

Violence and the Supernatural

The fantasy world of **Heroes Unlimited™** is violent, deadly and filled with superhumans, aliens, supernatural monsters, and strange powers. Superhuman mutants, aliens, and nefarious villains threaten, rob, torment and prey on humans. Monsters, gods, demons, magic, insanity, drugs, biological experiments, war and heroic adventure are all elements of this book.

Some parents may find the violence, magic, super abilities and supernatural elements of this book inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books condone or encourage the occult, the practice of magic, the use of drugs, vigilantism or violence.



**A power packed sourcebook for the *Heroes Unlimited RPG®*, 2nd Edition.
Compatible with *After the Bomb®*
and the entire *Palladium Books® Megaverse®*!**

Dedication

To my wife Christina and my daughter Robin for putting up with all my all-night gaming and my obsession with Palladium Books when I should've been doing other things. As well as a thanks to all of the members of my gaming groups, past and present, for putting up with all of my weird ideas and for play-testing it all. With a special thanks to Randi and Roger Cartier for helping me get my ideas to Kevin and of course, to Kevin Siembieda for giving me a chance in the first place.

–Carmen Bellaire

Palladium Books online – www.palladiumbooks.com

PDF Edition – November 2017

First Printing – June, 2003

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Powers Unlimited™ One – A sourcebook for Heroes Unlimited™, 2nd Edition is published by Palladium Books Inc., 39074 Webb Court, Westland, MI 48185. Printed in the USA.

PALLADIUM BOOKS PRESENTS:

POWERS

UNLIMITED[®] ONE

A SOURCEBOOK FOR HEROES UNLIMITED™

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Special Thanks to Carmen for his first contribution to Palladium Books. To Ramon Perez for a powerful and hero filled cover, and to all of Palladium's artists. And to Wayne, Alex and the rest of the Palladium super-heroes for all their hard work and acts of heroism every day. Apologies to any contributor whose name was misspelled or left out by accident.



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New Minor Super Abilities

Powers Unlimited

Powers Unlimited seems a fitting title for a book that is filled with nearly 200 fully fleshed-out super abilities, not including the many nuances and sub-powers of many of them, especially the Major abilities. If this doesn't spice up your **Heroes Unlimited™** campaign, nothing will.

These *new* super abilities are designed to provide even more variety for the **Heroes Unlimited™ RPG, Second Edition** and are suitable for any characters who wield strange and unusual powers, from superhumans in **Rifts®** and **Skraypers™** to mutants in **After the Bomb®** and the **Mutant Underground™** and even non-Palladium superhero games. Many of the abilities are powerful, others strange; all are imaginative and fun, and should provide ideas for a couple hundred new super beings – heroes, villains and blundering NPCs.

This book is written by Palladium newcomer Carmen Bellaire, who gathered up powers and abilities from the pages of **The Rifter®** (thank you, guys) and other ideas from various Palladium RPG books to mix in with a heaping helping of his own ingenious ideas. I then took the whole lot, tweaked, modified and fine-tuned them for publication, added a few of my own ideas for new super abilities, some dynamic artwork, and voila! You have one pulse-pounding sourcebook of super abilities.

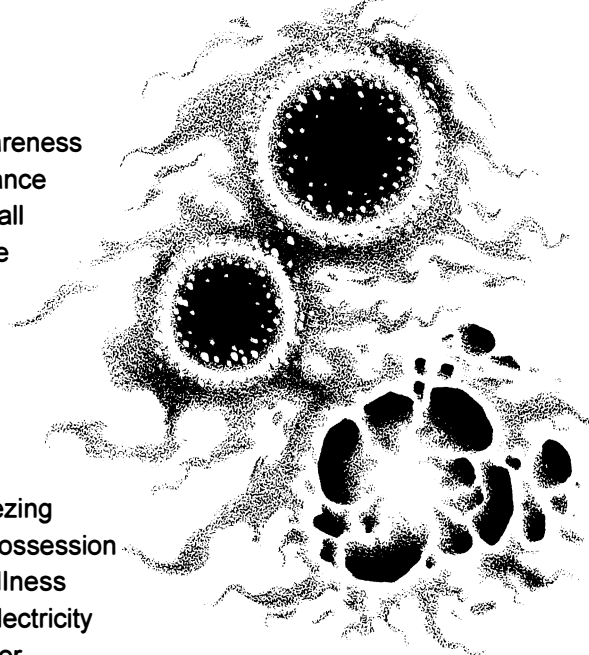
Now all that's left to do is for you guys and gals to sit down and unleash your imaginations for a multitude of new adventures in the annals of role-playing. Go for it.

– Kevin Siembieda

Alphabetical list of New *Minor* Super Abilities

Abnormal Energy Sense
Adrenaline Surge
Alter Physical Structure of Limb
Anatomical Independence
Animal Brother
Antennae
Battle Rage
Beastmaster
Blur
Bookworm
Bubble Glue
Charge Object with Explosive Energy
Claws
Color Manipulation
Conduct Electricity
Criminal Intuition
Danger Sense
Density Walking
Detonation or Explosive Power
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Energy Expulsion: Electromagnetic Pulse
Energy Expulsion: Energy Aura
Energy Expulsion: Flame Ring
Energy Expulsion: Force
Energy Expulsion: Force Blast
Energy Expulsion: Icy Mist
Energy Expulsion: Plasma
Energy Expulsion: Ultrasonic Screech
Energy Shield
Energy Whip
Enhanced Leaping
Enlarge Body Parts
Exploding Spheres
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Flight: Insect
Flying Force Disc
Frequency Absorption
Giant
Glow Bug
Gravitational Plane
Gun Limb

Hardened Skin
Healing Power
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Heightened Sense of Balance
Heightened Sense of Recall
Heightened Sense of Time
Hold Breath
Hyperdensity
Immovability
Immune to Magic
Immune to Psionics
Impact Resistance
Impervious to Cold & Freezing
Impervious to Control & Possession
Impervious to Disease & Illness
Impervious to Energy & Electricity
Impervious to Fear & Terror
Impervious to Light & Lasers
Impervious to Poison & Toxins
Impervious to Shadows & Darkness
Impervious to Sound & Vibrations
Increased Durability
Indestructible Bones
Instant Wardrobe
Instant Weapon
Iron Will
Life Sense
Lifting Field
Lightning Reflexes
Living Anatomy
Longevity
Lunar Strength
Mechanical Awareness
Mask – No Face, No Identity
Motion Detection
Multi-Tasking
Personal Force Field
Physical Perfection
Power Bands
Power Weapon
Quills & Spines
Resin
Seismic Power
Sense Death & Destruction
Sensory Orb
Shadow Meld
Shadow Shaping
Shadow Stepping



Sleep Dust
Sleeplessness
Sliding
Solar Powered
Sonar
Speed Tasking
Stench
Super Bounce
Super Burrowing
Super Hibernation & Stasis Field
Super Wind Blast
Supervision: Acute Sight
Supervision: Circular Vision
Supervision: Paranormal Sight
Supervision: Thermal Vision
Swing Line
Tentacles of Hair
Toy Control
Tractor Beam
Ultra-Hearing
Unnoteworthy – Forgettable
Un-Trackable
Venomous Attack
Warp Sound
Wave Rider
Weightlessness
Whip Attack

Abnormal Energy Sense

This superhuman can sense the presence of *abnormal (magic and psychic) energy* all around him, including psionic individuals (I.S.P.), supernatural creatures, and magic (P.P.E.). The sensitivity is constant and automatic, enabling the character to feel the psychic emanations when a psionic power or magic spell is being used within the range of his sensing abilities. If the energy is being continually expended, like a series of magic or psionic attacks, or a long duration effect, or permanently empowered magic item, he can track the energy to its source, otherwise he simply knows that psionics, magic or the supernatural is near. The sensation is rather like a chilly breeze that momentarily washes over the character, alerting him. If the "breeze" persists or is repetitive, it can be followed to the source much the same way you or I might follow that chilly draft to an opened window. That's as good an analogy as any.

Sense the Use of Psionics or Magic: Can feel when magic or psionic powers are used and can tell whether it is magic or psychic energy (or both), whether it is near or far, and whether the emanations are strong/powerful or weak (i.e., a simple magic spell or a mystic battle or high level). In addition, the super being recognizes enchantment cast upon others (i.e. mystical charms, trances, disguises, etc.), and possession, and can also sense the presence of an enchanted weapon or object that grants its user superpowers or enables its user to cast magic spells, including rune weapons, but again, only when the item is in use or by touch.

Range: 100 feet (30.5 m) per level of experience.

Base Skill: 40% +5% per level of experience (roll once every melee round).

Note: The character can also sense if someone possesses psionic or magic powers, or is a supernatural being (demon, monster, spirit, demigod, etc.) by touch – a simple handshake will do. If the being is incredibly powerful or high level (9 or higher) the super being will sense that too, though not exactly how powerful/high level.

Track Abnormal Energy Trail (magic or psionics)

Range: 100 feet (30.5 m) per level of experience.

Base Skill: 50% +5% per level of experience (roll once every melee round), provided the energy is long lasting or repeatedly released over and over.

Limitation: Only while the magic or psychic powers are in use.

Sense and Track the Supernatural: This is much more difficult. Unless the super being touches the supernatural creature, he will not sense his presence. However, whenever the supernatural creature uses one of its magic or psionic powers, the character *will* sense them and has a 30% +10% per level chance of recognizing that it comes from a *supernatural being* (+20% if the creature is Diabolic alignment, a demon lord, demigod or even more powerful than that). The super being can also sense if the creature is evil or good.

Range: 50 feet (15.2 m) +30 feet (9.1 m) per level of experience.

Base Skill (to track): 20% +5% per level of experience (roll once every melee round) to track to the source.

Note: The character can feel supernatural evil that is *Diabolic* like an icy chill in the marrow of his bones. The evil essence just washes over the hero, warning him like an alarm.

Power Limitation: Close proximity to ley lines and nexus points interferes with and disrupts the sensing ability, making it impossible to use this ability at these locations, except to find a dimensional portal or a supremely powerful psychic, practitioner of magic or supernatural being (i.e., demon lord, demigod, god, incredibly powerful wizard, etc.).

Adrenaline Surge

Original concept by Leland Smith, retooled by Kevin Siembieda

At moments of high stress, intense frustration, life and death situations and when the character gets truly angry/upset or terrified, this super ability kicks in to give him a chemical rush that makes the super being momentarily tougher and stronger. This is the direct result of a high-powered Adrenaline Surge that temporarily grants the character increased power. Actually, scientists who study the paranormal and para-humans think this power is more of a combination adrenaline rush and Chi-like inner strength.

Additional P.S. Damage: The P.S. attribute becomes *Superhuman* for 1D4+4 melee rounds. If already Superhuman it becomes *Supernatural* for 1D4+1 melee rounds.

Additional S.D.C. & Endurance: The character can withstand greater damage, with S.D.C. temporarily doubling (minimum bonus of 50 S.D.C. points) for 1D6+4 melee rounds. Also +10% to save vs coma. While acting under the Adrenaline Surge, the character seems impervious to fatigue, possession, pain and any attacks from drugs, poisons, disease, mind control magic or Bio-Manipulation or Empathic Transmission psionic powers. However, when the surge ends, the character is -4 to save vs the attack (delayed reaction) and is likely to immediately succumb to it for the full duration and effects.

Hyper-Aggressive: +2 to initiative, +1 to strike (+3 if the enemy is an old acquaintance and/or a most hated one), +2 to parry and dodge, +5 to leap/lunge in front of an innocent person or to push them out of the way, but in both cases puts himself in their place and may suffer damage. +6 to save vs Horror Factor. Duration is 1D6+4 melee rounds.

Additional Attacks: +1 per melee round for 1D6+4 melee rounds.

Duration: As noted above.

Limitations & Penalties: Besides the fact that it only kicks in when the character is angry, upset, stressed out or terrified, and the duration is short lived (see above), during the Adrenaline Surge skill performance is -20%, with the exception of Physical and W.P. skills.

After the surge is over, the character cannot get another one for at least 10 minutes, he feels weak, and

suffers the following the penalties for 1D4+2 minutes after an Adrenaline Surge: Reduce the number of usual melee attacks by one, all combat bonuses and saving throw bonuses by half, Speed attribute by half, and skill performance by 10%.

Alter Physical Structure of Limb

The ability to alter the physical make-up of *one* of his limbs, which is normally limited to the hero's hand and arm, but it may also be a leg or tail. This can be done with a thought and takes 2-3 seconds to perform (one melee action). The alteration is similar to one of the Major Alter Physical Structure powers, except it is limited to that single limb. This is one of the few Minor Abilities that can be taken multiple times, one for each limb (all the same or each one different). For the structure of the altered limb and its abilities you must roll 1D10 and see the list below:

Note: When all the S.D.C. of the limb are gone (S.D.C. is depleted only when an opponent specifically targets the limb), it returns to normal flesh and blood and cannot transform again for at least one hour and if a hand/arm, it feels numb and skill performance is -10%; if feet/legs, reduce speed by 10% for that hour long recuperation period.

1. Crystal: The limb becomes hardened crystal with an A.R. of 16 and 60 S.D.C. The rock hard appendage can be used as a bludgeon, plus the character can focus light through the crystalized hand to create a beam of light, like a flashlight or as a light laser beam.

Rock Hard Fist or Bludgeon: +2D6 damage to punches and the hand/arm can be used to parry melee weapons without injury (do not subtract damage from the limb for an ordinary parry, only if the attack is specifically out to hit and damage the hand). The crystalized limb is also resistant to fire, heat and cold (half damage) and impervious to flesh-eating acid.

Light Beam: Laser-like beam.

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Damage: 1D6 points, +1D6 more at levels 2, 5, 8, 11, and 14.

Attacks per Melee: Each beam/blast counts as one melee attack. **Bonus:** +1 to strike on an aimed strike only.

2. Ice: The limb can be turned into ice, with an A.R. of 14 and 40 S.D.C., plus the limb can be used to create and throw blades of ice or snowballs. The super being is resistant to cold (half damage) whenever the Ice Limb is in effect.

Hard Fist or Cudgel: +1D6 damage to punches and the hand/arm can be used to parry melee weapons, but it takes 10% of the damage that would have been inflicted. The character is resistant to cold (half damage whenever the Ice Limb is in effect), but the limb itself is completely impervious to cold. Fire, however, does 50% greater damage than usual to the limb.

Snowballs & Ice Daggers: Hurling projectiles.

Range: 60 feet (18.3 m).

Damage: 1D6 per ice blade or 1 point for a snowball, 1D4 for an ice ball.

Attacks per Melee: The quick formation and throwing of each snowball or ice blade counts as one melee attack.

Bonus: +1 to strike with an ice blade or snowball.

3. Liquid: Because the character's limb is composed of liquid water, all objects such as bullets, arrows, knives, swords, even people, pass right through the limb, doing NO damage. The limb can also be used to unleash a bolt of water.

Water Bolt:

Range: 40 feet (12.2 m).

Damage: Against ordinary people, one point and drenches half the body, but does 4D6 damage to vampires, beings made of fire and other creatures vulnerable to water. **Note:** The Water Bolt can also be used to put out fires (3 foot/0.9 m diameter, per blast).

Attacks Per Melee: Each bolt counts as one melee attack.

Bonus: +2 to strike with the Water Bolt.

4. Magma: The limb turns into molten rock, like living lava; A.R. 12 and 75 S.D.C. Fingers and hands can be made to ooze and flow like lava (Spd. 6) to slip under a door or through a crack at triple the normal limb's length, to touch or grab something, but whatever it is, it will burn or melt unless fire resistant. Because the character's limb is composed of liquid, super hot magma, all objects, bullets, arrows, knives, swords, even people, pass right through the limb, doing NO damage. The magma limb can also be used to expel a bolt of super hot, liquid lava. The character becomes resistant to fire and heat (half damage) whenever the Magma Limb is in effect, but the limb itself is impervious to fire, lava and heat.

Burning Touch: Every touch or punch causes burning pain and does 2D6 damage each contact. The character can also set paper, cloth and other combustibles on fire if he touches them for six seconds (counts as two melee attacks/actions).

Range: Touch.

Damage: 2D6 damage from a punch, 1D6 damage from a touch (does not increase with experience).

Fling Lava: The character can also fire small bolts of burning lava.

Range: 40 feet (12.2 m).

Damage: 3D6 (does not increase with experience).

5. Steel: The limb turns into hardened steel, with an A.R. of 17 and 120 S.D.C. In hand or weapon form, the metal limb is also resistant to fire, heat and cold (half damage) and impervious to flesh-eating acid.

Steel Hard Fist: +2D6 damage to punches and the hand/arm can be used to parry melee weapons without injury (do not subtract damage from the limb for an ordinary parry, only if the attack is specifically out to hit and damage the hand).

Steel Blade or Hammer: Additionally, the character can actually turn his hand into a hammer or sword shape with an extended reach, like that of a real weapon.

Range: 3 feet (0.9 m) longer than usual, starting at the hand.

Damage: 3D6 from a hammer or sword.

Bonus: +1 to strike, +2 to parry and +1 to disarm.

6. **Oil:** All physical attacks such as punches, kicks, arrows and bullets will simply pass through the limb like water. The limb has an A.R. 12 and 40 S.D.C. Only the character can run across his oil slicks without penalty and is impervious to toxins from petroleum products.

Bolt of Liquid Oil: Covers the target or individual in slippery oil; no physical damage.

Range: 30 feet (9.1 m).

Damage/Penalties: People coated in oil will find it difficult to pickup, hold or carry anything and there is a 01-33% chance of them dropping anything in their hands at the beginning of each melee round or when using an object to strike in an attack. Additionally, moving faster than one third his normal maximum speed is likely (01-60% chance) to cause the affected character to slip and fall, losing initiative and one melee attack/action.

Oil Slick: Coating the ground in oil causes anyone passing through it to reduce their speed by 75% or risk slipping and falling (01-80% chance). Those who slip on an oil slick lose initiative, two melee actions/attacks and slide for 2D6 yards/meters. Vehicles hitting an oil slick at speeds over 30 mph (48 km) are also 01-80% likely to skid and crash.

Note: Each oil attack counts as one melee attack; +1 to strike.

7. **Tentacles:** The hand and arm turns into four tentacles with an extended reach of 12 feet (3.6 m).

Bonuses (for Tentacles only): +1 to strike, +4 to entangle and pin/incapacitate, +2 to disarm, and +5% to Climb. Each tentacle has 2D4+10 S.D.C. and regenerates within 24 hours if chopped off (until then the character is missing one finger for each lost tentacle). The same whether one or both hands and arms can turn into tentacles.

Tentacle legs (both) reduce the character's running speed by half, but enable him to climb like a monkey and swing from trees or similar structures (pipes, scaffolding, netting, lampposts, etc.) at *double* his normal running speed and he is +20% to Climb, +10% Swim and +10% to Acrobatic skills. Reduce bonuses and speed by half if only one leg is tentacles.

8. **Sand:** All physical attacks such as punches, kicks, arrows and bullets simply pass through the sandy limb, which has an A.R. 13 and 40 S.D.C.

Sand Blasts: The limb can generate stinging and blinding blasts of sand. Damage: When directed as a slamming attack the blast does 2D6 damage. When directed at the head/eyes as a blinding attack it does one point of damage but unless the victim's eyes are shielded by goggles, a visor or eyeglasses or similar covering, he is blinded (-10 to strike, parry and dodge) for 1D4 melee rounds. Characters whose eyes are protected (or the individual is Invulnerable or Intangible) are only momentarily blinded by the sudden cloud of sand and lose one melee attack/action.

Range: 30 feet (9.1 m).

Attacks per Melee: Each Sand Blast counts as one melee attack.

Bonus: +1 to strike with Sand Blast only.

9. **Stone:** The limb turns to stone and has an A.R. of 16 and 90 S.D.C.

Rock Hard Fist: +2D6 to punch damage, plus any usual P.S. damage bonuses. The hand/arm can also parry melee weapons without injury (do not subtract damage from the limb for an ordinary parry, only if the attack is specifically out to hit and damage the hand).

Stone Mace or Axe: Furthermore, the character can turn his hand into a stone mace or axe with an extended reach, like the handle of a real weapon starting at the fingertips.

Range: 3 feet (0.9 m) longer than usual.

Damage: 2D6+3 with a mace or axe (double damage to creatures vulnerable to stone).

Note: In either form, hand or weapon, the stone limb is resistant to fire and heat (half damage) and impervious to cold and flesh-eating acid.

10. **Wood:** The limb turns to wood, with an A.R. of 12 and 35 S.D.C.

Wood Hard Fist or Pole: +1D6 damage to punches, plus the hand/arm can be used to parry melee weapons, but it takes 10% of the damage that would have been inflicted by the opponent's weapon (none from punches or kicks). The character can also turn his hand into a wooden stake, or a short spear-like appendage, or a pole/staff; all do 2D6 damage instead of normal punch damage, +P.S. bonus if any.

Range: The weapon is four feet (1.2 m) longer than usual, starting at the hand.

Bonus: +1 to strike and +1 to parry.

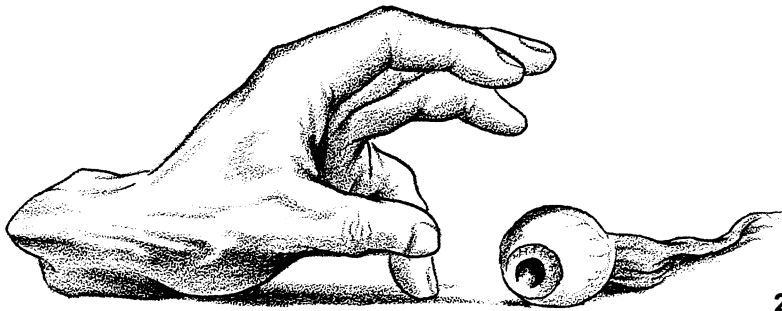
Fire Wood Shards: The character can also fire up to two wood arrow-like shards per melee round. Range: 120 feet (36 m).

Damage: 2D6 for one arrow (counts as one attack) or 4D6 for two simultaneously fired arrows (counts as two melee attacks).

Duration: Instant, but the arrows remain permanently.

Bonuses: +2 to strike with one arrow or +1 for two.

- Note:** Should the limb be damaged or even chopped off while in its altered shape, the character is mutilated and missing his hand or hand and forearm for 24 hours before it regenerates to normal. Once restored, the limb has all its usual powers. Normal punches and kicks never damage the Altered Limb. Knives, swords, clubs, and similar melee weapons generally do no damage either, unless the attacker is deliberately trying to attack and damage the limb itself. As usual, the attacker must roll over the A.R. to do full damage, any roll under the A.R. does no damage. A failed parry means the attacker strikes the defender's body and does damage as usual.



Anatomical Independence

Also known as “Body Freak”

This strange power allows the super being to separate pieces of his own body, without pain or any ill effects or damage to himself, and send them off like mobile units! As amazing as it may sound, the separated body parts continue to function as if they were still connected to the super being, only functioning at long-distance like remote control drones. Blood still pumps through the character's veins and eyes still see, even if they are separated from the body by hundreds of feet. But damage done to a part is still taken off his S.D.C. and Hit Point totals, as if the body part was still attached to the rest of the body.

Range: 200 feet (61 m) +100 feet (30.5 m) per each level of experience. All limbs, except for eyes and ears, must be within line of sight to use accurately, but can be “called back” to the character and return like a homing pigeon. The super being can also sense the location of a missing body part(s) and is able to track it down to recover it.

Bio-Regeneration: A body part that is destroyed will regenerate after 72 hours of being destroyed. Any body part kept away from the weird character dies within 72 hours of separation, and under this situation, takes eight days to regenerate. Until the limb regrows, the character is without that appendage, eye, or ear.

Duration of Separation: 72 hours maximum, usually only a matter of minutes or hours. See Bio-Regeneration.

Attacks or Actions per Melee: Removing a body part counts as one melee action, then the limb has three melee actions/attacks per round. Meanwhile, the diminished character loses one melee action/attack for each separated part as well as loses the use of the particular organ or limb.

Parts that can be detached and used independently:

1. Eyes: Removing an eye, complete with a sinewy optic cord and muscle; looks like an eyeball attached to a cord of some kind. The eye, using the cord, can crawl and climb like a snake or roll (surprisingly taking no damage from rough surfaces or dirt). Crawling and climbing speed is equal to one third the character's normal running speed. Rolling is equal to half the normal running speed. Both modes of travel have a base Prowl ability of 50% and can be used to spy on others – visual images only – the super being can see everything his detached eye(s) see. Vision is the usual for that character.

Vision is impaired with one eye removed, with a blind spot on one side: -1 to parry and dodge. The character is *blind* if both eyes are removed, able to see only whatever and wherever his detached eyes are, not what's happening in front of his own face. -10 to strike, parry and dodge if blind, -5 if his eyes can see him and his attacker away from his position – an out of body experience making combat difficult due to the strange perspective.

