Effect (in this case, Transformation) should point to the power's similarities to and differences from the original power being modified (in this case, Duplication). Other powers (like Order) are designed to try to highlight new interpretations of existing power effect categories (in this case, Variable). The gamemaster should feel free to modify any of these powers or the effect categories associated with them.



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