- 2. Ears:** Another way to spy on others by removing one or both ears and placing them in an inconspicuous place to eavesdrop on others. Ears can flop around and wriggle at the equivalent of a Speed of 3, and have a base Prowl of 30% (but easy to hide under furniture, on a shelf, etc.). Hearing capabilities are equal to whatever's normal for the super being, though he can hear what's going at the location of the ear(s) even though he may be hundreds of feet away, as if he were in the room. Of course, he cannot hear what's going on right next to him if both ears are removed. And yes, he can hear and distinguish between two simultaneous conversations or noises heard by two separate ears.
- 3. Hands:** One or both hands can be detached at the wrist and sent scurrying off with the fingers doing the walking at half the character's normal running speed. P.S. of the hand is also half. A detached hand is often used to get and bring small items like keys, computer disks, money, credit cards, jewelry, paperwork and other small and light items, as well as retrieve a detached eye or ear, open doors, operate a computer keyboard (provided the character can see it from his vantage point or sends a detached eyeball with the hand) and frighten people (Horror Factor 13). The hand can also climb up table legs, furniture, rope, curtains and similar equal to the character's own Climb skill (if he doesn't have Climb, the base skill is only 30%). The hand can also spring/leap three feet (0.9 m) high or lengthwise, or be thrown by the other, still attached hand to land at a particular location or to make a flying punch (normal punch damage with half the P.S. bonus, if any). **Note:** Line of sight is required to manipulate and direct the hand.

The hand and forearm may be detached together to be used as a means to extend one's reach with the still attached hand and arm holding on to the end of the forearm; makes a great backscratcher.

- 4. Feet:** Not as useful as a hand due to less articulation (unless it happens to be a prehensile foot!), but it still has its uses. A detached foot at the ankle can hop to make noise and create a distraction/diversion, push doors closed, make a mess (kicking stuff around) and other simple things. If a bare foot, it can also pick up items such as keys, pencils, and similar between the toes and return with them. The foot can hop at a speed equal to the character's normal running speed, and leap five feet (1.5 m) high or lengthwise. The foot can even propel itself enough to kick something, doing 1D6 damage (no P.S. or other damage bonuses).
- 5. Contortion and Escape:** The ability to remove body parts also means this weird super being can slip handcuffs and bonds that tie the hands and feet together

with ease (two melee actions by popping the limbs off), and slip out of straight jackets (removing the arms at the shoulder) and similar restraints in four melee actions. Likewise, the character can fit in a box, suitcase or other container by breaking his body down into multiple body parts, the arms removed at the shoulders and the legs at the hip, knees and ankles if necessary. Note that arms detached at the shoulders are much more clumsy (reduce speed by half, no bonuses; same for feet with the legs attached). Also note that the body trunk cannot be broken down, but the head can be removed at the neck. Can also twist and contort his limbs, torso and neck, bending and twisting them in unimaginable ways, including turning his head 360 degrees or bending it to rest the cheek on the shoulder.

6. **Feign Death.** The character can fake his death by either falling to pieces or twisting his limbs to appear mangled. Base Skill: 78% +2% per level of experience.
7. **Horror Factor:** 13 for moving body parts, H.F. 14 for moving eyeballs and apparent dismembering (Feign Death).
8. **Bonuses:** +30% to Escape Artist skill, +10% to Biology and +20 to S.D.C.

Animal Brother

This power makes the character a friend to all animals, who see him as one of their own. Animals treat the character in a peaceful and friendly, but absent-minded manner. The character is one with the animals, and he can pass among them without any trouble or disturbance (birds will not fly away and dogs will not bark, etc.). Animals will *not* obey his wishes or come to his aid, but all animals, regardless of type, will not harm the super being in any way. This includes natural predators, snakes, venomous insects and even animals being controlled by powers like Animal Abilities or Control Others, etc. (has no effect on possessed animals, or super beings with Animal Abilities, Animal Metamorphosis or Lycanthropy). The character also finds it easy to befriend all animals, and has a natural +20% bonus on all animal related skills.

Animal Brother: The character does get an animal he can command as a special familiar. This animal is gained at level one and considers the humanoid to be its brother. If the familiar animal should die, the super being cannot replace the animal until he has gained two additional levels of experience from the time the familiar was lost.

The familiar or Animal Brother may be an animal of any kind and any size, from a ferret, cat or dog to lion, tiger, bear, or horse, and so on; any type of animal the character desires, and even exotic animals can be purchased easily through illegal animal markets. The animal possesses all its normal animal abilities, but it will have the maximum amount of S.D.C., Hit Points and intelligence for that species. It is completely loyal to the superhuman, understands and obeys his every command, and is very protective of him, always watching his back. This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or

mean the animal may have been, it is docile and submissive to the super being who is its friend and master. However, it cannot actually speak back to its human brother nor can the character see what it sees. On the other hand, both can sense when the other is in danger (10 mile/16 km range).



Antennae

Antennae are a pair of thin, whip or rod-like limbs attached to the super being's head. Most antennae can be folded back under a cap, hat or helmet to hide them, when not in the character's "super" persona and some (01-50% chance) are retractable, disappearing into the skull when not in use.

1. Keen sense of smell and hearing. Antennae can hear and smell like an extra nose and pair of ears, but offer additional insect abilities. The antennae can hear and smell at the top range of human capability.

Bonus & Special Abilities: +1 on initiative, track by scent alone 30% +2% per experience level. Identify common odors 80% +2% per experience level. Identify uncommon odors/scents 40% +2% per experience level.

2. Motion Detectors: They are covered in hundreds of tiny motion sensitive hairs, making them super sensitive to movement in the air around the hero, and able to feel wind, motion from an approaching enemy, as well as tell changes in air temperature in increments of two degrees Fahrenheit.

Range: 20 foot (6.1 m) radius around the super being.

Bonuses & Special Abilities: +1 to parry and dodge. Identify temperature of the air and changes in temperature, plus the temperature of objects by touch: 80% +2% per level of experience, within two degrees. Accurately identify wind direction and speed: 70% +2% per level of experience (-30% in stormy conditions).

- 3. Feelers:** The antennae also have the equivalent of the Minor super ability of *Heightened Sense of Touch* (see HU2, page 234) and are useful in feeling around in the dark. In fact, the combined abilities of the antennae reduce the penalty for being blind to only -2 to strike, parry and dodge, plus they can identify objects by touch.

Base Skill: 60% +2% per level of experience (-30% if the object is uncommon or alien).

- Penalties:** When antennae are covered (they are 3D6+12 inches long), lose *all* the antennae related bonuses and are -40% on their special abilities and the character is -2 on initiative.

Battle Rage

The character is able to throw himself into a battle rage, a sort of fighting fury like berserkers of legend. When the hero wishes to enter a battle rage it takes him 1D4 melees to work up the rage, with the normal duration.

- Duration:** 4 melee rounds per level of experience. After the duration lapses, the hero cannot use the power again for one hour as he recuperates from the intense emotional and physical exertion. Furthermore, he is -1 attack per melee round, and the P.S. and Spd. attributes are half for the one hour recuperation period.

Battle Rage Bonuses include:

Impervious to Horror Factor and fear, including psionic and magic types.

+2 attacks per melee round.

+40 to S.D.C.

+3 to initiative, +2 to strike, +3 to roll with punch, fall or impact, and +2 on all saving throws.

+2D6 to hand to hand damage and any energy expulsion powers the hero may possess.

Can fight up to P.E. attribute number x3 below zero Hit Points before collapsing and recovers as if only 20 H.P. below zero.

- Penalties:** In this state, the super being will blindly attack any foe regardless of their strengths or odds of beating the character. Likewise, the hero becomes immune to Horror Factor and fear, but loses his normal good judgment and common sense, compelling the character to attack a superior foe or superior numbers regardless of the odds of winning.

After the enemy is defeated or flees, there's a 01-20% chance that the enraged individual will attack friends or innocent bystanders without realizing who they are, and a 01-60% chance of attacking anybody who gets in his way or tries to stop or calm him down. Continues to fight until incapacitated or the duration of the rage lapses, with no saving throw possible.

-3 to dodge (just tends to charge head on), is likely to ignore attempts to parry, preferring to strike simultaneously (which may frighten his opponent into fleeing if he seems insane and willing to die as long as he takes his opponent with him), and cannot pull his punches.



Beastmaster

Wild and domesticated animals see the super being as their master and obey his every command. The character can communicate with them on a basic, animal level, i.e., simple ideas, emotions and statements like "need food" or "see red car, follow it," or "is dangerous, run (or kill)" and similar. Communication is simple and direct, the hero just speaks to the animal and it growls, grunts, and speaks back to him (he and they understand each other even if people around them don't). When using his power to command an animal, the creature will do absolutely anything requested other than kill itself or its mate or young. However, the animal(s) only obeys the Beastmaster, not any of his friends or allies even if told to do so.

Range: 200 feet (61 m) per level of experience.

Duration: Four minutes per level of experience.

Animal Abilities & Damage: Limited to those natural to the specific animal.

Saving Throw: Animals have little chance of saving against this attack, and must roll a 17 or higher to save. Animals that successfully save do not obey the Beastmaster and control cannot be attempted on them again for 24 hours.

Limitations & Penalties:

1. Diminished Capacity: When two or more animals are under his control, all are -2 on initiative, and -2 to strike, parry and dodge, because of the disorienting influence of being controlled.

2. Line of Sight: To place an animal under his control it must be visible to the superhuman and within range. If he steps out of range, the animal(s) under his control snaps out of his influence within one melee round (15 seconds).

3. The Number of Animals that can be controlled: One per level of the Beastmaster's experience, but the greater the number, the more difficult it is to maintain control. Thus, every five minutes, two animals get an additional saving throw at +4 to save to break control and run off. Furthermore, if more than five animals are controlled, they all are -1 attack per melee round (diminished capacity for being under control).

4. The Power of One: The Beastmaster's power is strongest when only one animal is controlled. When that one animal is his only agent, the creature obeys the Beastmaster completely and suffers *no* diminished capacity. In fact, it gets the bonuses of +1 one attack per melee round, +1 on initiative and +2 to strike.

5. Animals that can be controlled: Any mammal, bird or reptile (excluding humans, mutant animals and other sentient beings who may be animal-like). Cannot control fish, amphibians, insects or other lower animal forms.



Blur

The character is able to constantly vibrate, making him look like a complete blur. He is able to touch and pick up objects, attack and function more or less as normal, but with certain benefits, and a few penalties.

Range: Self.

Duration: Until the hero chooses to stop vibrating.

Bonuses: +1 on initiative, automatic dodge with a bonus of +2, +1 to disarm an opponent, +2 to perform a Judo-like Body Flip, and +1 to pull punch.

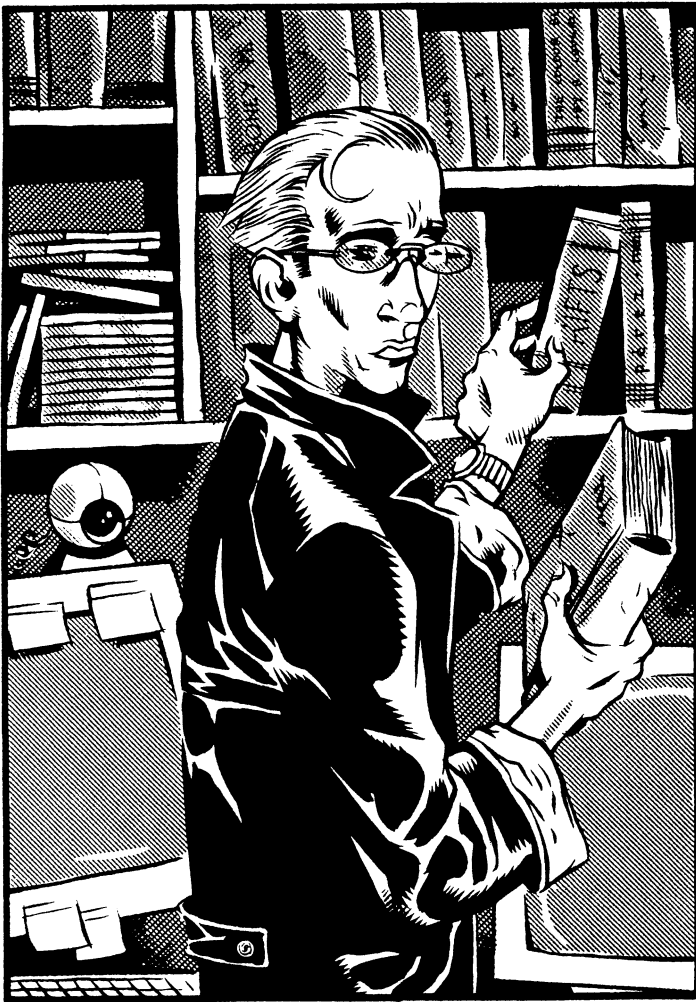
Penalties: While blurred, the character is at -60% to Prowl and it is difficult to perform any tasks requiring dexterity, precision or finesse, and that's most everything; -40% skill penalty and handwriting is impossible.

1. His appearance is a complete blur, making it impossible to see his features or tell exactly where he is looking or what he is doing. On film/video the hero appears to be a barely noticeable smudge or blur. This means photographic evidence and pictures cannot be used against him. Facial features, even the clothing he is wearing, are all a blur. Of course, if he stops being a blur, everything is clearly visible.

- 2. No identifiable fingerprints** are left behind while functioning as a vibrating blur, because they are all smeared and smudged.
- 3. Difficult to hit.** An attacker cannot see a precise spot to target, not even the head or chest, because everything is a blur and the character seems to be moving from side to side a few feet even when standing still. Consequently, opponents locked in hand to hand combat are -3 to strike, parry and dodge when up against a Blur, an aimed or "called shot" is impossible against the Blur (equal to "shooting wild"), and long-range attacks (rifle, energy blasts, etc.) are -4 to strike.
- 4. The voice is also disguised**, sounding like someone talking through a spinning fan.
- 5. Can run in quick bursts of speed**, double his normal speed, for 30 seconds (2 melee rounds).

Bookworm

The character has an odd link to books and the written word. First, he can understand and read ANY language, provided it is written down on the pages of a book or a sheet of paper. For some reason this ability to understand the written word does not apply to writing on computer screens, street signs or other surfaces, nor the spoken word. It only works when the writing is on paper or in books. The Bookworm can also read at an incredible pace, which is equal to about two pages per second (30 pages per melee round!)



Second and stranger still, the character has the ability to add his own hand written notes and comments in the margins of the text at the same speed as his reading and in whatever language the text is written. Any additions are permanent once finished.

Third, has the ability to follow written instructions with near flawlessness (98%) and can perform the task the instructions present (build a bicycle, install a computer program, prepare a meal) in half the time anyone else could reading the same instructions.

Lastly, the character remembers everything he has recently read clearly and in detail for 24 hours, and retains the basic gist/concepts permanently thereafter.

Range: Line of vision up to 10 feet (3 m) away.

Duration: Two minutes per level of experience.

Damage: Not applicable.

Limitations & Penalties: Reduce M.A. by 10% and roll for the following. *01-50%* The character tends to be quiet and a loner who prefers the company of books over people, or *51-00%* cheerful and talkative, but often too talkative. Loves to talk about the books, articles and subjects he has recently read in the last 48 hours, and can be an annoying chatterbox at times, talking about things nobody really cares about. In either case, the Bookworm is -1 on initiative, because he tends to have his nose in a book or his mind is wandering, thinking about the subject(s) he has recently read about.

Bubble Glue

The odd ability to generate a cloud of sticky bubbles at will. The bubbles resemble the soapy bubbles made by children, but they have a consistency of glue covered rubber. The bubbles adhere to anyone they touch (except the character creating them) and impair the individual's movement and combat abilities. Bubble size is that of a ping pong or golf ball.

Range: 10 feet (3 m) per level of experience.

Area of Effect: 10 foot (3 m) radius. Can double the radius but counts as an additional Bubble Glue attack, using up four of the super being's melee attacks/actions.

Duration: Four melee rounds (one minute) per level of experience.

Damage: None, but see penalties.

Penalties for the Victims: Reduce speed and all combat moves (initiative, strike, dodge, etc.) by half as the surprisingly firm and rubbery bubbles impair movement and obscure vision (it's hard to see through the semi-transparent bubbles when they stick to the face in clusters).

Attacks per Melee: Each creation of a bubble cloud counts as two of the super being's melee attacks. The creation of a Capture Bubble also counts as two melee attacks.

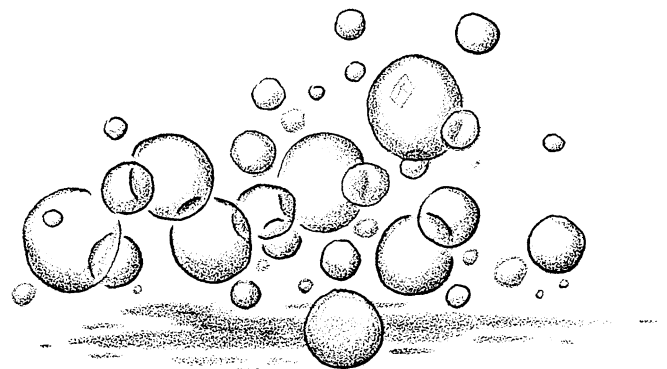
Special Attack: Capture Bubble. The hero can try to capture a victim in a single large bubble, instead of filling an area with a thousand small bubbles. If the character opts for a Capture Bubble, he must roll to strike (all his usual bonuses apply) and if successful, his victim is trapped inside a rubber bubble that gives with punches and kicks (they do no damage), and can't be popped with a sharp instrument (they do no damage). Energy blasts and fire do full normal damage.

S.D.C. of the Capture Bubble: 15 per level of experience.

Duration: Four melee rounds (one minute) per level of its creator.

Victims are trapped until the bubble pops on its own or enough damage is inflicted to pop it early. Until then, they slowly bounce along the ground helplessly.

Note: Psionics and magic can be cast from inside the bubble at targets outside of it. Energy blasts hit the wall of the bubble to damage it.



Charge Object with Explosive Energy

Original concept by Jason Lukowski, retooled by Kevin Siembieda

This impressive power enables the character to turn any object into a bomb, charging that item with explosive energy.

1. Charge Objects to Explode on Impact: Can charge *and* throw a small item like a ball, knife, stapler, marker, pencil, remote control, small desk lamp, tape dispenser, cell phone, playing card, and similar small items in one melee attack/action.

Limitation: Nothing larger than a grapefruit or a brick.

Damage: 1D6 or 2D6 damage as per the character's desire.

Throwing Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience; double that range if a ball no larger than a softball/grapefruit. Non-charged items can be thrown half that distance accurately, unless a ball.

Bonus: +1 to strike with a thrown object, including objects normally not designed for throwing, like a cell phone or playing card, plus other applicable strike bonuses from P.P. and skills.

2. Supercharge Objects to Explode on Impact: This can be used to charge large objects up to the size of a microwave oven or 19 inch television or computer monitor and throw them. Damage: Large object: 2D6 damage. Small object (as above), can be charged to do up to 5D6 points of damage. Supercharging uses up two melee attacks/actions to perform. If the super being spends an entire melee round doing nothing but supercharging (no melee attacks/actions and not even dodge or parry) he can charge the item with 1D6x10 damage to everything in a 6 foot (1.8 m) radius, but the effort costs the superhuman 1D4 of his own Hit Points (recovers as normal). The latter may also be used as a timed charge.

Throwing Range: Large object, 50 feet (15.2 m) +2 feet (0.6 m) per level of experience. Small object is the same as above.

Bonus: Any P.P. attribute, combat or W.P. skill bonuses apply.

3. Timed Charges: The character can delay the explosion for up to two minutes per level of experience, in effect charging an item and leaving it behind like a land mine or booby trap. The item crackles with energy so it is not disguised, though a person not familiar with the super ability might not know what it means.

Damage: 1D6 or 2D6 damage can be charged in one melee action, or up to 5D6 damage can be supercharged, using up two of the super being's melee actions.

Duration: Up to two minutes per level of experience. After the duration time lapses the energy charge vanishes and the item is normal and safe again.

Timed Setting: Can be "set" to explode after a certain amount of time has elapsed (seconds or minutes) or by

touch, provided it is touched within the duration of the charge (several minutes at best).

Claws

By Kevin Siembieda

The super being has short claws seemingly magically grown from his fingertips or knuckles, 4-8 inches long, and the equivalent of knife blades. The claws can be used to strike or parry in hand to hand combat.

Range: Hand to hand combat.

Duration: Instant and permanent until canceled.

Damage: 3D6 points *plus* any P.S. damage bonuses from P.S. attribute, other powers, or Hand to Hand Combat skill.

Bonuses: +1 to strike, +2 to parry, +1 to disarm, and +2 to pull punch.

Color Manipulation

This character has the strange power of control over color, able to transform colors of any type of solid material, paint, lacquer, liquid, gas or organic material (skin, hair, eye color, plants, feathers, etc.). Additionally, the super being can turn solid materials transparent. Although this ability may seem pretty useless at first, it does have its unique and advantageous applications. For example, changing the color of a street sign or traffic light could cause an accident/car crash and create a diversion or block a pursuit. Changing the print on a page to match the background makes it invisible and unreadable. Changing the color of one's clothes and/or skin and/or eye and hair color (each transformation counting as one melee action) makes *disguise* easy. Likewise, changing the color of a vehicle can disguise it.

Making things transparent like glass is also possible, though the solidity of the object remain unaltered (steel remains steel even if it is transparent). In the case of a car, one can see the engine or other parts underneath the steel. It's also a great way to peek inside a room, effectively creating a temporary window through brick and plaster. Transparency can also be used to frighten and confuse people by making their skin transparent showing the ugly musculature or making both the skin and muscles transparent (two melee attacks/actions) to show their guts and bones. People not expecting this are likely to be shocked and terrified to see themselves or a friend transformed in such a way, creating panic and flight. Likewise, the super being can obscure his features this way, or use it for shock value (Horror Factor 14). The effects are mind boggling when you give it a little thought and cleverness.

Range: Self or other people, animals, plants and objects up to 60 feet (18.3 m) away, +10 feet (3 m) per level of experience.

Area of Affect: The power can change the color of the entire body (i.e., the skin of a human or the fur of an animal is all one color), or the color transformation can be used on just part of the part of the body (eyes, hair, skin are all separate transformations). Similarly, the exterior

body of a car (all of it) is one color change, the interior seats another, a different color for the roof a third, color of the grille or bumpers or tires another, and *each* one is a separate transformation and each counts as one of the superhuman's melee attacks/actions. Pairs and sets count as one color transformation; i.e., changing the color of a *pair* of gloves, a suit (jacket and pants or jacket and skirt), socks, and so on, count as one melee action/transformation.

Limits: The most surface area the character can affect at any one time/transformation is 200 sq. feet (18.6 sq. m) per level of experience. At level one, that's enough to transform the exterior of a car, pickup truck or SUV. Of course, the character can change tiny surfaces too, like the band of a wristwatch or a pen, each counting as the *entire body* of the item being changed and counting as one melee action/attack despite the large or tiny size. That means a character with four attacks per round could change the color of four automobiles or four coffee mugs or four T-shirts or four dress suits in a single melee round.

Damage: None, just the color is altered, the living creature or object is unharmed.

Duration: 15 minutes per level of experience, though the super being can change it back, at will, anytime before the duration lapses, should he choose to do so.

Attacks per Melee: Each color transformation, large or small, counts as one melee action/attack for that round.

Saving Throw: None, because the individual is unharmed in any way.

Conduct Electricity

This is the ability to conduct and direct electricity through the super being's own body like a live wire and to manipulate electricity in the vicinity of the character to produce a variety of minor effects.

Range: Self or electrical devices within 100 feet (30.5 m) +15 feet (4.6 m) per level of experience. **Damage:** None to redirect energy. **Duration:** One minute per level of experience.

1. Conduct Electricity: The character can manipulate or conduct electricity through his body without injury or pain. Electricity up to 60,000 volts does no damage and anything greater, including lightning strikes and magic electricity, does one third its normal damage with the rest of the lightning harmlessly dispelled through him and into the ground. The character can also bridge and bring electricity from one source to another, enabling him to recharge batteries, or run an electrical appliance or a machine by touching an electrical generator or power source with one hand and the device with the other.

2. Toss Electrical Bolts: By holding a live electrical line or other source of electricity, the character can syphon off a portion of the power (the superhuman is unharmed by the electrical line while he is conducting electricity) to throw bolts of electricity.

Damage: Each bolt only does 3D6 damage but the

character can throw as many bolts as he has melee attacks.

Bonus: Each electrical bolt is +2 (plus P.P. attribute bonus) to strike.

Range: Same as above. Alternatively, the hero can hold the electrical line with one hand and strike with his other hand, adding 3D6 points of jolting damage to each of his punches or kicks.

3. Stop Electrical Devices: The empowered character can stop all electrical devices around him from operating by conducting their power into the ground or into another conduit. Devices such as computers, televisions, radios, blenders, flashlights, electronic toys and all types of electrical devices can be immobilized. The character does not need to see the devices to immobilize them. He can feel their presence. All electrical devices in range are immobilized simultaneously.

Range: 20 foot (6 m) radius.

4. Parry Electrical Attacks: The super being can parry electricity and lightning by conducting the electricity through himself and harmlessly out into the ground and the character can even stop magical lightning. Roll just like a normal parry, but with a +3 bonus (no other parry bonuses except P.P. attribute apply). A failed parry means he takes the full brunt of the damage (in this case, one third normal damage).

In the alternative, the character can create a sort of dampening field that covers a 10 foot diameter (3 m) to ground out all electricity that strikes it, thus protecting those inside the field. Other beams of energy, magic,



psionics, projectiles and physical force are not affected in any way and pass through the field effortlessly. Maximum range that this protective field can be cast is up to 100 feet (30.5 m) away.

5. Redirect Electrical Attacks: The character can try to direct electrical attacks back to where they originated or at a specific target within his range of attack. This is done first as a parry (same as #4 above) and then as a strike (counts as one melee attack/action), causing the electricity to harmlessly pass through him and be instantly redirected at a different target. Counts as one melee attack but is done without the benefit of any bonuses; a straight, unmodified die roll to strike (1D20) is necessary to hit his target. Bolts that miss will hit whatever is near the target and may hurt innocent bystanders. Whatever the power of the original blast, that is what's redirected back to the source or at a new target. **Note:** By holding up his hands and concentrating on drawing lightning bolts to him, the character becomes a living lightning rod able to call down bolts from the heavens and redirect their energy at other targets, with excess energy being harmlessly dispelled. In this case, damage is 5D6 +1D6 per level of the superhuman and range is quadrupled. Only two bolts of lightning, however, can be summoned and redirected per melee round and each uses up two of the character's melee attacks.

6. The Sense Electricity: The character can sense or feel electricity and pinpoint its exact location with reasonable accuracy. Live wires, electrical outlets, circuits and power sources are sensed at a Base Skill of 55% +5% per each additional level of experience, an approaching electrical storms at -10%. A failed roll means he can't pinpoint the source of power or an easy access junction.

Skill Bonus: Automatically knows the skill Basic Electronics with a +20% bonus and never gets shocked when working on electrical devices.

Criminal Intuition

By Carmen Bellaire & Kevin Siembieda

This character has an eye for crime and can sniff out (sense) trouble. The hero recognizes a crime when he sees one happening or about to happen. That means the character notices a mugger or purse snatcher lurking in the shadows about to make his move or targeting or stalking his intended victim. Not only does the character recognize the *crime* as it is unfolding, but he instinctively knows how the crime or con game works, how many people are usually involved and how it will probably unfold. The character also recognizes and remembers gang colors, tags (graffiti and insignias), turf boundaries and other details related to crime, gangs, and criminal organizations.

Likewise, when the character meets (touches or speaks directly to) someone, he can instantly sense if the character is a low level or upper level criminal, but not exactly what the criminal does for a living. Furthermore, there is no mistaking obvious gang members, prostitutes, drug dealers, enforcers, and thieves, they stand out to this

character like a neon sign, as do undercover cops, police tails, and surveillance teams. Only the best and most experienced (6th level and higher) can escape this character's notice.

This amazing ability also lets the super being intuitively recognize a crime scene, even if it has been mostly cleaned and straightened up or disguised (seeing clues and evidence here and there like a Crime Scene Investigator), and then enables him to imagine how the crime unfolded, how many people were probably involved, who the victim was and what happened to the victim(s), including whether there were likely any fatalities, and where the body(s) may have been hidden. This is all done by examining the scene of a crime and letting his uncanny intuition and insight take over. Additionally, he can tell by examining the scene, if the crime was pulled off by an amateur (crime of passion or inexperienced crook) or an experienced professional, organized crime, or government agent(s).

In addition, the character can sense if he is being targeted as a victim of a crime. When this happens he can look around to survey the area and people around him, and intuitively deduce where the incident is *likely* to take place and who (if visible) is the likely assailant. This can help the character tell if he is being followed/tailed, about to be attacked/mugged, or is being lured or set up. He can also tell when a neighborhood or area is dangerous or shady.

Note: The definition of a "crime" includes all illegal activities as defined by the law, including con games, robbery, drug dealing, racketeering, extortion, and murder.

Range: Line of site; must actually see the crime scene as it is about to unfold, while it's happening or after it has occurred.

Duration: Continuous and constant.

Skill Bonuses: +10% on the Surveillance Systems/Tailing skill, Detect Ambush, and Criminal Science & Forensics, provided he has any of them.

Limitations: Criminal masterminds and experienced crooks are hard to recognize, sense and second guess. Likewise, friends and characters associated with the superhuman for some period of time (over three months) become shielded from the character's criminal intuition and slip under his radar, so to speak. Familiarity may interfere with the sleuth's objectivity and intuition.

Danger Sense

Original concept by Nick Luna

The hero has the ability to sense immediate personal danger. This power does not inform him of the nature, source, or direction of the danger, just that he is in imminent danger. The warning time is 3 seconds in advance per level or the super being and makes him hyper alert and ready to act or react (dodge, parry, roll, etc.) at a moment's notice.

Bonuses: +1D4 M.E., +1 on initiative, +1 to parry, +2 to dodge, and cannot be attacked by surprise.

Density Walking

By Carmen Bellaire & Kevin Siembieda

This ability allows the character to walk or run, without serious penalty, on various materials at his full Speed.

At first level the super being can walk on loose gravel, sand, and similar unstable surfaces where people might slip and slide.

At second level he can walk over mud, ice or any slimy, slippery surface.

At third level the character can walk on top of sticky, gooey surfaces without impairment.

At fourth level the character can walk on the surface of water regardless of its depth, but cannot ride waves and can get knocked down and submerged by large waves. Can also walk on any soft, gushy surface.

At fifth level the character can walk on mist, fog or smoke, though this requires the character to move up or down an imaginary "stairway" or the billows of smoke. Can also walk on the top of the blades of tall grass, weeds, and bushes.

At sixth level he can actually walk on clouds, though he probably needs to exit an aircraft or walk up a flight of "smoke" to get to the clouds.

Note: Cannot walk on air itself. Carrying smoke grenades or other means of making smoke is common among characters with this super ability. However, while the character can walk on smoke, fire, heat and noxious fumes from smoke all have their normal effects and damage on the character (may need a gas mask or oxygen supply like a scuba diver). Maximum Altitude: 30,000 feet (9,144 m).

Range: Self.

Duration: As desired and conscious.

Penalty: The power may also be used with abilities such as Extraordinary Speed or Sonic Speed, but the character loses one attack per melee round due to the additional focus required to maintain both powers.

Detonation or Explosive Power

The character is able to generate an explosive blast similar to a hand grenade, with the blast radius centered around the character himself. The super being is impervious to his own explosions and usually finds it amusing to catch opponents off guard by, effectively, blowing himself up. This power is great for shaking off numerous attackers in hand to hand combat, smashing through doors and barriers, stopping vehicles, creating a diversion, and making an explosive entrance.

Range: The character can control the concussion blast *radius* around him in the following increments: four feet (1.2 m), 10 feet (3 m), 15 feet (4.6 m), 20 feet (6.1 m) and 30 feet (9.1 m); increase each by 10 feet (3 m) when used underwater.

Damage: 2D6 +1D6 per level of experience, which cannot be reduced, it always does full damage. Area effect; no aimed shot or long-range attacks are possible, but everybody within the blast radius takes full damage from the explosion.



Explosive fisticuffs: In the alternative the character can punch or kick with an explosive boom and impact that does 3D6 damage and unleashes a powerful force that knocks the individual off his feet and 1D4 yards/meters per level of experience (a directed force). The victim loses initiative, one melee attack and a portion of his pride. This attack counts as two melee attacks for the explosive character and cannot be used as a parry or in any other combat maneuver.

Duration: Instant.

Attacks per Melee: Each explosive blast counts as two melee attacks.

Bonuses: The super being is resistant to explosions and heavy impacts like getting hit by a car (takes half damage from both) and that can be reduced by half again if he makes a successful roll with punch, fall or impact. And he enjoys an extra +2 bonus to do so in addition to bonuses he may gain from Hand to Hand Combat skills and other powers.

Disintegration

This is one of the most dangerous minor powers available. By weakening every molecular bond in an object, the character can cause severe damage to that object by separating its molecules; in effect, disintegrating or vaporizing it. This power is focused through the eyes in a type of death gaze that is summoned up at will.

Range: 20 feet (6 m) +5 feet (1.5 m) per level of experience.

Damage: 3D6 per eye blast direct to Hit Points against living creatures (including magic and supernatural ones), or 1D4x10 to inanimate objects (guns, doors, etc.). For some reason, disintegration does more damage to denser, non-living materials. Damage done to living creatures heals back three times slower than normal. Disintegration damage on an inanimate object cannot

be repaired by normal means, though damaged and disintegrated *parts* may be replaced.

Duration: Instant, each blast counts as one melee attack.

Attacks per Melee: Each blast counts as one melee attack/action.

Penalties: This power can be dangerous to the superhero as well as his opponents. When directed at a living organic target (people, animals, plants, etc.), there is a 01-05% chance (roll percentile dice) that the effect reflects back at the hero, damaging both the target and the super being. The character takes 2D6 points of damage direct to Hit Points and permanently loses one P.E. attribute point. Additionally, the super being has no bonus to strike when using this power (unmodified dice rolls only), due to the difficulty of focusing the destructive power.

Doorway

By touching any wall or floor with an open space on the other side (cannot be used on the side of a mountain, unless there is a cave just inside the rock), the character can create a momentary passage to the opposite side. The doorway is roughly 4 feet (1.2 m) wide by 8 feet (2.4 m) tall and leads to the room/open area on the other side. Cannot be used on the ground, unless there is a basement or tunnel no less than five feet (1.5 m) deep below. A great power for quick getaways, jailbreaks and surprise attacks. When the door closes, the wall or whatever returns completely back to normal.

Range: Touch.

Damage: None.

Duration: One melee round per level of experience maximum, but only as long as the super being remains in contact with the doorway he created.

Attacks per Melee: Each opening of a doorway counts as one melee attack, but keeping it open for more than a few seconds (one melee action) may burn up more of the character's attacks for that round as he must remain in contact, touching the wall where the doorway appears. **Note:** A doorway cannot be made through magical barriers, enchanted walls or force fields or energy barriers.

Earth Empowerment

By Carmen Bellaire & Kevin Siembieda

This character draws his powers directly from the Earth itself like some Greek Titan. Consequently, the power can only be used when the character is in direct contact, touching the ground (i.e., standing on the ground or street) or touching a tree or plant rooted in the ground or boulder or object attached to the ground (like a building). Suspended in the air or being in a building more than four stories above the ground, riding in a vehicle (it's not rooted to the ground and the character isn't touching the earth) or standing on an energy field or on plastic breaks contact with the earth and the power is lost.

Cast Stone: The character can point and will a ball of stone to seemingly magically appear and fire at a target. Actually, the character can fire rock, hardened earth or mud.

Range: 30 feet (9.1 m) +10 feet (3 m) per each additional level of experience.

Damage: *Rock/Stone:* 2D6 damage +1 point per level of experience. *Hardened Earth/Dirt:* 1D4 damage and usually used as a warning shot or to get someone's attention or just goof around. *Mud:* 1 point of damage and usually used to make a sloppy mess or cover a window or windshield to obscure vision (each mud splat covers a two foot/0.6 m diameter).

Earth Platform: Outdoors the character can call up a tower or tongue of earth to carry him like an earthen bridge across a chasm, rooftop or over a fence, wall or up a story or two. Maximum length and height is 20 feet (6.1 m) per level of experience. The bridge has an S.D.C. of 100 per 20 foot (6.1 m) length and vanishes when destroyed or dispelled by its creator. Can only be used as a bridge or means of short transportation as depicted on the cover of this book; cannot erect walls or barriers, dig or create chasms.

Bonuses when in direct contact with the Earth: The hero actually draws physical strength from the Earth, when in direct contact with the ground (even through shoe covered feet). Increase the P.S. 10 points, lifting and carrying capacity is equal to *Supernatural P.S.* (but not damage), +10% to Climb skill, and has a Natural A.R. of 10.

Energy Claws

The hero can form a set of claws out of pure energy that appear at the ends of the fingers and extend six to 12 inches (15-30 cm). The claws can be used to strike in melee combat, but not parry physical attacks (i.e., knives, clubs, punches, etc.), but can parry hand-held energy weapons, magic weapons and supernatural beings.

Range: Hand to hand combat, self.

Duration: Remain until canceled or the character is rendered unconscious.

Damage: 1D6 at levels 1, 3, 6, 9, 12, and 15.

Bonuses: +1 to parry, +2 to disarm, and +1 to pull punch. Other bonuses to strike from a high P.P. attribute, select skills or other powers apply.

Energy Expulsion: Cold

The character can generate bolts of extreme cold which can be released in directed pulses. The pulse or blast of raw cold is fired from the fingertips or hands.

Range: 300 feet (91.5 m) maximum.

Damage: 2D6 +1D6 per level of experience. The more powerful and experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 damage. For Example: A 6th level super being can fire blasts doing as much as 8D6; that's 8-48

points of damage at maximum strength. However, his mastery over his power enables him to fire a warning shot doing a mere 1D6, a don't push your luck blast doing 2D6 or 3D6 damage, a forceful 4D6, a rock-em 5D6, a heavy 6D6, or a powerful 7D6 or full force, I'm done playing around 8D6 blast.

In addition, the more experienced super being (3rd level and up) can also divide the energy to fire two simultaneous blasts at two different targets. This means he can fire an energy bolt from one hand at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast cannot be greater than half his normal maximum damage. Staying with the example of a 6th level hero, the character could shoot two simultaneous blasts, each doing a maximum of 4D6 damage. **Note:** Two blasts at two different targets are done without benefit of any P.P. or strike bonus of any kind; natural, unmodified die roll (1D20) only. Shooting at one target, the character's usual strike bonuses apply, provided he takes aim and is not shooting wild (no bonuses for shooting wild).

Duration: Instant.

Attacks per Melee: Each cold blast counts as one melee attack or action. Dual, simultaneous divided attacks also count as one melee attack/action.

Energy Expulsion: Directed Sound

Original concept by Richard Winters

This power lets the character strike and do damage with sound waves from just a yell. The sound can be as high- or low-pitched as the character chooses, but only one pitch is chosen for the character. The character's voice is either high-pitched or deep and low-pitched. This only applies to the power, the hero may have a deep voice when talking, but a high screeching voice while using his sonic scream. The character can also generate a sound blast from the clap of his hands. In both cases, the sound blast is directed at a specific target.

Range: 300 feet (91.5 m) maximum.

Damage: 1D6 points of damage at levels 1, 3, 5, 7, 9, 12 and 15. There is a 30% +3% chance per level of experience of temporarily deafening an opponent, unless the victim has some form of hearing protection. Characters with Advanced or Heightened Sense of Hearing are made *temporarily deaf* (1D4+2 melee rounds) by this attack unless they use protection for their ears to block or muffle the sound. A deafened individual is -2 on initiative, -4 to strike, parry and dodge, has difficulty communicating and runs off balance and may trip and fall.

Duration: Instant.

Attacks per Melee: Each sonic blast counts as one melee attack or action.

Bonuses: Only the character's P.P. attribute and Hand to Hand Combat skill bonuses apply.

Energy Expulsion: Energy Aura

By Carmen Bellaire & Kevin Siembieda

The character is enveloped in a shimmering aura of energy with the following effects.

Range: Self.

Damage: 2D6 points of damage for anyone who tries to touch the character inside his energy field, including those throwing punches, kicks or grappling attacks. Half damage to those using a long melee weapons such as a sword, club, staff, etc.

Duration: The Energy Aura can be maintained indefinitely as long as the super being desires and remains conscious. Creating and maintaining the Energy Aura uses up one melee attack/action every melee round it is in place.

Bonuses: Laser, light beams, heat and radiation attacks do *no* damage, all other types of energy do half damage as long as the Energy Aura is in place.

Energy Expulsion: Electromagnetic Pulse

The character is able to generate a pulse of powerful electromagnetic energy that can temporarily knockout electrical systems within the radius of attack, by touch or via a directed narrow beam (hits one specific item). Vulnerable electronics include clocks, burglar alarms, video monitoring systems, cameras, sensors, radar, motion detectors, electronic eyes, computers, cell phones, radios and televisions, compasses, GPS systems, generators, energy weapons and similar devices. Does not affect bionics, cybernetics, robots or power armor, though it may be able to knockout specific isolated sensors, radio communications, and energy weapons.

Success Ratio: 70% +3% per level of experience, +6% if disrupted by touch. A failed roll means the sensor or item flickers for a moment, but remains operational.

Range: 20 foot (6.1 m) radius around the character affecting everything in his radius, or a directed blast at one specific device with a 40 foot (12.2 m) range +5 feet (1.5 m) per level of experience, or by touch.

Damage: Knocks out/takes offline electronic devices for 1D4x10 minutes plus five minutes per level of experience. Can also erase computer disks and magnetic tape by touch.

Duration: Instant.

Attacks per Melee: Each electromagnetic pulse counts as two melee attacks and can only be used once per melee.

Energy Expulsion: Flame Ring

This character is able to generate a ring of flame around his body when he is standing stationary. The fire surrounds its creator in a burning inferno that causes damage to anyone entering the flames.

Bonuses: While generating the Flame Ring, the character is totally impervious to fire and heat, as well as molten rock and metals, and plasma blasts. Projectiles, bullets and thrown objects are instantly destroyed the moment they touch the flaming ring, but energy attacks, magic and psionics are unimpeded. The six foot (1.8 m) high, flickering flame also obscures the super being who made it and anyone else inside the ring, so attackers are -4 to strike even on an aimed shot.

Range: Self, extending out as far as a 6 foot (1.8 m) area +2 feet (0.6 m) per each additional level of experience. The creator can make the fire as close to him or as far (within his limits) as desired.

Damage: 5D6 points of damage to pass through the ring, plus there is a 01-75% likelihood that any combustibles (articles of clothing, hair, bottles of alcohol, etc.) will catch fire and burn, doing an additional 2D6 points of damage every melee round until they are removed.

Note: The super being's power includes preventing the ring of fire from setting the floor it touches on fire.

Duration: The Flaming Ring can be maintained indefinitely as long as the super being desires it and remains conscious. Creating and maintaining the Flame Ring uses up one melee attack/action every melee round it is in place.

Attacks per Melee: Other attacks and actions by the super being can be made while the Ring is in place, and its creator can even leave its warm embrace, walking through the flame without ill effect. Others left inside, however, are trapped unless they risk damage running through the flame.

Energy Expulsion: Force

The character generates a force blast similar to being hit by a semi-transparent cannonball. The character can generate the bolt from his eyes, or from one or both of his hands. Note that this energy expulsion power is difficult to see and, as such, the target of the attack is -2 to parry or dodge.

Range: 200 feet (61 m) maximum.

Damage: 2D6 +1D6 additional at levels 3, 6, 9, 12, and 15. In addition, the more experienced super being (3rd level and up) can divide the energy to fire two simultaneous blasts at two different targets. This means he can fire a force bolt from one hand at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast cannot be greater than half his normal maximum damage, and two blasts at two different targets are done without benefit of any P.P. or strike bonus of any kind; natural, unmodified die roll (1D20) only. Shooting at one target, the character's usual strike bonuses apply, provided he takes aim and is not shooting wild (no bonuses for shooting wild).

Duration: Instant.

Attacks Per Melee: Each Force bolt counts as one melee attack or action. Dual, simultaneous divided attacks also count as one melee attack/action.



Energy Expulsion: Force Blast

The character is able to generate an invisible blast of force that spreads out from his location, hitting and knocking over everything in its wake. This power is great for shaking off numerous attackers in hand to hand combat with the character, but may harm bystanders.

Range: 12 foot (3.6) wide wave of force that travels 20 feet (6.1 m) +5 feet (1.5 m) per level of experience. Portions of the *force* may get blocked by walls, and other anchored or very heavy structures (1000 pounds/450 kg or more), with the rest of the force continuing to push through openings (not unlike rushing water flowing through where it can).

Damage: 2D6 points plus there is a 01-70% likelihood of each victim struck being knocked to the ground, losing initiative and two melee attacks/actions. Everybody within the line of the blast takes damage from the Force Blast.

Duration: Instant.

Attacks per Melee: Each wave counts as two melee attacks.

Energy Expulsion: Icy Mist

The character is able to generate a mist of numbing cold around his/her body or to cover a particular area (doorway, desk, etc.). If the mist is made around the super being, it moves with the character and causes damage to anyone entering the cold radius. A cloud of mist hangs over one location, affecting only those who enter it.

Range: Self and a 10 foot (3 m) radius, or a 12 foot (3.6 m) radius cloud of cold.

Damage: Victims caught in the cold mist suffer a maximum of 3D6 cold damage for every five seconds in the

mist (equal to 2 or 3 melee attacks). Experienced characters (3rd and higher) can diminish the mist's damage to as little as 1D6 per five seconds of exposure.

Bonuses: While generating the cold mist, the character is *impervious to cold* and cold based attacks. When not generating the mist, he is still resistant to cold (half damage) and likes cool temperatures as low as freezing. Note that anyone within the mist will take damage, even if they are on the other side of a wall or door, because unless the door is airtight, the cold mist seeps through cracks or radiates cold through the walls themselves; only a force field bubble or airtight compartment or environmental body armor completely seals out the cold mist.

Duration: One full melee, but can be instantly renewed (counts as one melee action).

Attacks per Melee: It takes two melee actions to generate the cold mist and any remaining actions can be performed by the character as normal.



Energy Expulsion: Plasma

This power lets the character generate a blast of highly energized, bluish-green or reddish-purple raw plasma, a superheated gas, similar to being hit by an inferno. The character can generate the bolt from his eyes or from one or both of his hands, but not both.

Range: 30 feet (9.1 m) per level of experience.

Damage: 4D6 +1D6 per level of experience. Usually does maximum damage. The most the super being can control/reduce the blast is by half.

Special Attack: In addition, the more experienced super being (3rd level and up) can also divide the energy to fire two simultaneous blasts at two different targets. This means he can fire an energy bolt from one hand at an opponent in one direction and a second in another direction. However, the key word here is a "divided" attack. The amount of damage inflicted by each blast cannot be greater than half his normal maximum damage. Staying with the example of a 6th level hero, the character could shoot two simultaneous blasts, each doing a maximum of 4D6 damage. **Note:** Two blasts at two different targets are done without benefit of any P.P. or strike bonus of any kind; natural, unmodified die roll (1D20) only. Shooting at one target, the character's usual strike bonuses apply, provided he takes aim and is not shooting wild (no bonuses for shooting wild).

Duration: Instant.

Attacks per Melee: Each plasma blast counts as *three* melee attacks/actions.

Energy Expulsion: Ultrasonic Screech

A high-pitched squeal is emitted from the vocal cord that hurts the ears and impairs all those who hear it.

Range: 40 feet (12.2 m) radius +10 feet (3 m) per level of experience. +20 feet (6.1 m) if used underwater.

Duration: Inflicted damage and penalties last as long as the screeching noise is maintained – one melee round (15 seconds) at level one, +1 additional melee round at levels 2, 4, 6, 8, 10, 12 and 14.

Damage: 1D4 at the start of the screech and 1D4 per each subsequent melee round, plus the following penalties: -15% to perform skills (-30% to perform Acrobatics and Gymnastics or any other skill that involves *balance*) and -2 on initiative, -2 to strike, parry and dodge, and superpowers like Radar and Sonar are seriously disrupted (reduce range and related skills and abilities by -50%). Characters with Advanced or Heightened Sense of Hearing are made *temporarily deaf* (1D4+2 melee rounds) by this attack unless they use protection for their ears to block or muffle the sound. A deafened individual is -2 on initiative, -4 to strike, parry and dodge, has difficulty communicating and runs off balance and may trip and fall.

Attacks per Melee & Limitations: To maintain the Ultrasonic Screech the character uses up half his attacks on it, leaving half for combat and other things, but the screecher is also -15% on skill performance, distracted by his screeching.

Energy Shield

The super being can generate an energy shield that is similar in appearance and use to a psychic's Psi-Shield or an energy/force version of a shield like those used by the knights of old. Can be used to parry hand to hand attacks, including punches, hand-held melee weapons, thrown object or falling debris.

Range: Self, hand-held.

Duration: 10 minutes per level of experience, or until canceled, whichever comes first.

Damage: The shield blocks attacks, it is not a weapon.

S.D.C.: Not applicable, is indestructible.

Bonus: +3 to parry, plus the character's other parry bonuses from skills and such.

Energy Whip

Original concept by Richard Winters

The character can form a whip out of pure energy. It can be an extension of the hand, form as a tail, come out of the shoulder, or whatever. It always works the same no matter where the Energy Whip appears on the body.

Range: 8 feet (2.4 m) plus an additional foot (0.3 m) per level of experience.

Duration: Can remain in effect for as long as desired and the character remains conscious and clear headed, vanishes if the mind is dazed and confused or if knocked out.

Damage: 3D6 points of damage +2 additional points per level of experience as well as P.S. attribute damage bonus (if any).

Bonuses: Can create an extra whip at levels 3, 9 and 15. The extra whips can be used as paired weapons or to create an Energy Whip weapon with multiple lashing tails doing correspondingly increased damage. Also +1 to entangle, +2 to disarm and +2 to pull punch/whip damage.

Enlarge Body Parts

The superhuman is able to enlarge various parts of his body to give him temporary abilities beyond the norm. He can enlarge his hands, arms, feet, legs, head, neck, ears, eyes, nose or his torso, but he can only enlarge one set of body parts at a time. The body parts enlarged grow to comical proportions, which *may* cause some laughter.

Range: Self.

Damage or Abilities: Varies as follows:

Hands: Add 2D6 to punching damage.

Arms: Add 10 to P.S. but only for equating lifting and carrying power.

Feet: Add 2D6 to kicking damage and +10% to balance.

Legs: Add 30 feet (9.1 m) to total jumping distance.

Torso: Gives a temporary 40 S.D.C., A.R. of 12. and can hold his breath for 6 minutes.

Head: Adds 2D4 to head-butting damage.

Neck: Can stretch up to 10 feet (3 m) long.

Ears: Hearing that is temporarily about twice as good as a normal human's and can filter out any background noises to focus on one particular sound or a handful of sounds, i.e. like a conversation.

Eyes: Vision that is temporarily perfect, better than 20/20, and can see fine print and detail as if they were looking through a magnifying glass at 5x magnification.

Nose: A temporarily enhanced sense of smell that allows the character to detect very faint scent traces and follow the scent equal to track by smell at a base skill of 50% +3% per level of experience.

Duration: Enlargements can be maintained indefinitely, both created and canceled at will.

Penalties: A certain amount of concentration is required for the hero to keep an enlargement, making the character lose one of his attacks per melee round as long as an appendage is enlarged. Due to the comical and weird, distorting nature of the ability, when the character enlarges any body part his P.B. and M.A. effectively drop by 50%.



Enhanced Leaping

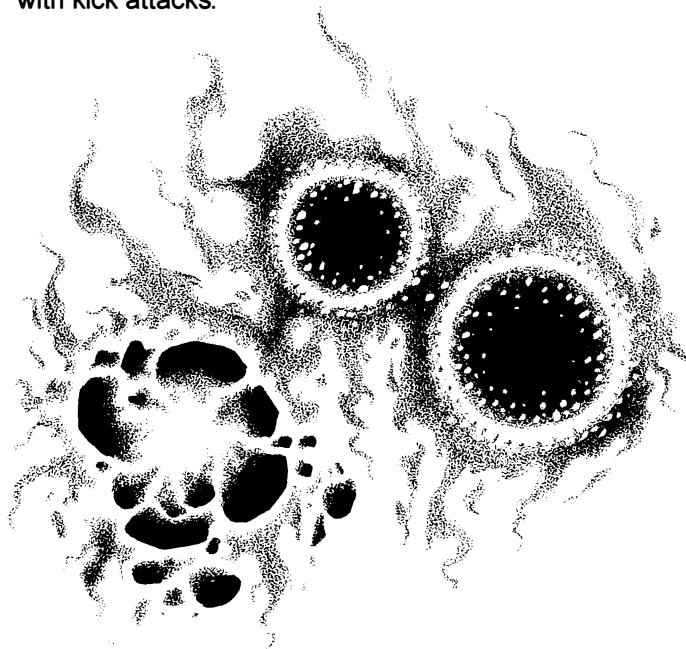
By Nick Luna

The character's leg strength is so great that the super being can literally leap lampposts, trees, houses and some buildings in a single bound.

Range: Self. Characters with this ability can leap their P.S. attribute number x10 feet (3 m) across for *normal strength* characters. P.S. x15 feet (4.6 m) across if he

has *Extraordinary P.S.* An amazing P.S. x25 feet/7.6 m across if he has *Superhuman P.S.* and a whopping P.S. x40 feet (12.2 m) across if he has *Supernatural P.S.* Vertical leaping distance is half as much as his horizontal jumping distance. Additionally, as long as the character lands on his feet, he can *fall* twice his horizontal jumping distance without taking any damage from the fall itself.

Bonuses: +15 to S.D.C., +6 to Spd. attribute, +1 to roll with impact, and inflicts an additional +1D6 damage with kick attacks.



Exploding Spheres

Inspired by Nick Luna

The character is able to create spheres of energy that hang in the air in one particular spot like floating energy mines. They explode upon contact or when the super being who made them wants them to explode via a timed setting or a mental command. The spheres are mentally controlled and can be hung in the air (often used to block a passage or door) or directed toward a specific target, but move fairly slow; Speed of 10. The spheres may range in size from that of a grapefruit to a volley ball, the bigger they are, the more damage they do.

Range: Can be created or directed at a specific target up to 10 feet (3 m) away per level of experience. When the creator moves a greater distance away, he can no longer control the Exploding Sphere's movement or cause it to explode prematurely (time set or touch only).

Damage: 1D6 points per level of experience.

Area Effect (narrow): 3 foot (0.9 m) blast radius.

Duration/Timing: The spheres are like time bombs, and can be set to explode on impact/touch or time-delayed up to one minute per level of experience. The character can reabsorb the spheres before they detonate, without harm, detonate them at will (causing as many as he can make per melee action to detonate at once, but each detonation counts as one melee attack) or let them fade away, harmlessly, if they are left undisturbed for the duration they exist.

Number of Spheres per Action: The super being can create one Exploding Sphere +1 additional sphere for every three levels of experience. The act of creation, whether one or more are made simultaneously, counts as one melee attack/action. Likewise, each detonation counts as one melee attack if they are set off by mental command at will or prematurely when time set.

Delivery System: Floating in the air, they hang stationary, 1-7 feet (0.3 to 2.1 m) above the ground, detonating at a specific time, when touched by anyone other than their creator, or at the creator's will. An Exploding Energy Sphere can be concealed by physically putting it inside a sufficiently large crate, box or even backpack by its creator and set to explode by time set. In the alternative, the creator can throw them like hand grenades, +1 to strike (roll as usual), range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.

Fabric/Cloth Material Animation

The hero has the strange, but useful ability to animate and control fabrics and clothing as if it were alive. Includes most cloth-like, fabric materials like rugs, carpeting, bedding, drapery, towels, tablecloths, clothing, etc. The animated items can be on the super being's own person or worn by another, or be in the immediate area, such as rugs and drapery.

Range: 15 feet (4.5 m) per level of experience.

Duration: One minute per level of experience.

Damage: Varies, but usually minimal, see below.

Attacks Per Melee: Each use of Fabric/Cloth Material Animation counts as one melee attack/action.

Bonus: +1 to strike or parry with fabric/material and the character usually has a good fashion sense.

Fabric/Material Animation:

- 1. Blinding Attack.** The power can be used to manipulate clothing, like capes, jackets, scarves, hats, etc., to cover and blind an opponent by covering a victim's head or wave around in his face, temporarily blinding (-10 on combat moves) the victim until the fabric is removed, and/or distracting the individual (-3 on initiative and -20% on skill performance) by constantly getting in the victim's face. Pulling the offending fabric off and throwing it far away or destroying it may be the only options to escape its attacks.
- 2. Snare/Entangle Legs.** Likewise, the clothing, scarves, neckties, capes, shoelaces, and etc., can be undone and animated to encircle the legs and feet (even the pants can be undone at the waist and made to drop around the ankles), causing the victim to trip, stumble and fall. This attack causes the victim to lose two melee actions and initiative, and take 1D4 damage from the fall.
- 3. Entangle Arms.** A similar entangling attack designed to snare and entangle the arms to impair movement and skill performance (-3 to strike or parry, -15% to perform a skill, and the skill takes twice as long to do).
- 4. Tie-Up Attack.** Animated fabric can also be used to tie a victim up. Unconscious characters can not resist, but

others can try to dodge or attack the fabric, cutting, chopping it into sufficiently small pieces or destroying the material altogether (the cloth/fabric has its usual S.D.C.).

5. Whip Attack. Clothing and fabric can also be used to strike out at an opponent, doing 1D4 damage in a punching or whipping action. +1 to strike, the animator's other bonuses do not apply.

Feral

The character is truly a wild child. This power taps into the wild, subconscious, animalistic portion of the human brain and has an array of small, but significant bonuses and abilities that empower him.

Bonuses:

1. Vision is twice as good as a normal human.
2. Has small, pointed teeth, bite attacks inflict 1D6 damage.
3. Add five feet (1.5 m) to horizontal leaping distance and three feet (0.9 m) to vertical leaps.
4. +4D4 points to Spd. attribute.
5. +1 attack per melee round and +1 on initiative.
6. +1D4x10 to S.D.C.
7. +10% skill bonus to any Wilderness, Climbing, Swimming and Tracking skills.

Penalty: Besides the obvious, the character can't stand being cooped up indoors, in vehicles or in confined areas. Hates cities and civilization, but loves the wilderness, hunting and stalking. Undisciplined and hates book knowledge and school learning, probably dropped out of high school (or -10% on all skills other than Domestic, Physical, Rogue, and Wilderness). Also tends to be savage and ruthless (probably an Anarchist or Unprincipled alignment at best).

Flight: Energy

The formidable ability to fly using nothing but expelled energy as a means of propulsion. In this case, the character's legs transform into energy and produce a long energy tail behind him. This energy tail may be made of fire, cold, energy, plasma, radiation, microwaves, ions or microscopic particles, but regardless of the type of energy, an 8-12 foot (2.4 to 3.6 m) energy tail follows behind the character and leaves a traceable trail for those who can see, sense or register it on a tracking device. Few adversaries realize this, however, and many super beings just launching a career as a hero or villain don't know this about themselves either.

Bonuses in Flight: The hero can hover several inches above the ground during combat in order to use his full bonuses.

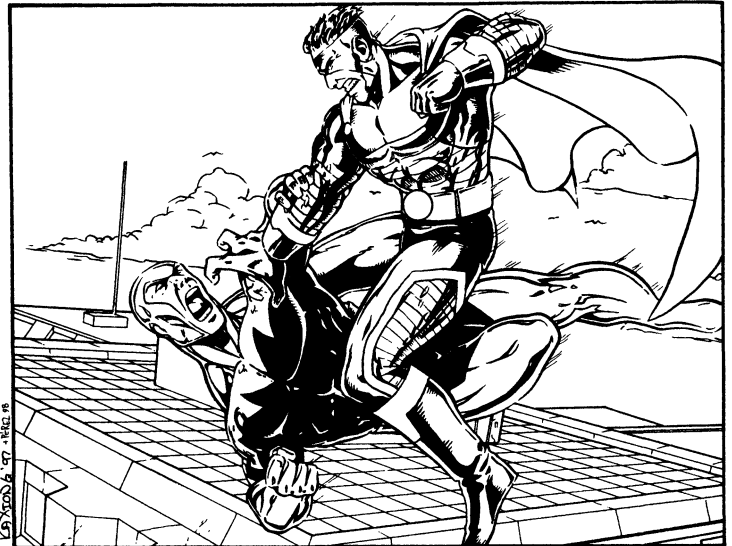
Speed: 160 mph (256 km) plus 20 mph (32 km) per level of experience.

- +1 attack per melee.
- +1 to strike and parry.
- +2 to dodge when hovering or flying at speeds under

80 mph (128 km). +4 to dodge when flying at speeds around 80 mph (128 km) or faster.

+4 to damage for every 20 mph (32 km) of flight speed.

+20 to S.D.C.



Flight: Hover

The limited ability to rise only a few feet (meters) off the ground and slowly move through the air. The character is likely to enjoy walking and swimming through the air and hover a few inches or a foot or two (0.3 to 0.6 m) above the ground without even thinking about it.

Bonuses in Flight:

Speed: 10 mph (16 km) plus 5 mph (8 km) per level of experience. Maximum altitude is just 30 feet (9.1 m) and normal altitude is just a foot (0.3 m) above the ground.

+10 bonus to Prowl skill (if known) and doesn't leave foot prints.

+2 to dodge when hovering or moving through the air.

+2 to damage for every 20 mph (32 km) of flight speed.

+15 to S.D.C.

Flight: Insect

By Kevin Siembieda

The character shrinks to 6-12 inches (15-30 cm) in size and sprouts a pair of insect wings (any type from that of a dragonfly, wasp or butterfly). This transformation must take place in order to fly.

Bonuses in Flight:

Speed: 15 mph (19.2 km) per level of experience. Maximum altitude is just 10,000 feet (3048 m).

Flying Prowl at 40% +4% per level of experience.

Tailing (same as the Tailing part of the Surveillance skill) at 50% +5% per level of experience.

+1 on initiative.

+4 to dodge when hovering or flying slowly, +8 when flying at 40 mph (64 km) or faster. The high bonus is due, in large part, to the small size.

+1 to damage for every 20 mph (32 km) of flight speed.

+5 to S.D.C.

Flying Force Disc

The character can create an energy disc of varying size at will. It is a round, flat force field like a large serving dish or small shield. The disc has both combat and transportation capabilities. The former as a flying discus, the latter as a floating platform.

Range: Can create it right in his hand, under his feet or up to a distance of 300 feet (91.5 m) away. Can hurl the disc up to 600 feet (183 m) +50 feet (15.2 m) per level of experience.

Size: As small as a frisbee or discus for throwing, or as large as 5 feet (1.5 m) in diameter per level of experience as a transportation platform (usually kept small for self, enlarged for additional passengers).

Flight Capabilities: Speed: 50 mph (80 km) per level of experience, as well as hover stationary and move straight up and down (VTOL capable). Those riding the flying disc don't feel the full force of acceleration and have no risk of falling off during flight. Weight Limit: As a transportation platform the Force Disc can accommodate 30 lbs (13.5 kg) for each M.E. attribute point of its creator plus an extra 50 lbs (22.5 kg) per level of experience. Maximum Altitude: 200 feet (61 m) per level of experience, and works underwater as well as in the air, but at half the speed (maximum depth for most human passengers is 120 feet/36.6 m). Works in outer space too, at double the speed. S.D.C. of the Force Disc: Equal to the creator's P.E. attribute number x10. Bonuses: +2 to dodge while in flight. Duration: 30 minutes per level of its creator.

Weapon Capabilities as a Projectile: Damage: 1D6+1 damage at levels 1, 3, 5, 7, 9, 11, 13 and 15. Range: 600 feet (183 m) +50 feet (15.2 m) per level of experience. Bonuses: The character's usual bonuses to strike from P.P. attribute, other powers and Hand to Hand Combat skill.

Attacks per Melee: Creating the Force Disc and hurling it counts as one melee action. Creating a flying platform counts as one melee action and keeping it hovering or flying uses up one of the character's attacks/actions every melee round.

Frequency Absorption

This is the ability to absorb and negate/cancel/block television signals, cell phone transmissions, radio waves, microwaves and similar transmissions. Does not affect "hard-lines" (i.e., wired telephone and TV cables).

Range: 100 foot (30.5 m) radius around the super being for every level of experience. The character may knowingly reduce the radius of effect or target one specific

receiver/transmitter device within his range and line of sight.

Damage: None per se; blocks communications.

Duration: Five minutes per level of experience.

Capabilities:

1. Jam All Transmissions: The hero can stop all radio, television, satellite, and microwave transmissions in a radius around him by concentrating to do so. Includes jamming surveillance and listening devices, GPS transmissions, etc. Uses up half of his melee attacks/actions per round. No receiver/transformer within the radius of effect can get or send a signal until the hero stops jamming.

2. Radio Communications: The character can speak and send his voice out on radio frequencies as if he were a living shortwave radio. 300 mile (480 km) range per level of experience. This is two-way communication, able to send and receive. Can also intercept and eavesdrop on radio and cell phone transmissions unless they are scrambled or laser transmissions. Can also *listen* to television but can't see the audio portion of the transmission unless the super being is touching a computer monitor or T.V. set.

3. Absorb Microwaves: The character can manipulate his body to absorb and cancel microwave transmissions without damage to himself.

4. GPS: The character can also intercept and use GPS satellite information to find his way around the world.

5. Sense Communication Systems: Can sense or feel the source of any transmission within range and pinpoint its exact location with reasonable accuracy. This ability enables the character to sense television signals, radio and microwave transmissions. Base Skill: 65% +5% per each additional level of experience. A failed roll means the transmission could not be pinpointed.

Bonuses: +5% to all Communications, Computer and Sensor (use/operation) skills.

Giant

Unlike the power of Growth, the character is locked into one size and cannot change from human stature to larger, he *is* a giant. He just kept growing. He is taller than almost any other people on Earth and may be considered a freak and will need specially designed clothing, gear and weapons to fit his large frame.

Size: Starts off at 9 feet (2.7 m) +1D4 feet (0.3 to 1.2 m) at levels 3, 5, 7, 9, 11 and 13. Also add 1D4x30 lbs (13.5 to 54 kg) to the character's weight for each growth increase.

Physical Strength: +2D4+2 to P.S. attribute to start, and +1D4+1 additional at levels 3, 5, 7, 9, 11 and 13. However, P.S. is not "super" unless one of the Strength abilities are also taken.

S.D.C. Bonus: +2D6x10 to S.D.C. to start and another 1D4x10 every growth spurt.

Armor Rating: Starts with an A.R. of 8 +1 at levels 3, 5, 7, 9, 11, and 13.

Bonuses: +1D6+2 to Spd. attribute (due to long strides), +2 to pull punch.

Penalties: Besides sticking out in a crowd, and needing expensive customized cloth, etc., reduce the character's dodge bonus by half.



Glow Bug

The superhuman can make his body glow, generating a bright, chemically induced light that makes it difficult to look directly at him. Thus attackers are -3 to strike in hand to hand combat and -5 to strike using long-range weapons with a targeting or telescopic scope; Called Shots are also impossible because one can't get a bead on a specific part of the body. Foes are also -2 to parry the glowing character's attacks. The Glow Bug can lower the level of brightness to the equivalent of a bright, fluorescent room light to provide light (but no heat) for others. Otherwise the power is either on or off. **Range:** Self. **Damage:** None, other than combat penalties. **Duration:** The light can be maintained indefinitely.

Gravitational Plane

The bizarre ability to create an unnatural gravity plane along any flat surface. This gravitational plane will have the same G-force as the world it is created on (on Earth this is one G), or if created in space the gravity plane will have a force of one gravity (G).

Creating a gravity plane up a wall, for example, would let the super beings run *up* the wall in the same manner as along the ground. If the gravitational plane were created on a ceiling, he could walk and run across it. The uses become pretty obvious. Note that there is no interaction between the gravitational plane and the real gravity, so, if you jump out of the effective height of the gravity plane, real gravity immediately takes hold and one responds accordingly.

Range: Can be cast up to 200 feet (61 m) away, line of sight.

Area of Effect: Equal to an area 10 x 10 feet (3 m) per level of experience, but may be made in any shape.

Height Limit: The gravity only reaches out 10 feet (3 m) per level of experience.

Damage: None, except for a possible fall if the plane is canceled or one steps out of it by accident.

Duration: 10 minutes per level of experience, but can be canceled at will by its creator.

Attacks per Melee: Costs the creator one melee action/attack to make it and one melee attack per round to maintain it.

Gun Limb

The character has the ability to alter one of his limbs (hand and forearm) into a projectile firing weapon, like a pistol or assault rifle. In some ways, this ability is similar to the Major super ability Alter Limbs, but on a smaller scale. In other ways it is effectively a Matter Expulsion ability because it fires bullet-like projectiles.

Range: 1000 feet (305 m) +20 feet (6.1 m) per level of experience for rifle caliber rounds. 90 feet (27.4 m) +10 (3 m) for pistol/submachine-gun rounds.

Damage: Pistol/Submachine-Gun: 3D6 per single shot or 6D6 per three round burst.

Rifle Caliber Rounds: 5D6 per single shot or 1D6x10 per three round burst.

Duration: Can keep the gun limb available for as long as is desired; limb actually transforms to resemble some type of gun. Making the gun limb uses up one melee attack that first round.

Payload: The character can create two bullets per experience level per melee round and additional rounds by expending one Hit Point per the creation of 12 additional pistol bullets or 8 higher caliber rifle bullets.

Attacks per Melee: Each shot or burst counts as one melee attack.

Bonuses: As per Weapon Proficiency and whether he is shooting a single aimed round, burst or wild.

Hardened Skin

Original concept by Leland Smith

This ability gives the character a nearly impenetrable Armor Rating (A.R.). For the most part the skin looks healthy and feels normal, though a bit thicker and harder/denser than normal.



Natural A.R.: Starts out with a Natural A.R. of 11 +1 A.R. point at levels 2, 4, 6, 8, 10, and 12.

Bonus: +2D4x10 S.D.C., and an additional 10 S.D.C. per level of experience.

Healing Power

The character can heal others by touch and nullify poisons and drugs in the bloodstream, stopping the damage and penalties from the toxin at the moment of the healing. Can also cure minor diseases and conditions (hangover, headache, stomach ache, nausea, itching, bug bite, minor burns, etc.).

Range: Touch.

Duration: Permanent.

Healing Damage: 3D6 Hit Points or S.D.C. or stops poison, drugs and their damage and penalties at the moment of healing.

Bonuses: The super being is +5 to save vs poisons and toxins, +2 to save vs nonlethal drugs and disease, and +20% to save vs coma/death. Also add 2D4 to P.E. attribute.

Limitations & Penalties: Each act of healing temporarily weakens the super being. Reduce P.E. attribute number by one and Hit Points by 1D4 per *each* act of healing. Both recover completely after a good night's sleep (minimum six hours).

Heavyweight

This character is a true heavyweight, add 2D4x20 pounds (18 to 72 kg) to the character's weight, and the character appears heavy/bulky with thick arms, legs, waist and neck, like a football linebacker or heavyweight boxer (George Forman style). This mass is not just fat, but dense muscles, so the character moves with surprising agility and speed. He is able to absorb and deliver punishment that would crush a lesser man.

Bonuses: +10 to damage from punches, kicks, head butts, body flips/throws, and hand-held melee weapons

(sword, mace, club, frying pan, chair, etc.). This is in addition to bonuses from other powers, P.S. attribute, and combat skills. Also +1 to his P.E. attribute, +1D6x10+12 to his S.D.C., has a Natural A.R. of 8, but reduce Spd. attribute by 20%.

Heightened Sense of Awareness

The character has an uncanny awareness of people and events transpiring around him. The ability manifests itself as a strange sense of déjà vu and readiness as he anticipates the events unfolding around him a scant second or two before they happen. This enables the hero to avoid dangerous situations, help others, or to make the best choice and be ready for action.

Bonuses: Due to this preparedness, the character doesn't usually suffer from surprise and is +2 on initiative, +1 to roll with punch, fall or impact, +2 to save vs Horror Factor, and gets an *automatic dodge*.

Heightened Sense of Balance

The inner ear of the hero is exceptional, able to counter and compensate for even the most dizzying of potential circumstances. The hero's balance is unparalleled.

Bonuses: The character can fire an aimed, Called Shot or burst without penalty while moving, running, riding a horse, driving a car, somersaulting, standing on his head, hanging upside down and so on. In addition, he also enjoys these bonuses: +10% to Acrobatics, Gymnastics and Climbing skills, +5 to any maintain balance rolls and never gets dizzy, and is +2 to roll with punch, fall or impact.

Heightened Sense of Recall

This character has a remarkable type of photographic memory when it comes to remembering factual data (events, names, dates, numbers, etc.). Remembers most things he has read, heard, seen or experienced. Specific blocks of information can be recalled at will and in perfect detail if learned recently (within the last three months), otherwise roll on the table below.

Range of Recollection:

01-66% Remembers every detail, much of it word for word.

67-90% Details are forgotten, but the full essence of the ideas and most important details are clear.

91-100% Can only recall the most basic concepts and general ideas and intention, no solid or exact details.

Heightened Sense of Time

The character has the ability to judge the passage of time accurately, without the use of a mechanical time-piece. Note that the character will be accurate to within 1D4 seconds of the true time. Is never late, unless it is intentional. Likewise, the character can "time" his actions and attacks with truly amazing accuracy.

Bonuses: +1 to disarm and dodge, +1 to pull punch and roll with impact.

Hold Breath

By Kevin Siembieda

The character has an extra large lung capacity, highly oxygenated blood and can hold his breath for one minute per each point of P.E. with a single, deep breath of air. Thus, a character with a P.E. of 12 can hold his breath for 12 minutes, P.E. of 24 for 24 minutes, and so on.

This super being also fatigues at half the normal rate, but is -2 to save vs gas-based attacks, smoke and fumes (unless he is already holding his breath). Can withstand underwater depths up to 160 feet (48.7 m).

Bonuses: +1D4+2 to P.E. and +1D4x10 S.D.C.

Hyperdensity

Probably one of the most interesting, yet simple, of the minor powers. The hyperdensity ability allows the character to momentarily increase the density of his own body to a point that he is as hard as a diamond and incapable of movement, not even cellular. You might ask, "Well, what good is that?" But without movement of tissues there can be no damage. He is temporarily a totally indestructible statue. He can't move, fight, speak, or use mind powers, but is completely indestructible and can survive even devastating explosions and energy attacks, and most environments, including a vacuum, outer space and ocean depths (up to 3 miles/4.8 km). For the duration (or until canceled), the super dense character cannot be harmed. This means he takes NO damage from any source, be it physical, energy, psionics or magic. Note that the character does not breathe or metabolize while hyperdensified, but is conscious, thinking and aware of what's going on in his immediate vicinity. This is usually a defensive action but can be used to block open a door, block a narrow passage, prop up a wall or support beam, and so on.

Range: Self.

Damage: None per se, the character can't move.

Duration: Hyperdensity can be maintained four four melees (one minute) per experience level, both created and canceled at will.

Attacks per Melee: Uses up all possible hand to hand attacks/actions for each melee round it is used.

Immovability

Original concept by Nick Luna

The hero is able to "anchor" himself to the ground or a large object (like a car) by manipulating gravitons. This takes two melee actions to accomplish. Once anchored, moving the character requires a Supernatural P.S. that is greater than the hero's own P.E., +2 points per level of experience. This enables the character to hitch a ride on fast moving vehicles, block entrances and so on.

Duration: 20 minutes per level of experience, but may be

canceled at any moment desired and stops if the character is rendered unconscious or killed.

Bonus: +4D6 to S.D.C.

Immune to Magic

Inspired by Richard Winters

This truly amazing power makes the character totally impervious to any magic spell or illusion where a save vs magic is allowed. Automatically saves. The hero is still vulnerable to physical attacks generated by magic such as Fireball, Call Lightning, Carpet of Adhesion, and so on, as well as magic weapons but only suffers half the normal damage from them.

Range: Self.

Duration: Constant.

Penalty: Permanently reduce Hit Points and physical S.D.C. by 10% (by 30% if the character has more than 250 points to begin with).

Note: In a magic rich environment, like Rifts Earth, this power should be considered a Major super ability, and reduce H.P. and S.D.C. by half and turn them into M.D.C.

Immune to Psionics

Inspired by Richard Winters

This power makes the character totally impervious to any psionic power where a save vs psionics is allowed. Automatically saves. He is still vulnerable to physical psionic attacks such as Psi-Sword, Mind Bolt, Telekinetic Punch, Pyrokinesis, and so on, but is resistant to mind control magic, drugs and illusion (+2 to save vs them, and even if he succumbs, the penalties resulting from them are half, and the duration of the drug or effects are half).

Range: Self.

Duration: Constant.

Bonus: As above.

Penalty: Cannot enjoy beneficial psionics, like Healing and Telepathy, and cannot communicate via Telepathy, Empathy or with the spirit world.

Impact Resistance

This power makes the character extremely resistant to blunt trauma and most physical attacks. No damage is sustained by the first 20 points of physical damage in the melee round. Physical attacks beyond the 20 points do only half damage.

The super being is resistant to attacks from kinetic energy (punches, kicks, melee weapons, etc.), projectiles (bullets, arrows, thrown weapons, etc.), explosions, force bolts, and similar, all doing no damage for the first 20 points inflicted and the rest thereafter doing half their normal damage.

Limitations & Vulnerabilities: Impact Resistance is not effective against radiation, lasers, fire, electricity, plasma and most other forms of energy, nor spell magic

or magical weapons or most psionic attacks (psionics like Telekinetic attacks fall under the Impact Resistance category, but most others do not).

Range: Self.

Duration: Constant.

Attacks per Melee: None.

Bonuses: None.

Impervious to Cold & Freezing

Just as the name suggests, this power makes the super being completely impervious to cold and freezing temperatures. Walking out in the antarctic is like a day on the beach for this character.

Range: Self.

Duration: Constant.

Bonuses: Cold-based attacks do no damage to this character unless magical, and even then magic cold does only half damage.

Impervious to Control & Possession

The character is immune to the effects of mind control and domination, be it from magic, psionics, super abilities, drugs or any other sources, nor can the character be possessed by any outside entity, spirit or other super being, etc.

Range: Self.

Duration: Constant.

Impervious to Disease & Illness

The character is totally immune to all forms of disease and illness, including magically or psionically induced illness and even radiation sickness. This power also prevents the psionic "Bio-Manipulation" attack.

Range: Self.

Duration: Constant.

Impervious to Energy & Electricity

The super being is completely impervious to electricity, energy attacks, radiation, stun, laser and ion weapons. Magical energy blasts, fire, lightning, flaming swords and other types of magical energy attacks do half damage. Most other types of spells and magic do full damage.

Range: Self.

Duration: Constant.

Impervious to Fear & Terror

This power makes the super being completely impervious to the effects of Horror Factor (and awe), as well as

totally immune to other of terror, including magically or psionically induced forms of fear and horror.

Range: Self.

Duration: Constant.

Impervious to Light & Lasers

This power makes the superhuman completely impervious to all light based attacks, including magical lights and laser weapons (they bounce off harmlessly). Additionally, the character cannot be blinded by bright lights and can see clearly in light so intense that others must squint or shield their eyes.

Range: Self.

Duration: Constant.

Impervious to Poison & Toxins

The character is immune to the effects of *lethal* gases, drugs, chemicals, herbs, poisons, toxins and venoms, including magical ones, as well as potions.

Range: Self.

Duration: Constant.

Penalties: Good, healing medicine lasts only half as long and does half as much good/healing. +2 to save vs *non-lethal* drugs and even if he succumbs, the penalties and effects are only half as severe (do half damage) and last for only half as long.

Impervious to Shadows & Darkness

Prevents the character from being harmed by shadow-based attacks, including magic shadow attacks, Shadow Beasts and unnatural darkness. The character can also see in unnatural darkness without penalty and has limited nightvision, with a range of 60 feet (18.3 m).

Range: Self.

Duration: Constant.

Impervious to Sound & Vibrations

Impervious to Sound and Vibrations makes the character completely impervious to all types of *sound-based attacks*, including magical noises and sonic weapons, as well as vibration based attacks. This character cannot be permanently deafened by any means and temporary deafness lasts half as long.

Range: Self.

Duration: Constant.

Increased Durability

The character is naturally tougher and more resistant to damage than normal humans, with skin that is almost bulletproof and a huge amount of S.D.C., as well as additional Hit Points.

Bonuses: +3D6x10 S.D.C., +6D6 Hit Points, +10% to save vs coma/death.

Indestructible Bones

Original concept by Leland Smith

This power makes it impossible to break or shatter the character's bones, including the skull and fingers.

Bonuses: The punches and kicks by the character inflict an extra 1D6 damage, fall damage is half, +1 to pull punch and +4D6 to S.D.C.

Instant Wardrobe

By generating a strange sort of inter-dimensional field just around the outside of his own body, the character is able to make his clothing and a small number of personal effects dimensional teleport from his body to a sort of dimensional limbo. The character can store one set of clothing and a modest number of carried effects in the limbo per level of experience, and exchange what he is wearing in and out of limbo as needed. Thus allowing the costumed hero (or villain) to instantly (in one melee action) change his clothing and equipment as needed. For example: The character Battleforce at level four can store four sets of gear and costumes and uses his instant wardrobe as follows:

- 1: This limbo stores his normal hero costume.
- 2: In the next limbo he stores his underwater diving gear.
- 3: The third limbo holds his heavy battle armor.
- 4: The last limbo holds his tuxedo for nights on the town.

In each limbo he can *exchange* what he's wearing with what's in limbo and vice versa, as needed.

Note: When the character uses his Instant Wardrobe power, the clothing and any items the character is currently wearing *switch* with those in the limbo he activates.

Range: Self/his clothing.

Duration: Instant/the items in the limbo do not age.

Limitations: The hero can only switch with the clothing in one of his limbos, if the clothing and equipment he is wearing is less than 20 pounds (9 kg), plus 5 pounds (2.25 kg) per level of experience.

Instant Weapon

Similar to the *Instant Wardrobe*, only the character can stash two small weapons (knives, short sword, mace, hand axe, pistols, and similar) or one large weapon (large sword, pole arm, battle axe, rifle, bazooka, etc.) along with a few extra ammo clips, a box or two of extra rounds, holsters or carrying case, and similar, directly related items. The character can store one set of weapons and accompanying gear in the limbo per every other level of experience, and call them forth, right into his hand, ready for action (if pre-loaded and primed for action when stowed).

Because weapons are heavier than clothing, fewer limbos can be made. One at levels 1, 3, 5, 7, 9, 11, 13, and 15. **Note:** Tools and other types of gear may also be stored in a weapon limbo.

Range: Self, basic weapons.

Duration: Instant/the items in the limbo do not age.

Limitations: Like the clothing limbo, the character must *switch* one weapon or item of similar weight for the weapon in limbo, it's just how the limbo power works. This is great for instant switches of, say, one pair of revolvers for another (already loaded and ready to go), but if unarmed at the time of need, the character will have to find an item of similar weight and size (a brick, a table lamp, etc.) to *exchange* for the desired weapon. Likewise, an empty ammo clip or drum is switched for a loaded one. Weight limit is 50 pounds (22.5 kg), plus 10 pounds (4.5 kg) per level of experience.

Iron Will

The character possess an indomitable spirit. He is able to resist psionic attacks and mental assaults that would humble other men. Even some psychics do not possess his natural level of mental resistance.

Bonuses: Needs a 12 or higher to save vs psionic attack as if he were a Major Psychic himself, is +7 to save vs possession, +6 to save vs mind control, +5 to save vs illusions and Horror Factor, +3 to save vs magic and disease, +3 to save vs insanity, +20% to save vs coma and death, and skill penalties for being confused, dazed or drugged are half for this focused and driven character.

Life Sense

By Carmen Bellaire & Kevin Siembieda

The Life Sense ability alerts the character to the presence of *powerful life forms* who are more than human, such as supernatural creatures, other super beings (including mutants and aliens), Major and Master Psychics, and those imbued with magic. It cannot identify or pinpoint the location of the superhuman life forms but will let the character know they are within his sensing range.

Life Sense also warns the character when he is severely injured and his own life is in danger of slipping away. This occurs when the character is down to 20% of his Hit Points or less, as well as when he has just eaten or been injected with lethal poison/venom. Furthermore, the character can sense when *others* within range are hurt and dying. In the latter case, the superhuman can actually track the sensation to the injured, dying individual (if a good guy, it is to help find and rescue the person, if a bad guy, it may be to gloat or finish the poor soul off).

Range: 200 foot (61 m) radius per level of experience.

Duration: Constant and automatic to sense the presence of superhumans. To track and locate the dying, the character must concentrate and use up two melee actions/attacks per round and every 200 feet (61 m) to find the person(s). Tracking ability is 50% +5% per level

of experience (+15% if the dying subject is out in the open and not hiding or buried under debris).

Lifting Field

The character can generate an energy field around himself that enables him to *slowly* lift and carry (or pull) incredible weights: P.S. attribute number x500 in pounds. But there is a catch.

Limitations: 1. The field is very sensitive to any quick, violent actions and impact, so it cannot be used to fight with. The act of throwing, punching and kicking by the super-weightlifter, as well as explosive impacts (or sonic attacks) leveled against the weightlifter causes the field to collapse and the character must drop his load and dodge (+3) or be crushed under the load (3D4x10 damage per ton), and possibly damage what he was carrying. This means the character cannot lift and throw a car at an enemy, because objects, the violent action of the throwing motion instantly negates the field, very possibly dropping the load on himself. This is a formidable but benign super ability. 2. The field also collapses if the character loses consciousness or suffers damage that drops him to below 15% of his Hit Points. 3. The maximum speed the character can move is one Speed point per every three P.S. attribute points, so a hero with a P.S. of 23 can carry his burden at a Spd. of 7, a P.S. of 30 at a Spd. of 10, a P.S. of 50 at a Spd. of 16, and so on (round numbers down). **Range:** Self. **Duration:** Can be created at will and maintained for one hour per level of experience provided the character operates within his limitations.

Lightning Reflexes

The character possesses an accelerated metabolism that makes everything around the hero seem to move in slow motion, while he moves with startling quickness. It is important to note that this is not heightened dexterity so much as a set of heightened reaction times.

Bonuses: +3 on initiative, +1 to disarm, +3 to pull punch, +2 to roll with punch, fall or impact, +2D4 to Speed attribute, +1 additional attack per melee round, automatic dodge (can dodge without using up a melee attack and is +3 to do so, other dodge bonuses don't apply to the auto-dodge), and W.P. Paired Weapons.

Limitations & Penalties: Tends to be fidgety, has trouble sleeping, and is often cocky.

Living Anatomy

By Carmen Bellaire & Kevin Siembieda

The character intuitively understands the human body and body language in intimate detail. The character can gauge many of the body's indicators through simple visual observation, including heart rate, blood pressure, temperature, etc., and can perform basic diagnoses without the need of any medical instruments, he uses only his natural senses.

The character can use this ability to determine the following:

1. If the subject is angry, scared or calm.
2. Happy or sad.
3. Lying or telling the truth. Not always accurate, however; roll percentile dice. 01-60% the super being is reasonably sure, 61-89% uncertain but thinks the subject is one or the other, 90-00% absolutely certain and correct.
4. If the subject is healthy or hurt. No exact diagnosis, but can tell if the subject is suffering serious (H.P.), moderate (H.P.), minor (S.D.C.) or insignificant (minor S.D.C.) injury.
5. Exhausted or fresh and strong.
6. Suffering from illness, internal injury, blood loss, drugs or insanity.
7. Tensing for an attack or flight.

Bonuses: Automatically has the equivalent of the First Aid skill at 80% +2% per level of experience, +10% to any Medical skills he may know, +1 on initiative, +1 to dodge, +3 to pull punch, knows pressure points and vital spots to inflict an extra 1D6+4 points of damage from his punches intended to do maximum damage (the player must announce his intentions before he rolls to strike) and inflicts critical damage (double) from behind or on a natural, unmodified roll of 17-20 regardless of Hand to Hand Combat skill.

Longevity

The hero ages at a fraction of the normal rate, compared to most normal humans: Two years for every 10. This means a character who is 100 years old has the appearance and physical body of a human in his late 20's or early 30's, by age 200 he or she looks to be 40ish. Life expectancy is 300 years and dies a good looking corpse.

Bonuses: +1 to P.E., +3 to save vs disease, +5% to save vs coma/death and +1D4 to P.B. attribute.



Lunar Strength

The character draws power and gets bonuses from the various phases of the moon.

A full moon or near full moon (roughly 3-5 days in a month) means the super being is at his strongest: Double P.S., and M.A., M.E. and Spd. are 50% higher than

normal, also +60 to S.D.C. and +1 attack per melee round! The character is bold, daring and strong, +1 on initiative.

A three quarter moon means the character's P.S. and Spd are 50% greater than normal and +30 to S.D.C.; all other attributes are normal. The character is confident and strong.

A half moon means the character's P.S. and Spd. are 25% greater than normal, but all other attributes are normal, and +15 to S.D.C. The character is competent but less sure of himself.

A third to quarter moon means the character's attributes are all normal. No bonuses and confidence is shaky.

A sliver moon means P.S., Spd. and S.D.C. are all reduced by 25%, -1 attack per melee round and the character is -2 on initiative, and -1 on all combat moves and saving throws.

No moon visible in the sky means reduce *all* physical attributes and S.D.C. by 50%, reduce attacks per melee round by two, the character has no initiative, and all combat moves and saving throws are reduced by half.

Bonus: Knows and senses the exact phases of the moon, as well as the rising and setting of the moon. Recognizes vampires and other creature of the night for what they are. Likewise, cannot be turned into the undead or a were-beast. +5% to Astronomy skill, if it is known.

Mechanical Awareness

Inspired by Kevin Siembieda

The character is aware of, and able to react to, all mechanical devices and weapons used against him, including guns, energy weapons, power armor, robots, cybernetics, bionic weapons and computers, sensors, vehicles and other devices. Basically any machine with moving parts or that uses electricity or has a computer chip.

This awareness lets the character know the very instant a targeting computer or radar locks onto him, the moment he falls into the cross-hairs of a gun, when a trigger is about to be squeezed, when an energy cell charges to fire, or a cybernetic muscle tenses or a turret begins to turn. More than that though, the character can actually feel the weapons and war machines as they come online or are drawn to use against him. It is as if he can see them as clearly as a weapon being pointed in his face.

Range: Self and any technology used against him within a 50 foot (15.2 m) radius per level of experience.

Duration: Constant and automatic.

Abilities Against Weapons and Technology:

1. Negates any bonuses provided by the technology, i.e., weapon, computer targeting, etc., straight unmodified roll when fired by a machine or computer enhanced.

2. The character knows what his opponent is doing the same instant that his opponent does it, enabling him to react a split second faster: +3 on initiative against attacks from modern guns and machines (bionics, robots, etc.) and +4 on initiative against artificial intelligence, computers and automated defense systems.

3. The character's gun-toting or high-tech laden opponent is at -3 to dodge the character's attacks and loses two melee attacks/actions due to time spent compensating for the superhuman's amazing instincts, agility, and moves from Mechanical Awareness.

4. Sense the presence of surveillance bugs, listening devices, concealed cameras, and spy robots.

5. The Mechanically Aware character has an *automatic dodge* with a +4 bonus, but only when up against technology and machine opponents (and can twist, turn, duck, somersault, and otherwise dodge attacks from "guns" and advanced weapon systems without using up a melee attack/action (otherwise dodges as normal). The hero is so fast, mobile and "aware" of mechanized systems that he or she can attempt a dodge against most weapons fire!

Mask – No Face, No Identity

The character can transform to having a seemingly blank, featureless face or a stylized mask-like covering (may be costume-like, demonic or surreal) as if wearing some kind of facial covering, only it is impossible to remove, as if glued to the face. Even the eyes seem pale and almost blank. Furthermore, the character has no finger- or footprints, nor any distinguishing birthmarks, and if the character has tattoos and scars, they too disappear when this power of disguise is used.

Range: Self only.

Duration: Willed into effect and willed away, so even if the character is rendered unconscious his features and prints remain gone.

Motion Detection

With sensitive hairs and eardrums, among other subtle modifications, the character is able to pick up the slight, but telltale signs of motions and changes in air pressure around him and moving toward him. This ability is so sensitive that the character can physically feel changes in air currents caused by the movements of others. This means he cannot be snuck upon or caught by surprise from a nearby opponent (long-range blasts and bullets are effective because of their great speed and small size).

Range: The motion detection sense only works in a 60 foot (18 m) diameter around the character.

Bonuses: +1 on initiative, +1 to parry and dodge.

Motion Detection Abilities & Senses:

Track Movement: Can track the movement and location of those moving around him without actually looking and even if they are invisible or prowling. Tracking by motion detection alone: 42% +4% per level of experience (+20% if the target is larger than a human, a robot or vehicle).

Estimate Distance: 50% +4% per experience level.

Estimate Direction & Speed: 40% +4% per experience level.

Estimate Location: 40% +4% per experience level even if the super being is blind or can't see his (invisible or

concealed) opponent. Penalties for being blind or fighting an invisible foe are only -3 to strike, parry and dodge.

Multi-Tasking

The character can use his right and left hands with equal skill and dexterity, but this is much more than simple ambidexterity. This character is able to completely split his mind, using the right and left halves of the brain to concentrate on two separate topics simultaneously. This means that the character can read a book while doing his taxes, he can polish the car while doing a crossword puzzle or he can engage in a gunfight while searching through a criminal's secret files.

The way this power works is that the character can, if the situation is right, engage in a full set of melee attacks while simultaneously performing a non-combat skill or melee action (things like searching files or reading the information off a computer, grabbing an object while shooting, etc.). To be able to do this, one set of actions cannot interfere with the other, so no hand to hand combat while reading, but a gunfight while reading would be okay. Plus both sets of actions must occur within the same field of vision, so no doing stuff behind your head, or speaking to someone while spell casting or using a vocal/mouth super ability. Otherwise, two contradictory related actions cancel each other out and the skill or action fails while the shooting becomes wild or fisticuffs are done without benefit of the character's usual bonuses.

Bonuses: Automatically gets the Paired Weapons skill, is ambidextrous, +1 extra attack per melee round, and the usual bonuses apply to combat even when he's doing two separate tasks.

Personal Force Field

The character is able to generate a limited force field similar to the Create Force Field power, only this force field follows the contours of its creator's body as a sort of invisible armor.

Range: Self. **Damage:** None. **Duration:** Permanent, until destroyed or dispelled.

S.D.C. of the Personal Force Field: Two S.D.C. for each of the character's P.E. attribute points, plus 10 S.D.C. per level experience. Plus the field automatically regenerates lost S.D.C. at a rate of one per minute. **Note:** Creating the Personal Force Field counts as one melee attack/action and maintaining it uses up one of the character's melee attacks every round. If the character loses consciousness or is possessed, the force field goes down. There are invisible seams or tiny openings to let air in, otherwise the character would suffocate, so gases, disease, and radiation are a danger, as are heat and cold, even though fire, energy blasts and ice are stopped by the field.

Physical Perfection

The character *appears* to be a perfect physical specimen of the human species, very healthy, beautiful and balanced – a god or goddess. However, appearances can be deceiving. Though more powerful than the average Joe, this character *looks* better, stronger, faster than he or she really is. Muscles are chiseled and well defined, there isn't more than 3% body fat, and the individual is healthy, beautiful, strong looking, and appears to be 1D4 levels higher and more powerful than is true. While this may help the super being to *bluff* and intimidate *some* opponents and thrill their adoring crowd, the apparent (and false) level of power (and beauty) is likely to make them stand out and attract attacks, vengeance and the wrath of those who are either jealous or figure they'd better take out this "powerhouse" first.

Bonuses: +1D4 to M.A. attribute, +1D4+2 to Spd. attribute, +1D4+5 to P.B. attribute (19 minium), +1 to P.E., +1 to P.P., +1D4 to P.S., +5D6 to S.D.C., +2D6 to Hit Points, and +5% to save vs coma/death.

Power Weapon

Original concept by Jason Lukowski

This power allows the character to extend a nimbus of energy to surround a melee weapon in his hand such as a knife, sword, mace, staff, etc., and imbue it with greater power and damage capability. At third level of experience, the character can use this ability to empower two different weapons at once, one in each hand.

Damage: Normal weapon damage +P.S. damage bonus (if any), plus an additional 1D6 points of damage at levels 1, 3, 5, 7, 10, 12 and 15. Once per melee round, the weapon can be made to fire an energy bolt that does the empowered weapon's full damage. Range: 100 feet (30.5 m) per level of the super being. **HOWEVER**, the weapon loses its charge for the entire next melee and strikes as a normal weapon till the following melee round when it can recharge itself.

Duration: The empowerment lasts 4 minutes per level of experience. The character must wait 4 minutes between uses.

Power Bands

The character can generate a set of force-like energy bands that he casts over a target within range. The bands wrap around the body of the opponent, pinning his arms to his sides and his legs together, holding him immobile. Only super beings with Supernatural P.S. can flex or break the power bands. Allies not trapped by the power bands can blast, cut or pry the victim free of their grip, but this requires a combined P.S. of 60 or a Supernatural P.S. of 30 or more.

Range: Up to 300 feet (91.4 m) away.



Power Band Stats: Extraordinary P.S. of 55, S.D.C.: 25 points per level of experience.

Duration: Permanent, until destroyed, forced open or dispelled.

Damage: None, used to hold and incarcerate.

Attacks per Melee: Creating the power bands counts as one and casting them (roll to strike as usual with all its creator's strike bonuses applied) counts as another. Once created however, each grabbing/pinning attack

counts as one melee attack, so if the first attempt misses it can be tried again and again.

Limitation: Unable to hold a prisoner with a Supernatural P.S. of 30 or higher.

Quills & Spines

Similar to a porcupine, the character can extend durable, sharp spines all along his body. The quills are usually limited to the arms and/or head and back, and lay flat until needed for defense or combat. The quills may look like long, thick rows or spikes of hair, especially on the head and back.

Number of Quills: 80 +10 per level of experience. Each is 8-12 inches long.

As a defensive system, the quills do 3D6 damage to anyone grappling with the character or trying to apply a wrestling style pin maneuver, crush/squeeze attack or leap/pounce attack and they do 1D6 damage to anyone who successfully punches or kicks him.

Natural A.R.: 8

S.D.C.: 80 +10 per level of experience.

As a weapon, the quills have a few applications.

1. **Daggers.** The character can pluck one or two (no damage or pain) and use them like a long ice pick or knife to stab and slash an opponent (1D6 damage) and/or to parry an attack from a melee weapon.

2. **Claws:** Can cause as many as three to fold down and forward at the wrist to use them like a slashing claw, doing 3D6 damage per successful strike.

3. **Launch Quills:** Range: 30 feet (9.1 m) +10 feet (3 m) per level of experience. **Damage:** 1D6 per single quill or a *burst* of four doing 3D6 damage or eight doing 6D6 damage to the same target. A single quill shot can be accurately aimed (+3 to strike) just like a gun and counts as one melee attack. A burst is less accurate (+1 to strike) but does more damage if it hits. Only these bonuses apply to the launch attack, not any others from skills and such. **Payload:** Can fire as many as half his total number of quills. Removed or launched quills regrow at a rate of 1D6+10 per day.

Resin

Inspired by Kevin Siembieda

In combat, the character can exude a 3 foot (0.9 m) glob of soft, sticky resin that dries in a matter of one melee round (15 seconds) to be as hard as stone. In combat, the sticky glob can be used to slow, trip or incapacitate an opponent. Or it may be used it to glue an opponent (especially if the opponent is momentarily incapacitated) to a stationary vehicle, a tree, wall or floor, provided the victim can be made to stay still long enough. Who needs handcuffs when one can exude a fast drying resin?

Each glob represents about 3 feet (0.9 m) of resin which is enough to cover roughly half a human-sized target. A person must be covered halfway to suffer the penalties listed below. To be restrained completely, the

character must be "globbed" twice, once at the feet and legs, and once above the waist. But the super being can release smaller amounts to pin/bond just a hand or a weapon (a weapon covered in resin can't fire), create resin handcuffs, or resin patch, etc.

Range: Touch or hurl up to 10 feet (3 m) per level of experience.

Duration: Instant creation, dries to rock-hard solid in one melee (15 seconds). The character can release an enzyme that removes the resin in one melee action.

Damage: None, but the heavy goop clings to the clothes, body armor and flesh and impairs movement. Moreover, it is very sticky, difficult to remove and quickly hardens in one melee round (15 seconds). The victim can feel the material getting firm and less giving with each passing second. This is the time to remove it! Getting the stuff off while it is still soft uses up 1D6 melee actions, and there will still be a thin coating with small clumps stuck to the character like caked mud (only it's as hard as concrete and doesn't flake or brush off). However, there is not enough to impair movement, only mar or ruin clothing, shoes or armor.

Removal can be accomplished by scraping the resin away with a knife or other type of blade, shovel, scrap metal, or even a wooden stick. Turpentine, gasoline, or paint thinner will help to reduce the stickiness and aid with the removal if one acts quick enough. However, the thick, heavy resin sticks to everything, especially fingers, hands and clothing. There is a good chance that unprotected fingers will get stuck together, making the use of weapons impossible. Getting the "enzyme" fluid released by the character will dissolve even hardened resin, but it also does 1D6 damage to the victim.

Having one's legs and feet encased in resin makes mobility impossible. The victim's speed is zero, and all combat bonuses (if any) are reduced to +1. Obviously, running, leaping, dodging, swimming, acrobatics and gymnastics are impossible. The only climbing one can do is rappelling at -50% due to the awkward weight holding one down and the inability to use one's legs.

If the resin hits squarely in the chest, covering the torso and arms up to the neck, joints are welded in place by the hard, unbending crust. The victim is effectively wearing a resin strait jacket, his limbs frozen in whatever position they were in when the glob hardened. This can give the character the appearance of being a living scarecrow or a runaway mental patient in a body cast. Speed and balance are reduced by half, all combat bonuses (if any) are reduced to +1, and attacks per round are down to only two. Climbing and any use of one's arms and hands is impossible, as is performing any skills that require the use of one's hands. Even if the head is encased in the resin, the victim will NOT suffocate, because the resin is naturally porous and lets air in, but the eyes will be covered, effectively blinding him (-10 to all combat rolls).

A.R. & S.D.C.: After the resin hardens, and half body-sized gobs require 3D6x10 S.D.C. of damage to remove and have an A.R. of 13. Small hand-size or handcuff size resin gobs have 1D6x10 S.D.C. and an

A.R. of 12. Removal of resin can be done with carefully placed energy blasts, explosives, or a chainsaw, chiseling and so forth, but whatever method is used, one must be careful not to injure the person underneath. If the super being covers the whole body (double the S.D.C.), the victim is completely immobilized and helpless.

Outside of combat the resin can be used to cast plastic like objects using molds, patch stone, concrete, and steel, or reinforce construction projects or to do quick repairs on buildings, armor, or other simple objects.

Attacks per Melee & Limitations: Each use of resin counts as three melee attacks, it can only be used once per melee round.

Seismic Power

Part one of this ability is the super being can feel vibrations in the ground like a living seismic sensor. This means he cannot be snuck upon or caught by surprise by nearby opponents approaching him on the ground (long-range blasts, bullets and flying assailants are not sensed because they do not touch the ground).

Range: The seismic sense only works in a 120 foot (36.5 m) radius around the character to feel/hear footsteps, but increase that distance by 10 fold when a large, heavy vehicle like a semi-truck, tank or train is involved, 50 fold for explosives or a natural earthquake.

Seismic Senses:

Can estimate the number and speed of heavy vehicles, robots, giants, etc., 50% +4% per level of experience. That includes people within the 120 foot (36.5 m) radius.

Estimate Distance: 60% +3% per experience level.

Estimate Location: 50% +4% per experience level.

Detect Seismic Activity (earthquakes, mining, explosions): The character can detect and measure the size, force and epicenter of an earthquake or explosion, within 1000 miles (1600 km), with a skill of 55% +5% per experience level.

Part two of this ability is to create a seismic tremor, a mini-earthquake in a directed line that shakes the ground and has a 01-70% likelihood of knocking down everyone in its path. The ground tremor can be a straight line that is 10 feet (3 m) wide and up to 60 feet (18.3 m) long, or a 20 foot (6 m) radius around the superhuman. Those knocked down lose initiative, two melee attacks/actions (one from the fall, one to right themselves) and take 1D6 damage. Each ground tremor counts as one melee attack/action. Or the character can spend all of his melee attacks on one long, sustained attack designed to shake and damage standing structures such as walls, support beams, flooring, doors, etc. The character cannot parry, dodge or perform any other skill while bringing down the house.

Damage: A whopping 1D6x10 +1D6 per level of experience. **Range:** Touch. Must touch the wall or structure to be damaged/destroyed; shaken apart with the bulk of the damage and debris falling on the opposite side or

away from the super being causing it. May also be used on stationary vehicles, bank vaults, etc. Best done when not engaged in active combat.

Bonuses: +10% to maintain balance (where applicable), +1 to roll with punch, fall or impact.

Sense Death & Destruction

The character can sense death and destruction, which means he can tell if an individual has ever killed another living being, and whether they have the blood of one, a few, dozens or hundreds (to thousands) on their hands. The super being can also sense if an individual enjoys killing (not combat or brawling, but the taking of life) and whether he has any remorse for his actions (probably not). From these sensations and impressions, the character can usually conclude the profession of a person "stained by death," i.e. hunter, butcher, bounty hunter, assassin, murdering psychopath, mercenary, soldier, predatory killer, supernatural fiend, and so on. Likewise, the character can sense if a killer is heading off to or returning from a war or fresh kill (the latter being a kill within the last 24 hours).

This Sense Death ability also enables the character to sense whether an individual is a vampire or any other type of *undead*. Requires close contact, ideally touch or a face to face conversation, and the locking of eyes, otherwise, line of sight and being within 20 feet (6 m) for at least three minutes will do the job. Can also sense the presence of zombies, mummies, ghouls, banshees, animated dead or other undead within range, but cannot pinpoint their exact location. This only gives the hero the impression of whether they are near (within 50 feet/15.2 m) or far (over 100 feet /30.5 m). It will also give him a vague idea of how many undead there are; only one, a few (2 to 6), several (7 to 14), or many (15 or more).

Range: 400 foot (122 m) radius. **Duration:** Constant.

Sensory Orb

The character can create a Sensory Orb out of glowing energy into which the super being's own mind and senses are temporarily transferred. The small orb, about the size of an apple or baseball, can race about, flying through small openings, over obstacles, sneaking around corners and hiding in shadows to observe events and spy on others, hopefully, unseen.

Range: Sensory Orb may travel up to one mile (1.6 km) away from the body.

Duration: Until destroyed or dispelled. If destroyed, the character's mind and senses are hurled back into his body, leaving the character alive and well, but stunned for 1D6 melee rounds (all attacks, combat bonuses and Spd are reduced by half).

Maximum Flight Speed: 200 mph (320 km), utterly silent. Maximum Altitude: 1000 feet (305 m).

S.D.C. of the Sensory Orb: M.E. attribute number x2 plus 1D6 per level of experience. Any lost S.D.C. is recovered at a rate of ten S.D.C. per minute.



Damage: None. Spy only.

Actions per Melee: The use of a Sensory Orb has all the character's normal actions per melee round while in use.

Bonuses: The sensory orb gets an automatic dodge at +6 and an automatic Prowl of 60% +2% per level of experience.

Limitations: The character's body drops into a dreamless, sleep-like trance when his mind is in the Sensory

Orb. Without a mind to control it, the body is just an empty shell. As you might suspect, this leaves it defenseless against attacks and the elements. Thus, it is wise to leave the body with friends who can protect it, or in as safe and hidden a place as possible. **Note:** The abandoned body is totally defenseless against psionics, magic or being possessed itself (no saving throw).

Shadow Meld

Inspired by the Shadow Meld spell

by Kevin Siembieda

The character is able to step into the shadows and disappear. Although similar to a Prowl, it is completely effective, preventing anyone from seeing the hidden character. The shadows serve as a superior means of hiding or moving unseen. In order for the power to be useful, there must be actual shadows present (although it can also be used with the Darkness Control ability), and the shadows must be man-sized or bigger (at least four feet/1.2 m long). The character can move, walk, or run through the length of the shadow, along connected shadows or dart from shadow to shadow. The character can still be sensed by sound, smell, or by psionics but is effectively invisible to sensors while in the shadow. While hidden in shadow, the character is still susceptible to other attacks, although attackers are -5 to strike him (because they can't see him). Area effect attacks do not suffer any such penalty to strike the character. Exposure to strong light will dispel the shadows and reveal the character. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than 60 watts, will only create more shadows. While using this power the character has a limited form of nightvision, allowing clear sight in the area of shadow or unnatural darkness, with a range of 100 feet (30.5 m).

Shadow Shaping

This minor power gives the character an ability to shape and control preexisting shadows in the area. The character can also animate any shadow so that it may participate in combat. The animated shadow has one attack per melee round and is +1 to strike, parry and dodge. The shadow has no Hit Points and cannot be harmed, other than disabling the super being animating it. To attack, the "shadow" can only punch or grapple with, hold, or pin opponents. It does 1D6 damage per punch attack. The shadow may not perform skills and has no powers. The "shadow" is not intelligent, nor does it have free will. It responds according to the wishes of the Shadow Shaper. Otherwise, it is just an ordinary shadow. This power can *not* be used in total darkness. The super being can only animate one shadow per experience level.

Range: 30 foot (9.1 m) radius and line of sight, so the Shaper will be present somewhere among the shadows he commands.

Duration: One minute per level of experience.

Damage: 1D4 from punches, otherwise holds, pins, and grapples; has a P.S. of 10.



Attacks per Melee: Each shadow has one attack. The Shadow Shaper spends one melee attack/action creating/animating each shadow and then must use half his melee actions in subsequent rounds keeping the shadows animated, regardless of how many.

Limitations: Loss of personal melee actions, close proximity to the shadows, and that strong light makes the shadows vanish, effectively negating the super ability.

The character can also alter the shape and size of any shadow within range, distorting them to look menacing or to conceal something in shadow. Horror Factor of 10 (increases to H.F 14 if animated even the slightest).

Shadow Stepping

The Shadow Stepping power enables the character to step into a shadow and "jump" to any other shadow within range. This power does not grant the user the ability to Shadow Meld, just the ability to leap in and out of shadows as a sort of limited range, line of sight form of teleportation with various shadows being the final destination. The shadow must be at least four feet (1.2 m) long and in line of sight. The shadow stepper can "jump" from one unconnected shadow to another as long as each shadow is within range of each other, large enough, and clearly visible.

Range: 30 feet (9.1 m) per level of experience.

Duration: Instant, with each "Shadow Step" or "jump" counting as one melee action.

Note: If the character also has Shadow Meld or Shadow Shaping the powers may be used together or in any combination.

Sleep Dust

Like some fairy tale pixie, the character can produce a fine powder, a "sleep dust," that is able to place anyone hit by the stuff into a deep sleep for a short time.

Range: Touch or thrown about 8 feet (2.4 m).

Duration: Victims sleep four minutes per level of the super being or until the dust is removed (air or water blasts are the best for immediate results).

Saving Throw: A roll of 14 or higher, and M.E. attribute bonuses to save may be applied to save against this power.

Damage: None, but if the opponent fails his/her saving throw, the victim falls into a deep sleep for the duration of the power or until the Sleep Dust is removed. Until then the victim cannot be awakened any means!

A "pinch" of Sleep Dust doesn't put its victim to sleep (+1 to save, too), but makes him *groggy*. The victim keeps yawning and feels like he's fighting off sleep even in a combat or crisis situation: -3 on initiative, -3 to strike, parry, and dodge, reduce Spd by 30%, and skill performance takes twice as long and is -10%. Duration of "groggy" is half that of sleep, two minutes per level or until the dust is removed.

Attacks per Melee: Each use of a Sleep Dust attack/application counts as one melee attack, but can only be used on the same victim once per 24 hours. If he saves, he cannot be put to sleep until the next day, but can be made groggy.

Sleeplessness

The power makes a person immune to being put to sleep by any outside means, including magic, psionics and, knockout gas, drugs, stun attacks or going unconscious due to exhaustion. Furthermore, the super being is completely rested after only three hours of sleep and can go 48 hours at a time without sleep and remain alert and healthy.

Range: Self.

Duration: Constant.

Sliding

At will, the character can generate a body field that renders him totally frictionless. The field can be controlled with fine precision, allowing the hero to remain standing, yet to make the rest of him frictionless, so that punches, kicks, and other physical, hand to hand attacks slide right off him, doing half damage. Or he can make his whole body frictionless so that he can slide along the ground on his back, belly, knees or feet at impressive speeds, using only his hands and the shifting of body weight to steer like a surfer on a wave.

Abilities and Bonuses: Can slide along the ground at a speed of 80 mph (128 km), +5 mph (8 km) per experience level. +2 to dodge, +1 to roll with punch, fall or impact, and the character cannot be grappled, pinned or placed in a body hold, nor thrown. Has naturally good balance equal to 76% +2% per level of experience.

The character can perform a sliding body tackle, doing 2D6 damage +4 damage for every 20 mph (32 km) sliding, with a chance of knocking the person down equal to 01-80%. People knocked to the ground lose the initiative and two melee attacks.

Solar Powered

By Carmen Bellaire & Kevin Siembieda

The character is able to absorb solar energy such as sunlight or very bright artificial light (at least 1,000 watts) instead of eating or drinking normal food. Requires at least six hours of sunlight per day. The character never gets hungry, nor fatigued when exposed to sufficient sunlight and can supplement his nutritional needs with solid food and water whenever necessary, though he'll feel bloated and sluggish (reduce Spd by 10% and all bonuses are -1). The Solar Powered individual is also resistant to laser and other light based attacks (half damage), though other types of energy and physical attacks do full damage.

Bonuses & Abilities in Sunlight:

1. Sense the exact moment of the rising and setting of the sun.

2. Recognize vampires and any creature that fears the sun, for what they are. Likewise, he cannot be turned into the undead.

3. Bio-Regenerates damage at a rate of 2D4 per melee round in sunlight.

4. Increase P.S., P.B. and Spd attributes by 20% during the daytime even if overcast or the character is indoors, but increase to 40% if operating outdoors on a sunny day or in an environment bathed in sunlight, or if the character has already spent a full six hours in the sun (which powers him up to the max for the rest of the day). This is why most Solar Powered beings rise from sleep at the crack of dawn and try to spend the first six hours sunbathing or doing something out in the sunlight.

5. +1 attack per melee, +1 on initiative, +2 to disarm, and +2 to pull punch.

6. Increase the range of most Energy Expulsion powers by 20% during the daytime, but increase the *range and damage* by 50% if a power is Light- or Laser-based.

7. +60 S.D.C. (only during the daytime).

8. Impervious to heat and resistant to fire (does half damage).

9. Has perfect eyesight, can literally see like a hawk, i.e. can see a rabbit-sized target, sign, etc. from two miles (3.2 km) away, provided he has a clear vantage point.

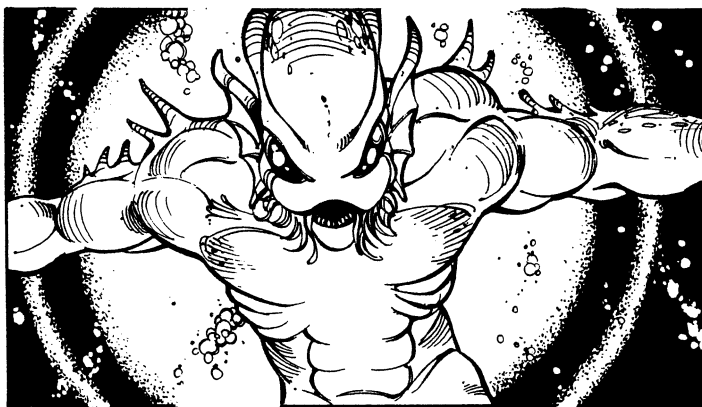
Penalties Without Sunlight:

1. In darkness and at nighttime, Bio-Regeneration is reduced by half (only 1D4), the bonuses (#5, 6 & 7, above) are gone, and P.S., P.B. and Spd attributes (#4) revert to normal.

2. Being deprived of sunlight for prolonged periods of time has a devastating effect on the solar being. With each passing day (24 hour period), the super being becomes progressively weaker. No Bio-Regeneration ability while trapped in darkness and reduce the number of attacks and combat bonuses by one for every 24 hours without at least two hours of sunlight. After seven days, also reduce P.S., P.P., P.B. and Spd attributes and S.D.C., followed by Hit Points by 20%, and another 10% on attributes and 20% on S.D.C./Hit Points for *each* additional week after that. Furthermore, at this point the solar character is beginning to *starve*, and over time, without sufficient sunlight, the character becomes as weak as a kitten and will die of starvation in a matter of weeks (can live without sunlight for two days per every one P.E. attribute point). Being brought out into sunlight instantly restores the character to his normal base-line stats, but the bonuses from the Solar Power ability do not return until after two days' worth of exposure to the sun (at least 9 hours each day). **Note:** The Solar Powered character can avoid starvation with as little as three hours of sunlight every day, even if it is only a thin beam of light from a small window, hole or crack. If he can get six hours of bright sunlight per day, he can maintain his full level of strength and power (all abilities and bonuses).

3. Vulnerable to magic and super abilities that involve darkness, shadows and night; they do double damage and/or the Solar being saves against them at half his usual bonuses.

4. Artificial light does NOT empower this character in any way besides nourishment.



Sonar

Much like a dolphin or a bat, the character can emit a series of high-pitched whines that bounce off of underwater surroundings and return to the character where special organs in the ears translate them into a picture of what is around him. The super being cannot pick out details such as facial features or whether the sonar image is holding a

gun or a flashlight, but it will allow him to operate in complete darkness and underwater by "seeing" sonar images, shapes and movement where the sonar is directed (the direction in which the character is looking). Sonar is not constantly going, but does emit high-pitched sound waves that can be heard and traced by those with the right Heightened Senses or also using sonar and passive means of underwater detection.

Abilities Underwater Include:

Interpreting Shapes: 60% +4% per experience level.

Estimating Distance: 60% +4% per experience level.

Estimating Direction: 50% +5% per experience level.

Estimating Speed: 60% +4% per experience level.

Estimating Location: 40% +4% per experience level.

Recognizing Shapes: Can tell if it is a human, a specific type of fish or animal, plant, boat, etc. 80% +2% per level of experience. Can attempt to discern some detail like what the image may be holding or bulky equipment it may be wearing, but that is done at half the recognition skill (40 +1% per level). No penalties for being blind.

Note: Sonar does not go through cloth, coral, wood, glass, metal, walls or people. Consequently, the character cannot see or sense through bulkheads or ship hulls. Likewise, while the character may sense a boat, estimate its speed, direction and distance, he can't tell how many people are inside the vessel.

Range: 200 feet (61 m) per level of experience.

Bonuses while Underwater: +10% to Detect Ambush, +1 on initiative, +1 to strike, +1 to dodge, and no minuses/penalties apply when blinded or in total darkness (like the depths of the ocean).

Sonar on Dry Land: The Sonar ability also has its applications on land, but it is only capable of functioning as a form of echo-location, like a bat's ability. Because sound does not travel as well through the air as it does underwater, echo-location is not as effective as sonar.

Range: 50 feet (15 m) +10 feet (3 m) per level of experience, when on dry land.

Bonuses while on Dry Land: +1 on initiative and dodge. Echo-location has all the same interpretive/estimation abilities as underwater, above, but at -30% in the air, and is only -2 to strike, parry and dodge in absolute darkness or when blind on dry land.

Disadvantages: Sonar/echo-location on dry land is totally fouled in the rain, fog, snow, dust, smoke or sandstorms, and by similar obscuring conditions, and it cannot be used at all if the character is unable to make a high-pitched whine. If these conditions exist at night or in darkness, or while blinded, the sonar is ineffective and the character is blind and suffers all the penalties that usually apply.

Speed Tasking

The super being can perform a skill in half the time usually necessary without penalty or poor performance and while talking, watching television or half thinking about something else. Sorting, cataloging, reading, filing, putting

together a gun or an engine, are all a snap for this guy. Heightened hand-eye coordination and a mind geared to repetitive work are part of this ability.

Stench

The ability to generate a noxious odor that would make a skunk turn green. Of course, the super being is impervious to his own Stench and +1 to save vs the Stench of others.

Range: The noxious, vaporous cloud can be cast up to 60 feet (18.3 m) +10 feet (3 m) feet away per level of experience.

Area Effect: 10 foot (3 m) radius. May increase the radius of effect by an additional 10 feet (3 m) by spending an additional melee attack/action. Everyone in the radius of effect must roll to save. **Note:** At third level, the super being can narrow the size and focus of the Stench blast to one specific target/individual (though anyone within a five foot/1.5 m radius of that character will also be affected) or to effectively spray it at an opponent in close combat.

Saving Throw: A roll of 16 or higher, with any applicable P.E. attribute bonuses applied.

Effects and Penalties: A failed save means the victim is overcome with the putrid smell, is instantly nauseous, feels like vomiting (and will) and compelled to flee the horrid cloud of stench (effectively a Horror Factor of 16).

Victims are -8 on initiative, are -4 to strike, parry, and dodge, and all combat maneuvers, plus are -40% to perform any skills, and lose two melee attacks/actions from projectile vomiting every melee round (cannot parry or dodge while vomiting). If driving at the time of vomiting the windshield gets splattered and obscured and the character must roll under his piloting skill at -40%. A failed roll means he must come to a screeching stop or crash.

Duration: The Stench mist lasts for 1D4 melee rounds (one minute) per level of its creator, though the super being can choose to dispel it sooner. Victims suffer the above penalties as long as they remain in the Stench cloud and for one full melee round after being exposed to it. Penalties and stink linger on them at half the penalties for another 1D4+1 melee rounds *after exiting* the Stench.

Attacks per Melee: It takes two melee actions to generate the Stench, any remaining actions can be used as normal while generating the Stench.

Super Bounce

By Carmen Bellaire & Kevin Siembieda

The character can bounce like a human rubber ball. If trapped in a tall building, he can escape by jumping through a window, fall 10 stories, hit the ground without harm and gleefully bounce away! **Note:** This power can *NOT* be taken and combined with other Super Speed abilities, but may be combined with Flying abilities.

Bouncing Abilities:

1. **Speed Bonus:** +4D6+12 to Speed attribute.
2. **Bounce Travel.** Propels himself by *bouncing* along the ground, doubles his Spd and he is -2 to strike by shooters and those trying to grab him, because he is a bouncing, moving target.
3. **Hyper-Ricochet Bouncing** propels the character like a wildly bouncing rubber ball ricocheting off the walls, floor, and ceiling at triple his Spd attribute, and he is -5 to strike by shooters and those trying to grab him because he is a fast bouncing and erratic, moving target. **Note:** This mode of travel is only possible down hallways, stairways and narrow alleyways (the walls no more than 20 feet/6 m apart).
4. **Scale Walls** and descend tall buildings (higher than Survive Falls capacity) by bouncing back and forth between walls that are relatively close together. Walls cannot be more than 20 feet (6.1 m) apart.
5. **Survive Falls** from great distances: 40 feet (12.2 m; approximately two stories) per level of experience.
6. **Survive Explosive Impact:** Explosions and impacts from fast moving vehicles and Speedster super beings do only one tenth the usual damage.
7. **Bounce High:** Can bounce up to 6 feet (1.8 m) high per level of experience, double if leaping from a tall height (6 stories or more).
8. **Bounce Attack:** The super being can bounce or ricochet off the ground or a wall or object or just stand still and leap at an opponent to hit him with his *fist/punch* (2D6 damage), *feet* (4D6 damage), or as a *body block/ram/tackle*. (Body block damage is only 2D4, but a successful strike has a 01-60% of knocking his opponent off his feet. The victim loses initiative and one melee attack). Counts as one melee attack.
9. **Ricochet Shot:** The character can bounce himself off of a hard surface or one opponent and angle himself in such a way that he ricochets/bounces off that spot and hits a completely different target. Counts as two melee attacks. Same damage as Bounce Attack, damage varying with delivery.
10. **S.D.C. Bonus:** 6D6+6.

Super Burrowing

The hero has the amazing ability to burrow through the ground at incredible speeds, using nothing more than his hands and feet. He is able to leave behind a tunnel or not, as he desires, and can even excavate simple rooms.

1. **Underground Sense of Direction:** The character has an innate ability to tell direction when underground, even in total darkness (not applicable on the surface). Thus, the character can tell whether he is traveling up, down, diagonally, or level, the approximate angle of decline or ascent, the approximate depth below the surface, and the approximate direction (north, south, east, west). This skill also enables the character to judge the approximate location of surface structures (natural and artificial), but only if the hero is familiar with the area. He has a base skill of 72% +2% per experience level, but at -25% if in an unfamiliar subterranean area.

2. Digging, Tunneling, and Excavating: Digging: The hero can dig through the ground, leaving no passable tunnel behind him (only he can move through the ground using this ability), at the rate of 50 feet (15 m) per melee round (15 seconds) through dirt or sand, and 20 feet (6.1 m) per melee round through hard, packed earth, clay or ground mixed with stones or other debris or obstruction (i.e. rocks or junk, thick tree roots, etc.). Only ten feet (3 m) per melee round if the character must chop through stone or rock.

Tunneling: This type of burrowing is done at half the rate of standard digging, but leaves a permanent tunnel to be used by others. In most cases, the tunnel is roughly the size of the character, about 5 to 6 feet (1.5 to 1.8 m) tall and 3 to 4 feet (0.9 to 1.2 m) wide. However, the tunnel may be made larger (at half the speed); 12 to 18 feet (3.6 to 5.5 m) tall by 10 to 15 feet (3 to 4.6 m) wide. The heat caused by his passage superheats and tightly packs the sides of the tunnel, preventing an accidental collapse. Creating a simple, earthen tunnel or passageway is pretty quick and easy, but the most important and frequently traveled tunnels will need to be reinforced and braced with supports. Likewise, support beams, cornerstones, and archways, as well as the exteriors, can be reinforced with strong materials, like steel beams, wood or concrete for a lasting tunnel. In addition, the character can usually tell if an existing tunnel or chamber is a natural formation, whether or not it was created by humans and if it's new, old, or ancient.

Excavation: The building of small to large rooms, huge chambers, crude stairs and ramps, walls, traps, and tapping into underground water supplies, as well as exploratory digs. The character can excavate 40 cubic feet (1.14 cubic meters) of earth per minute. However, reinforcing the underground room afterward requires another ten or twenty minutes.

Tunnel Traps: The making of traps is also part of this ability. Tunneling and excavating can be used to make pit traps or to weaken floors or ceilings. A favorite tactic is to collapse a section of tunnel or drop a ceiling on a group of opponents. Water traps are also sometimes used. Modern construction materials cannot be dug through easily or quickly, but they can be punched through, smashed apart or chipped away at and torn down. However, this takes time, with a best possible speed of 10 cubic feet (0.28 cubic meters) per 2D4 minutes.

Base Skill: Digging & Tunneling, and Excavating is 78% +2% per level of experience. Tunnel Traps: 60% +3% per level of experience.

Super Hibernation & Stasis Field

By Carmen Bellaire & Kevin Siembieda

This ability enables the super being to put himself or others in a protective stasis field and state of suspended animation. While in hibernation, the individual sleeps peacefully and is oblivious to anything going on around him. The stasis field is a protective energy cocoon with 20 S.D.C. per level of the creator's experience and an A.R. of

8 +1 per level of experience. Inside the cocoon, the individual has breathable air, and is warm, dry, and comfortable. The secure and warm feeling helps those inside to recover Hit Points and S.D.C. at twice the normal rate, and P.P.E. or I.S.P. as if they were in a meditative trance. The aging process is also slowed by half while inside. To be released, the super being who created the stasis field can dispel it at anytime or he can set a time for awakening (hours, days or weeks after entering the field) or when the S.D.C. of the field is destroyed. Upon waking, even if it's prematurely due to outside intervention, the sleeper feels rested and ready to go.

Duration: Up to 24 hours per level of experience.

Restrictions: Can only create two stasis fields per level of experience plus one for himself. Note that the character can give his one (reserved) stasis field to another if he so chooses.

Healing Stasis If combined with the *Healing* super ability, those inside are healed while they sleep: 4D6 Hit Points and S.D.C. per every 12 hours in stasis and no scarring. Poisons and drugs are also purged from the system and the duration of a disease is reduced by half while in stasis (i.e. heals and recovers in half the normal time for the illness). HOWEVER, this drains the energy of the stasis field, reducing the Duration, A.R. and S.D.C. of the Healing Stasis Field by half.



Super Wind Blast

By Carmen Bellaire & Kevin Siembieda

The ability to expel short, powerful gusts of wind at will.

Breath Wind Attack: The character can expel a broad, powerful gust of wind from his lungs. The wind is 100 mph (160 km) and capable of knocking people down,

knocking riders off mounts, and blowing objects (and people) under 120 pounds (54 kg) that aren't held, tied or anchored down 6D6 yards/meters away. Small objects caught in the wind weighing under 10 pounds (4.5 kg), from paper, purses, and hats to small tree branches, rocks and grit are hurled through the air.

Range: 20 feet (6.1 m) per level of experience. And affects everything in a 6-12 foot (1.8 to 3.6 m) wide path; the super being can somewhat regulate the width of the wind blast.

Damage: 2D6 from bits of small, flying debris, plus fall/impact damage (3D6) if one is knocked down by the wind. Plus articles (hats, purses, weapons, equipment, etc.) on one's person or held in one's hands are likely to have been blown off and sent flying 2D6x10 yards/meters.

Anyone caught in a *sustained wind blast* is helpless and unable to speak, attack or move forward for as long as it lasts. Taking a step backwards will unbalance the character and has a 01-70% likelihood of knocking him down and tumbling several yard/meters.

After a short or sustained wind blast, it takes an additional melee action for those in one to recover (i.e., they lose their next attack/action) and it could take 2D6 minutes to find and gather up personal items blown away in the attack.

Attacks per Melee: A single, quick gust of wind counts as two melee attacks. A sustained Wind Blast can last one entire melee round per level of the super being, but uses up *all* his melee attacks and must be unleashed by him at the beginning of a melee round as his very first attack.

Wind Fist: The character can also unleash a short, powerful blast of wind from the palm of his hand or a closed fist. The open palm blast pushes, the clenched fist punches. To use either, the character must swing at an opponent in close combat a short distance away, moving as if shadow boxing to hit targets and foes up to 10 feet (3 m) away. Roll to strike as always.

Maximum Range: 10 feet (3 m).

Damage: *Wind Push:* A powerful air blast that pushes an opponent (or chair, cart, statue, etc.) back 1D6+1 yards/meters and has a 01-60% chance of knocking a person off his feet and flying on his backside. Damage is only 1D6 but if knocked off his feet the victim loses initiative and two melee actions/attacks. **Note:** Reduce the chance of getting knocked back by half if the opponent is giant-sized (12 feet/3.6 m or larger) or weighs 800 pounds (360 kg) or more.

Wind Punch: A powerful air blast with a kick like a mule; does 3D6 damage. +2 to disarm if shot at a hand-held weapon but does only 1D6 damage the person holding it, and the weapon goes flying 1D6+1 yards/meters. Cannot be used to parry incoming attacks from others. Usual bonuses to strike from P.P. and skills apply.

Attacks per Melee: Each Wind Push or Punch counts as one melee attack.

Bonus: The character has a great lung capacity and can hold his breath for 1D6+3 minutes at a time.

Vulnerability: -2 to save vs airborne gases, drugs and toxins.

Supervision: Acute Sight

This power gives the character ultra crisp and clear vision, able to focus down on tiny details. The effect is similar to a microscope, except that the hero merely needs to stare at an object and "look" for detail to see at that level. The smallest details and structures that can be seen with acute sight are at the viral level (smaller than a single cell); requires two melee actions of concentration and focus to see on that scale. **Range:** One foot (0.3 m) per level of experience.

Supervision: Circular Vision

Characters with this power can actually see from the back of their head, making their peripheral vision a full 360 degree arc, in front, to the sides and behind their head. Effectively sees in all directions at once, at the character's normal range of vision. The character cannot be surprised from behind or by most close-range ground attacks, but can be surprised from above and long-range attacks. **Note:** The hero needs no obvious physical signs that he has this power but if the player wishes, the hero may have eyes in the back of his head or some other style of physical mutation.

Penalties: Tends to be a bit distracted, -2 on initiative and -5% on skill performance.

Bonuses: Automatic dodge (can dodge without using up a melee attack) and +2 to dodge.

Supervision: Paranormal Sight

The ability to see the invisible as well as Astral beings, spirits, and ghosts. The ability also reveals to the character the supernatural aura of beings who are supernatural, even if they are disguised to appear human.

Range: 100 feet (30.5 m) per level of experience.

Bonus: +2 to recognize and save vs illusions (all types).

Supervision: Thermal Vision

Seeing the heat generated by a person or machine is a natural part of this character's vision. Seeing heat signatures lets the super being see recent footprints (less than 10 minutes old), warm vehicle engines (less than 20 minutes earlier), whether a gun has been recently fired (within the last 10 minutes) and similar things. He can also "see" shapes of heat sources from electronics and ovens, to people and pets, through solid walls which are not shielded against heat loss. He can also tell approximately how long ago a motor or device has been used by seeing the level of heat (cool, warm, hot; **Base Skill:** 70% +2% per level of experience).

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience. But range is reduced by half in the city, due to the amount of background heat generated.



Swing Line

By Carmen Bellaire & Kevin Siembieda

A lesser form of Matter Expulsion, the character can create and shoot out a thin line or cable with an adhesive gob on the front. The gob sticks to whatever it hits, anchoring the line to it. This enables the super being to use it like a quick shooting grappling hook and swing line to swing from building to building, rappel up and down the sides of buildings, swing or rappel across openings between buildings and chasms, and other climbing, swinging purposes. It can also be used to snare adversaries and pull them to him or to tie them up.

Range/Length of Line: 50 feet (15.2 m) per level of experience.

Weight Tolerance: 200 lbs (90 kg) per level of experience.

Duration: The sticky gob at the front of the line dissolves and vanishes after 10 minutes. The line itself remains for 20 minutes per level of its maker. Both are natural, bio-degradable materials that dissolve completely without harming the environment.

Bonuses for using the Swing Line: Aimed shot: +1 on initiative (to fire first) and +3 to strike with the line, plus any P.P. attribute and skill bonuses. Reduce bonus to strike by half if shooting without aiming, and a straight, unmodified roll if shooting wild.

Tentacles of Hair

The character has a full head of extra tough hair (a pain to cut with scissors, taking twice as long and usually wearing out a pair in only two or three haircuts) that is usually left to grow long, below the shoulder blades and even down to the waist, buttocks or knees. The strangest thing

is that the super being can *animate* the hair to form into one or more tentacle-like clusters. The Tentacles of Hair function very much like prehensile tentacles to grab, pick up, hold and carry things, as well as to strike out in a whipping fashion. Capabilities are similar to a monkey's prehensile tail and cannot untie rope or perform delicate tasks requiring a finger and a thumb, but can grab and hold, entangle, turn knobs, press buttons, wield melee weapons, and even fire a weapon (at -5 to strike).

Stats: Hair Tentacles have a P.S. and P.P. equal to half of the character's own attributes, each tentacle has 30 S.D.C., damaged or lost tentacles regrow to full length in 30 days, and the character can form one tentacle at levels 1, 3, 6, 9 and 13. Every two tentacles adds one melee attack/melee action per round, provided that extra attack/action comes from the hair. The hair is quite strong, able to support the character's full body weight when suspended above the ground, or dangling by it, but can only carry other weight as per its P.S.

Range: The hair can stretch out to 30 feet (9.1 m), 40 feet (12.2 m) if its length is down to the buttocks or longer.

Bonuses With Hair Only: (The character's usual bonuses do not apply.) +2 to strike, +2 to parry and disarm, +3 to entangle, and a hair tentacle is, itself, +4 to dodge.

Other Bonuses: Adds +20% to Climb skill when two or more Tentacles of Hair are used and +10% to the Palming and/or Concealment Rogue skills.

Damage: 2D4 for a whip strike by the hair.

Duration: Constant, the hair can be animated and used anytime as often as desired.

Toy Control

This is the strange ability to animate children's stuffed animals and toys, including toy trucks and remote controlled vehicles, action figures, baby dolls, plastic/rubber animals, toy weapons, and any toy with joints and moving parts. The link to toys also provides the character with all the information regarding everything about the toy: how it works, its purpose/function, approximate S.D.C., any real damage or combat capabilities and manufacturer.

Range: 200 feet (61 m) +20 feet (6 m) per level.

Duration: Can be used and maintained at will.

Damage is Based on Size: The basic damage of an unmodified toy is based on its size and the material it is made from.

Tiny: 6 ounces to 1 pound (0.17 to 0.45 kg): One point.

Small: 1.1 to 2 lbs (0.5 to 0.9 kg): 1D4 points.

Medium: 3 to 10 lbs (1.4 to 4.5 kg): 1D6 points.

Large: 11 lbs and up (4.9 kg or more): 2D4 points.

Note: Stuffed animals, even really large ones, never do more than 1D4 damage. Wood toys get a +1 damage bonus, metal toys get an extra die of damage (+1D4). A toy master can also animate a swarm of small, flying toys to circle an opponent's head and obscure vision, imposing a penalty of -2 to strike, parry and dodge. Likewise, small, hard toys can get underfoot, causing a

character to slip and fall (01-40% chance; and if so, the individual takes 1D4 damage, loses initiative and loses one melee attack).

S.D.C. of the Toys: Most toys have only a few S.D.C. and can be easily destroyed with a punch, kick or bullet.

Tiny: 6 ounces to 1 pound (0.17 to 0.45 kg): 1D4 S.D.C.

Small: 1.1 to 2 lbs (0.5 to 0.9 kg): 1D6+1 S.D.C.

Medium: 3-10 lbs (2.0 to 4.5 kg): 2D6+2 S.D.C.

Large: 11 lbs and up (4.9 kg or more): 3D6+4 S.D.C.

Stuffed Animals: Because the stuffed animal/rag doll is composed of cloth and stuffing, bullets, arrows, knives, swords, and other piercing attacks pass right through them, doing minimal damage, just some holes, and punches, kicks and clubs just knock them around. Explosives and fire do double damage to them, blowing the stuffed animals apart or burning them to a crisp.

Attacks per Melee: Each manipulation of one toy or stuffed animal counts as one melee attack. Toys that come as a "set" or represent a squad can be animated as a single unit and count as one melee attack. Each toy in the set performs exactly the same move at the same time in unison; limited to a total of four actual toys per level of experience.

Toy Bonuses: +2 to strike, +1 to dodge if medium or large, +2 if small or tiny. The character's own bonuses do not apply to the toys. Toy speed is relegated to the design of the toy. Unless motorized or wheeled, most are under a Spd of 6 (1D4+2).

Limitations: The character can only manipulate 20 lbs (9 kg) of children's toys or two medium to large stuffed animals per level of experience. Prankster type super beings (particularly villains) *may* modify innocent toys with real weapons, things like razor claws, dagger, small caliber gun, explosives, sleep gas, etc. As a rule, nothing too elaborate, heavy or expensive, most inflict low levels of damage in their attacks (1D6, 2D6 or 3D6).

Tractor Beam

A green or yellow energy beam that can grab, hold and move objects around without having to touch them by hand. The beam can also be used to knock over, pick up, roll, hold in place, suspend it there (hover) or make it fly across the room to the super being.

In order to move an object with the Tractor Beam, the item must be clearly visible, within the character's range and the point of focus. The character must concentrate on what he is doing, so he can only manipulate one object at a time.

Combat moves with the Tractor Beam can include the following:

1. Grab, stop and hold a moving target; small to man-sized to a vehicle.

2. Stop a flying or moving target from striking. Applies only to objects as large or larger than a knife or baseball. Perform as a roll to strike (hit and grab the object with the beam) at -3 to do so. Hurling an object as if thrown, or causing it to buzz about a room or to swing and hit with it as if it were a club. Several objects can

be thrown with the Tractor Beam in a melee round, but not simultaneously. The hero can only concentrate on one item at a time.

3. Use the Tractor Beam to pull oneself to a medium or large target (100 lbs/45 kg or more).

4. Use the Tractor Beam to hold onto a large to huge target (400+ lbs/180+ kg), such as a vehicle. A great way to hitch a ride on or be pulled along behind (within the range limit of the Tractor Beam) without fear of falling or being shaken off. **Note:** The typical human falls into the Large Target size and weight category.

Range and Weight Limit:

Small Targets under 40 pounds (18 kg). Maximum Range: 50 feet (15.2 m) per level of experience.

Medium Targets weighing less than 100 pounds (45 kg). Maximum Range: 40 feet (12.2 m) per level of experience.

Large or Heavy Targets weighing less than 400 pounds (180 kg). Maximum Range: 30 feet (9.1 m) per level of experience.

Very Large or Extremely Heavy Targets weighing less than 2000 pounds (900 kg/one ton). Maximum Range: 20 feet (6.1 m) per level of experience.

Huge Target weighing less than 2100 pounds (945 kg/one ton). Maximum Range: 10 feet (3 m) per level of experience.

Note: The above size and weights are the limits of what the Tractor Beam can hold or pull to the super being using it. However, the super being can use the Tractor Beam to pull *himself* to any target that is much larger or heavier than listed above, using the range and weight limits as they apply to *him*. The typical human falls into the Large Target size and weight category.

Damage: Tractor Beams hold, pull, or push away, they don't do damage.

Duration: Can be created and maintained at will, up to 10 minutes per level of the character.

Attacks per Melee: Firing the beam and snagging a target with it counts as one melee action/attack, pulling it right to him is a second action. Or can hold in place. The character can *not* make another attack or take action, other than talk, while the Tractor Beam is holding someone/thing in place. Every few seconds the target is held uses up one of the super being's melee attacks.

Limitation: A Tractor Beam is not telekinesis, the Tractor Beam cannot be used to open doors, flick switches, press buttons, turn knobs and dials or open windows, just grab, hold, push or pull. Also note that while the Tractor Beam holds its target in place, pulls the target to the super being or pushes the target away, the "target" is free to use its own abilities, including people being able to swing their arms to punch, fire weapons or use their own super abilities.

Ultra-Hearing

The character can hear into both the subsonic and the ultrasonic frequencies of sound that are outside of the normal human hearing range. This enables the character to

hear sounds and auditory clues that others miss or simply cannot hear in the first place, like dog whistles and vocalizations given off by animals and insects. Estimating the source and location of a subsonic or ultrasonic sound is done at 60% +5% per level of experience.

Range: 100 foot (30.5 m) radius +50 feet (15.2 m) per level of experience.

Bonuses: +1 on initiative, +1 to dodge and +5% on Language skills (understanding the subtleties of announcements and inflections).

Unnoteworthy – Forgettable

The character with this power seems to be forgotten by all those around him, allowing the character to walk by inconspicuously, even the strangest or most congested situations without being noticed. The super being has an aura that makes him seem unimportant and clouds people's minds. All those who encounter or see the character in passing forget all the details about him or what he did a minute after he passes by or leaves. All eyewitnesses can remember are very vague things like, "Okay, there was this guy (or gal). Um, no, I don't remember what he looked like. Could've been tall, or short. Average, I guess. Yeah, he (or she) was average height, average weight . . . looked average all the way around. I think he was white, no, black, I don't recall. Yeah, he came over and I think he looked at the body and then left. I didn't notice if he took anything. If he said anything, I can't remember it. Would I recognize him (or her) if I saw him again? Not in a million years. For all I know it could've been you."

No one retains any concrete details about the character or his actions, and unless he did something that stuck out, like stepping out from the crowd to examine a dead body, grab something, or use a super ability or did something heinous (wanton murder, rape or slaughtering innocent people), no one will even remember him having been there at all.

Vulnerability: This ability does *not* work on others who are impervious or highly resistant to mind control or illusions. They may notice the character and will certainly remember details as they would normally. Being flamboyant and drawing attention to oneself also helps people to remember things about the character though not in great detail, but enough to cause him problems.

Un-Trackable

The character leaves no trail or hint of having ever existed! Does not produce any body odor or body oils, does not leave footprints or fingerprints, and does not generate a detectable amount of body heat. When he walks, he does not stir the ground cover, and only minimally disturbs the air (doesn't register on motion detectors) and is just plain, old un-trackable (all attempts to track this character are done at a whopping -70%). Additionally, any genetically traceable materials (skin, hair, body fluids, etc.) are inconclusive in testing and the character's blood is O positive, the universal donor. These rare individuals make the perfect thief, spy or assassin.

Bonuses: +5% to the Disguise skill and +10% to the Impersonation skill.

Venomous Attack

The character has natural hollow fangs or small claws or a stinger (may be retractable in the wrist or a finger) that deliver a poisonous venom in close combat.

A Minor ability if the super being has only one venom (pick one).

A Major ability if the character can generate any and all of the venoms as desired.

Range: Touch/hand to hand combat.

Damage or Effect: Varies with type of venom.

Duration: Varies with the type of venom. Increases cumulatively if struck repeatedly with the same venom, penalties remain the same, they just last longer.

Attacks per Melee: Each venomous attack counts as one melee attack though it may be used in combination with other types of attacks/actions. Can inject venom, however, only twice per melee round.

Types of Venoms:

Toxin: Victims must save vs non-lethal poison (a roll of 16 or higher). A failed roll means the victim suddenly feels nauseous, feverish and stricken with stomach cramps and vomiting. **Penalties:** -2 melee attacks per melee round, no initiative, -2 to strike, parry, and dodge, -25% to perform skills, and reduce Spd by 30%. Duration is a thankfully short 2D4 melee rounds.

Deadly Poison: The victim must save vs lethal poison (a roll of 14 or higher is needed). A failed roll means 1D4x10+8 points of damage direct to Hit Points. A successful save means only 1D6 damage to S.D.C. and the victim feels a burning sensation that may cause mild nausea or to break into a sweat, but nothing more.

Poison: The victim must save vs lethal poison (a roll of 14 or higher is needed). A failed roll means 4D6 points of damage direct to Hit Points. A successful save means only 1D4 damage to S.D.C.

Paralytic Poison: Victims must save vs non-lethal poison (a roll of 16 or higher). A failed roll means 1D4 damage and the part of the body that was stung becomes paralyzed within seconds. If an arm or leg, the character functions without its use. One melee round later, the entire body is paralyzed by the neural toxin for 1D6+2 melee rounds; cannot attack, use powers (except mind powers) or even speak.

Knockout Venom: Victims must save vs non-lethal poison (a roll of 16 or higher). A failed roll means the victim is groggy and has trouble focusing for 1D4 melee rounds (-2 on initiative and -1 on all combat moves, -10% to perform skills, and reduce Spd by 20%), before passing out. Remains unconscious for 1D6+1 minutes.

Itching Venom: Victims must save vs non-lethal poison (a roll of 16 or higher). A failed roll means the victim immediately breaks out in an itchy rash. Distracted and unable to concentrate because of the itching. -3 on initiative, -1 to strike, parry and dodge and all combat bo-

nuses, -1 to save vs magic mind control/domination or illusions, or psionic attacks (can't focus to summon the will to resist) as well as -10% on skill performance. Itching and penalties last for 1D4 hours!

Blinding Venom: Victims must save vs non-lethal poison (a roll of 16 or higher). A failed roll means the victim's vision immediately begins to blur as the poison strikes the neural center of the eyes. For the next melee round all combat bonuses are -2. At the start of the next melee, everything goes black, and the character is *blind*. -10 to strike, parry, dodge and all other combat moves (disarm, etc.). The blindness passes after 1D6+2 melee rounds.



Warp Sound

This is the ability to change and distort sound waves in the vicinity of the character to disguise one's voice (can sound completely different), and produce a variety of minor effects.

Range: Self or sound waves within a range of 100 feet (30.5 m) +20 feet (6.1 m) per level of experience, unless stated otherwise.

Damage: None.

Duration: Up to five minute per level of experience, triple (15 minutes per) when used on one's self.

Sound Warping Abilities:

- 1. Amplify Sound/Booming Voice:** The character can increase the loudness of his own voice or a specific sound as if turning up the sound on a stereo or television. Increase up to 70 decibels and used like a police bullhorn. The effect can be performed on another person or any type of audio equipment provided the target is within range and line of sight. Making a car stereo suddenly boom (perhaps one after another) can be an effective distraction, with everyone looking in that direction for at least the first 1D4+1 times it happens. It can also be used to drown out conversations and cause trouble.
- 2. Muffle Sound:** Reduce the volume to as low as a soft whisper (10 decibels). The Sound Warping character can also bend sound around him to muffle his own movement to move almost completely silently. Only characters with heightened hearing *might* hear the character. No sound of footsteps, no rustle of clothing, breathing, etc., everything is like a soft whisper. +20% to Prowl skill.
- 3. Silence Sounds:** The character can manipulate sound to completely mute it. This can be done on a living being (human or animal) or audio device and machine to silence them. This can, in effect, temporarily negate the power of spell casters (no sound no spell) and silence stool pigeons.
- 4. Disguise/Change Voice:** This can be done to oneself for obvious reasons, or one specific person, for fun or confusion, provided that individual is within 100 feet (30.5 m) and in line of sight. The voice may sound high or low, male or female, mechanical, guttural, or lyrical.
- 5. Change Sound:** In this case the sound is made to be completely different than its true nature. Thus, the roar of a revving motorcycle engine can be made to sound like a police siren, or the tinkling of bells, or the rush of the wind, or laughter, etc.
- 6. Parry Sonic & Sound-Based Attacks:** The super being can parry and deflect sonic blasts and sound-based attacks, bending the sound waves around him. Roll just like a normal parry with a -2 penalty.

In the alternative, the character can create a sort of bubble that covers a 10 foot diameter (3 m) that will warp sound around it, thus protecting those inside the bubble from sound and sonic attacks.

- 7. Bend and Redirect Sound Waves:** The character can warp sound waves to send signals in different directions or back from where they came. For example, an individual standing in front of the radio can't hear it because the super being has *redirected* the sound waves to go right or left and even around corners. Great for eavesdropping on conversations, concealing conversations and mischief.

Bonuses: The character's sense of hearing is about twice as good as a normal human's; +1 on initiative.

Wave Rider

The character has the ability to ride on the waves that he generates, much like a surfer, but without the aid of a

surfboard. At level four, the hero can generate waves out of snow as well. Unlike a real wave, the Wave Rider can change the speed and direction of his wave and even go backwards and counter to the real waves around him.

Range: The wave is directly under the character and can keep going as long as the character desires and is conscious.

Duration: Can be created and maintained at will.

Size: The wave is only 4-8 feet (1.2 to 2.4 m) wide, 6-12 feet (1.8 to 3.6 m) tall and about 20 feet (6.1 m) long.

Weight Limit: A wave can only carry the hero's weight, plus an extra 50 lbs (22.5 kg) for each level of experience.

Maximum Wave Speed: 60 mph (96 km), plus an additional 5 mph (8 km) per level of experience.

Duration: Can be created and maintained at will.

Damage: If the wave is used to run over someone, it does 2D6 damage, plus 2 points per experience level.

Weightlessness

The character can instantly reduce his weight to zero, with no more than a thought (is done as a reflex action, so it does not take up an attack). The super being with this power has mastered weightlessness and suffers no combat penalties from being weightless. He can also glide on air currents at speeds of 8-20 mph (12 to 32 km) in light wind or at the speed of the wind in stronger gusts.

Bonuses when Weightless:

1. An attacker's punches, kicks, collisions and explosive force do half damage to the hero. The attacks just cause the hero to float away when struck. Falls do no damage at all.

2. The character has trained how to fight and maneuver while weightless for so long that he has acquired the *Zero Gravity Combat skill*. The bonuses from zero gravity combat training apply whenever the character is in a weightless state, not just when he is in space or when using his Weightlessness ability. So, the hero suffers no penalties when he is made weightless by the Gravity Manipulation power or by any other outside force.

+1 attack per melee round. +1 on initiative and roll with punch, fall or impact. +2 to strike, parry, dodge, disarm and pull punch. +10 to normal Speed. **Note:** In this case, however, punches, kicks and physical attacks from the weightless character do half normal damage. Does full damage as low as half his normal weight.

3. Another advantage of being weightless or of a reduced weight is that the character can be easily carried, reduce his weight to make weight limit, and even be thrown (can land heavy and hard to inflict full damage or soft as a feather).

Whip Attack

By Kevin Siembieda

This simple power enables the character to turn any length of fabric or flexible material (including towels, shirts, nylon stockings, long winter scarves, strips of cloth, strips of leather, fishing line or pole, string of Christmas lights, electrical cord, lengths of chain, rope/cord, piece or length of garden hose, and similar) into a whip weapon. It can also be used like a whip or rope to entangle an outcropping for the character to climb, or swing on, or to entangle and trip an opponent.

Range: The length of material up to 15 feet (4.6 m) long.

Damage: Even an ordinary soft fabric does 3D6 damage per strike in this character's hands.

Bonuses with a whip: +1 to parry, +4 to disarm, +3 to entangle, +4 to pull punch/whip damage, and +1 melee attack when *all* attacks that round involve using a whip or improvised whip material. Also +1 to strike, but only when using a real whip, not an improvised one.





New Major Super Abilities

Absorb Bio-Mass

Alter Physical Structure: Acid

Alter Physical Structure: Crystal

Alter Physical Structure: Lava

Alter Physical Structure: Light

Alter Physical Structure: Oil or Tar

Alter Physical Structure: Putty

Alter Physical Structure: Rubber

Alter Physical Structure: Sand

Alter Physical Structure: Shadow

Alter Physical Structure: Vapor or Fog

Alter Physical Structure: Wood

Amphibious

Borrow Power

Catastrophic System Failure

Chemical Secretion

Control Density

Copy Animal Attributes

Create Force Constructs

Dimensional Room

Distort Space

Divine Healing

Energy Doppelganger

Friction Control

Gateways

Generate Fog & Smoke

Geo-Thermal Energy

Liquefaction

Matter Expulsion: Crystal

Matter Expulsion: Metal/Steel

Matter Expulsion: Stone

Mega-Wings

Mirror Mastery

Power Touch

Re-Channel and Expel Energy

Reconstruction

Regeneration Ultima

Rocket Fists

Spiral/Vortex

Super-Consumption

Supernatural Bite/Jaws

Totem Energy Aura

Vertigo Field

Weapon Energy Extensions

Weapon Melding

Absorb Bio-Mass

This bizarre power enables the superhuman to temporarily absorb other living creatures into his own body, making them disappear. When this happens the super being bulks up, becoming heavier and more muscular. The power is limited to fellow humanoids and most animals, excluding insects, microbes and plants. Absorbing another living creature into his own body allows the character to draw on the strength and stamina of that creature without killing it. Only three creatures/beings may be absorbed at one time.

Once an animal or humanoid (personal effects are absorbed too, but cannot be used) is absorbed into the character, the character gets the following: That being's *P.S.*, *P.E.*, and *Spd* attributes temporarily added to his own, including bonuses. In addition, the super being also gains their *S.D.C.* and *A.R.* (if any; many reptiles and other animals have a Natural Armor Rating), plus two melee attacks per round. All are added to his own. In the case of additional *S.D.C.*, the "absorbed" extra *S.D.C.* is used first. **Note:** There is usually no point in absorbing small animals like mice or birds, because they don't provide enough power to make much difference, but reptiles may be useful for their *A.R.* Large creatures offer the best "fuel." Also note that the boosted strength is on the scale that is normal for the super being. So if the character normally has Extraordinary Strength, the additional *P.S.* is boosted in the Extraordinary scale. If it is Superhuman, the boost is on that scale, and if Supernatural, then the extra *P.S.* points boost on the Supernatural scale, but in all cases it maxes out at *P.S.* 60.

Once the duration of the absorption ends, or the subject is released, the super being returns to his normal level of power. As for his "victims" who were absorbed, they have no recollection of what just happened or of anything frightening or bad whatsoever. They are likely to feel drained (all or most of their *S.D.C.* is gone, after all), but are otherwise okay and uninjured. They may, however, be confused. ("How did I get over here, and who are these people?"). While locked away inside the absorbing superhuman the victim cannot be harmed (other than the lost *S.D.C.*) by that super being or any attacks leveled against him. If the absorbing super being is slain, any living creature inside of him is released alive and unharmed, though confused and possibly in danger now as they appear before the superhuman's adversary.

Note: Absorb Bio-Mass does not work on fellow super beings, creatures of magic or supernatural beings. They just can't be absorbed. The only exceptions are heroes who fall into one of the *non-super ability* categories like Physical Training, Hardware or Special Training. Psychics and mutant animals can usually be absorbed but for half the duration and they will have some inkling about what just happened to them.

Range: Touch. To absorb others, the super being must touch his intended victim.

Duration: Limited to two minutes per level of experience, but the process can be repeated as frequently as every 15 minutes after the last absorption ended.

Saving Throw: Sentient victims (ordinary humans and non-superhuman aliens) can try to save vs the absorption but need to roll a 16 or higher to save, animals need 17 or higher to save, psychics and mutant animals need a 15 or higher to save and even after they are absorbed they don't stay down well and are expelled in half the usual duration. In all cases, except animals, the victim can add any available *P.E.* bonuses to saves vs absorption.

Alter Physical Structure: Acid

The character can turn himself into a gelatinous being like a humanoid jellyfish full of highly corrosive chemicals. Acidic chemicals that can eat through most inorganic materials (cannot harm organic material, i.e., can't harm humans).

1. Acid Spray: This is the character's most common form of attack.

Range: 100 feet (30.5 m) +10 feet (3 m) per level.

Damage: 6D6 damage per melee round for 1D4+1 rounds to inorganic materials like plastic, wood, rubber and metal. This acid is highly corrosive and will eat through almost any substance it comes in contact with, so all Armor Ratings are -7 points versus this acid attack. The one exception to this is glass and crystal objects, they cannot be damage at all by the corrosive spray, and stone takes half damage.

Duration: Instant, but the acid does damage for 1D4+1 melee rounds or until the affected area is washed off with water.

Attacks per Melee: Each acid spray counts as one melee attack/action.

Alternative method of attack against humans: If shot into an opponent's eyes (requires an aimed, Called Shot), while the acid does no permanent or serious damage, it is a burning irritant that temporarily blinds its victim (-10 to strike, parry and dodge) for 2D4 minutes or until the liquid can be thoroughly flushed from the eyes with water. If not flushed out with water, the eyes continue to burn and water for 2D6 hours and the character is -2 on initiative and all combat rolls.

2. Acidic Body Has Partial Invulnerability: Because the character's body is composed entirely of liquid acid, most objects such as bullets, arrows, knives, and swords that penetrate its tough, smooth, plastic-like hide are dissolved by the chemicals inside. As a result, projectiles and stabbing weapons do one third their normal damage and those left or stuck inside the super being completely dissolve in the corrosive bath within one or two melee rounds. Punches and kicks against this slogging mess feel like hitting a giant water bottle and also do one third normal damage. Explosive force does NO damage to the character but *may* blow holes in the character (or even blow him apart), causing the corrosive chemicals to pour out, damaging the surrounding inorganic material. Ironically, the chemical creature is barely injured and will reform in 2D6 minutes.

3. Melt Obstacles: The corrosive nature of the character's acid body allows him to melt through most wood and

plaster walls, flooring, wood doors, metal doors and vaults, and other barriers. Once the S.D.C. is gone, the barrier is melted away. Most are eaten away in one melee round (15 seconds). Clever characters will target locks and hinges which can usually be dissolved even faster, usually in 2-3 melee actions (6-9 seconds). Concrete and stone are effective barriers, taking two to four times longer to burn through them, but if necessary, the acid being can chew through them as well, all by simply pressing against them with its body and oozing out some of the acid. The only things the acid can't burn through are glass, crystal and organic barriers (a wall of plants, trees, roots, people, etc.). Force fields and ice also completely stop the acid being.

4. Manipulate Shape: The acid form can be squished, molded and puddled as the character deems necessary or desirable. Consequently, he can pour himself through the crack under a door or squeeze through bars, chains, ropes, fencing, etc. If there is a crack that water can get through, so can the acid being. The passage of an acid body, however, leaves telltale burn marks anyplace he was forced to squeeze through.

5. Other Abilities and Bonuses:

Add 40 to S.D.C. in acid form.

Physical Strength becomes Extraordinary while in acid form (see the Minor super ability, Extraordinary P.S.).

The character's normal weight is increased by three times in acid form.

The character radiates no heat in acidic form and is invisible to infrared and heat sensors. Speed is reduced by one half, however.

The character does not breathe in the conventional sense, the acidic liquid of the super being's body is oxygenated and cannot be suffocated.

Horror Factor (optional): 12 in acid form.

Vulnerabilities: Water and ice based attacks do full damage and are painful. Likewise, gasses, fire, heat, cold, electricity, magic, psionics, poison, lasers and all other energy attacks do full damage.

If immersed in water he will be diluted and neutralized and takes 3D6 damage per melee round.

The corrosive acid also makes it impossible for the character to hold anything while in acid form without badly burning it. Clothing and other items worn on the body when he transforms are somehow preserved and unaffected. Also, magic and invulnerable/indestructible items are not usually affected by the acid.

Alter Physical Structure: Crystal

The super being transforms into living crystal. The crystal form of the character could be rough and jagged like quartz, smooth and featureless like glass, or cut and faceted like a gemstone, and may be just about any color imaginable, from crystal clear or white to various shades of yellow, amber, green, blue, red, and even black.

1. Natural Armor Rating and Increased S.D.C.: When transformed into a creature of crystal, the super being

is hard to destroy. A.R. 16, S.D.C. 500 (S.D.C. applies only when in crystal form and is the total S.D.C., not a bonus). This means, in most cases, an attacker must roll higher than a 16 to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the crystalline body (natural A.R.). Rolls above the A.R., 17 or higher, inflict full damage to the S.D.C. When all 500 S.D.C. are gone, damage is done to Hit Points. The crystal S.D.C. (500) recovers at the rate of 2D6 points per every ten minutes.

2. Increased Mass and Strength: Weight is doubled. The Physical Strength is increased by 2D4 +6 points (roll one time to determine how strong the character is whenever he transforms), and is considered to be Extraordinary whenever transformed into crystal form. Can carry 100 times P.S. in pounds and can lift 200 times. Fatigues at half the rate of normal humans.

3. Recognize Crystals & Gems: The character can accurately recognize most types of natural stones, crystals and minerals at a skill level of 60% +4% per level of experience. He also has a good working knowledge of the physical density, weight and integrity/strength of most minerals.

4. Horror Factor (optional): 11 in crystal form.

5. Crystal Form Abilities: The crystal body allows the character to bend light like a prism. This can produce a number of useful effects.

Separate the color bands of light to produce a colored light or radiate about 70 watts of colored light (enough to light a 10x10 foot/3x3 m room or to read by). The colors possible are red, blue, green, purple, and orange.

Parry lasers and other light beams by bending the light through his body. The character can parry and deflect narrow light beams, including flashlights and laser beams. Roll just like a normal parry.

The character can try to deflect light beams back to where they originated or at a specific target within range of the beam. This is done first as a parry and then as a strike (counts as two melee attacks/actions). This targeted deflection is done without benefit of any bonuses; straight, unmodified dice roll (1D20).

6. Shoot a beam of coherent light, like a laser. This can only be done if there is a source of light to draw upon.

Range: 100 feet (30.5 m) +10 feet (3 m) per level.

Damage: 3D6 points of damage.

Duration: Instant.

Attacks Per Melee: Each counts as one melee attack.

7. Vulnerabilities & Penalties: Speed is reduced by half in crystal form and the character still has to breathe, making him susceptible to gasses, drowning, suffocation and disease. In the same situations as normal humans, however, he can hold his breath for twice as long as normal (about six minutes).

Normal punches, kicks, knives, swords, clubs, and similar physical attacks do *NO damage*, whether the roll to strike is 17 or higher or not. Only *Extraordinary*, *Superhuman* and *Supernatural P.S.* are strong enough to inflict damage from physical attacks. In the first two in-

stances, the attacker must roll a 17 or higher to do full damage, 16 and below does one quarter of their normal damage amount to the 500 S.D.C. points. Those with Supernatural P.S. inflict full damage when their roll to strike is 17 or higher and half damage (to the 500 S.D.C.) even with attacks that fall under 17 (unless the crystal hero parries).

Fire and plasma blasts, electricity, cold, and energy bolts do normal damage when the roll to strike is 17 or higher, and half damage if 16 or below.

Resistant to heat, no damage if under 200 degrees Fahrenheit, 201-299 does half damage, 300 or hotter does full damage. Magic fire also does full damage.

Impervious to light/lasers (no damage), but gasses, ingested drugs, magic and psionics have full effect.

Armor piercing bullets, explosive rounds, grenades and light explosives inflict full damage when their roll to strike is 17 or higher, and half damage (to the 500 S.D.C.) even with attacks that fall under 16.

Powerful explosions and destructive forces such as a fiery inferno with very intense, blast-furnace heat (300 degrees Fahrenheit or greater), hurricanes, earthquakes and similar do full damage and do not require a roll to strike above the A.R. Why? Because the damaging force is incredibly powerful (in most cases an act of nature) and affects everything within its area of destruction. If he is caught within the damage radius, he is injured.

Can endure underwater pressure up to depths of 6000 feet (1828 m) and can function in a vacuum until his air supply is depleted.



ser-like beam of concentrated light and rocket himself to other locations in the blink of an eye.

Maximum Distance: One mile (1.6 km) per level of experience. **Speed:** 1000 mph (1600 km) per level of experience. A full speed body block does nothing but create a shower of sparks because as light, the super being can not deliver physical damage. (Up to a point, see Laser and Photon blasts.) **Maximum Altitude** is limited by distance in miles, above.

- 3. Shoot a Light Beam:** A light beam is completely harmless in that it does no damage. However, it is so bright that the beam can be used to partially blind an opponent, causing white spots to fill an opponent's vision when shot in the face (requires an aimed, Called Shot). Partially blinded opponents are -5 on all combat actions for 1D6 melee rounds (sees spots).

Range: 2000 feet (610 m).

Damage: None.

Duration: Instant.

Attacks per Melee: Each light blast counts as one melee attack. To maintain a continuous beam for the entire melee round (15 seconds) uses up all but one melee attack (i.e. can walk and use light or use light and read or use light and perform a skill, etc.).

- 4. Laser Beam (coherent light):** A beam of coherent light, like a laser, can be released from his eyes and hands.

Range: 600 feet (183 m), plus 100 feet (30.5 m) per level of experience.

Damage: 1D6 points of damage per level of experience, but can regulate the amount of damage in increments of 1D6.

Duration: Instant.

Attacks per Melee: Each beam counts as a melee attack.

Bonus: +1 to strike with the laser beam.

Alter Physical Structure: Light

This metamorphosis enables the character to transform from a flesh and blood person to a being of pure light.

- 1. Semi-Intangible and Impervious to Most Attacks:** All physical attacks such as punches, kicks, sword strikes, arrows, bullets, force blasts, poison, grenades and even explosives simply pass harmlessly through the light character. However, the character is also unable to make any form of physical attacks or pick up objects himself as a creature of pure light and energy. Also note that the light hero is effectively weightless when transformed.

Lights, lasers and light based attacks, even magical light, do NO damage, and cannot blind him. Gasses, poison and toxins also do NO damage to the character. However, other magic and psionic attacks have full effect, and heat, fire, cold and plasma inflict half damage.

Shadow-based attacks do double damage, plus there is a 01-30% chance that the sentient light form is temporarily dissipated, taking the character 2D6 melees to reform, during which time he can do nothing save put himself back together.

- 2. Laser Flight:** Hovering and flying is the light form character's natural state. He can fly at a speed equal to his Spd attribute even in solid human form, but when transformed into a creature of light he can turn into a la-

5. Photon Blast (particles of light): This is the hero's second most powerful blast, but it has the longest range. The photon blast is also a "physical" attack, not a light based attack, because it is made of light particles.

Range: 1000 feet (305 m), plus 100 feet (30.5 m) per level of experience.

Damage: 1D4x10 points of damage +2 per level of experience.

Duration: Instant.

Attacks per Melee: Each beam counts as one melee attack.

6. Generate a Bright Light: The super being can cause his body to shine with a super-bright light that makes it impossible to look at him. All attacks directed against the character are done at -5 to strike and other combat in the brightly lit area is done at -1 to strike, parry and dodge, because the bright light makes it difficult to see without squinting and blinking.

The character can also radiate light like a human light bulb. Equal to about 300 watts, plus 25 watts per level of experience. Even at first level he can radiate enough to light up a 20x20 foot (6x6 m) room completely.

Range: 100 foot (30.5 m) radius per level of experience; at about 100 feet (30.5 m) from the edge of the light there are no penalties to see, unless looking toward the light being.

Damage: None, other than combat penalties.

Duration: The light can be maintained indefinitely, both created and canceled at will.

Attacks per Melee: A certain amount of concentration is required for the super being to keep glowing, using up one melee attack/action per round.

7. Blinding Light: The character is able to generate a burst of light similar to the spell Blinding Flash, which has a radius of effect centered on the light character.

Range: 20 foot (6.1 m) radius +5 feet (1.5 m) per level of experience.

Damage: None, but the light burst blinds all opponents in the radius for a short time. This is due to the sudden burst of intense, brilliant white light created. All victims are blinded for 3D4 melee rounds, with a penalty of -10 to strike, parry and dodge. The chance of tripping and falling is 01-65% per 10 feet (3 m) traveled by the victim, but a saving throw can be made (a roll of 16 or higher is needed on a 1D20, no bonuses are applicable to this roll). Those with cybernetic or bionic eyes are +4 on their saving throw vs blinding.

Duration: Instant.

Attacks per Melee: Each burst of light counts as two melee attacks/actions and can only be used once per melee round.

8. Other Abilities & Bonuses:

Awe/Horror Factor (optional): 14 in light form.

All light attacks from this character do double damage to vampires, Shadow Beasts and other creatures of the night.

When exposed to sunlight or very bright artificial light (at least 1,000 watts), the light character regenerates 2D6 Hit Points or S.D.C. per half hour of exposure.

Add 40 points to S.D.C.

Alter Physical Structure: Lava

This metamorphosis enables the character to transform from a flesh and blood person to a composed of steaming lava.

1. Magma Body Has Partial Invulnerability, Attackers Take Damage: Composed entirely of molten, liquified rock, known as magma, all objects – bullets, arrows, knives, swords, etc. – plunged into his molten depths are superheated and melted in a matter of 3-9 seconds. Consequently, such attacks do *no damage* at all. Likewise, physical punches and kicks do only 10% their normal damage and the attacker takes damage from the heat and burning lava that is the super being's body – 3D6 damage per strike that hits! Moreover, the punch or kick actually plunges into his body covering the attacker's limb in a coating of lava that will continue to burn for 1D4 melee rounds, doing an additional 2D6 damage per round. Oddly enough, the super being has such control over his body that he does not inflict heat or burning damage where he walks unless he allows it/wills it.

Punching damage of the lava man is described in #2, below.

2. Increased Mass and Strength: The character's weight is doubled in lava form. The P.S. attribute is increased by 2D6 points in lava form (roll one time to determine how strong the character is whenever he transforms) and is considered to be *Superhuman*. Can carry 200 times P.S. in pounds and can lift 300 times. Fatigues at half the rate of normal humans. Between the burning heat and raw power of the character, punches inflict 3D6 damage +1D6 additional at levels 2, 4, 6, 8, 10, 12, and 14, plus P.S. attribute and combat skill bonuses.

3. Manipulate Shape: The molten body can flow like lava and be squished, molded and pooled as the lava man sees fit. This means he can pour himself through the crack under a door or squeeze through bars, chains, ropes, etc. If there is a crack that mud can flow through, so can the magma character. The passage of a magma body leaves telltale burn marks anyplace he was forced to squeeze through.

4. Melt Obstacles: Because of the super hot nature of the character's magma body, he can melt through wood, plaster, and glass walls, doors, flooring, and most other materials by pressing against them and willing it. The magma being can burn through any materials other than stone/brick/concrete and strong metals (iron, steel, titanium, etc.) at a rate of half a melee round (7 seconds) per six inches of material. Stone and strong, dense metals require four full melee rounds (60 seconds) per inch.

The character's control over his super hot magma enables him to handle most items except paper, cardboard, plastic and highly flammable materials without

burning them, provided he concentrates (loses two melee actions/attacks per round). Clothing and other items worn on the body when he transforms are somehow preserved and unaffected. Likewise, magic and invulnerable/indestructible items (including Mega-Damage items in an S.D.C. world) are not usually affected by the magma.

5. **Expel Lava:** A bolt of liquid lava can be expelled from the fingers or mouth of the magma character.

Range: 30 feet (9.1 m) per level of experience.

Damage: 1D6 points of damage per level of experience from initial impact, but it keeps burning for 1D4 additional melee rounds, doing half damage per round.

Duration: Instant, cools in 1D4 melees.

Attacks per Melee: Each bolt requires a melee attack.

Bonus: +1 to strike with the lava bolt.

6. **River of Lava:** The lava man is able to form *himself* into a flowing river of lava, approximately 10 feet (3.1 m) wide by three feet (0.9 m) deep, by 30 feet (9.1 m) long. Doing so damages the area he flows through, and creates an effective barrier. Anyone falling into or caught under the rushing river of lava (they may dodge out of the way as normal) suffers 1D4x10 +1D6 per level of experience damage each melee round (15 seconds) they are caught in the river of lava. Furthermore, trying to run or drive through the thick lava has a 01-75% likelihood of getting stuck and requiring a combined P.S. of 50 to get out (half for Superhuman or Supernatural P.S.). And even speedsters running through the lava (unless they leap over it) suffer 1D4x10 damage.

7. **Other Abilities & Bonuses:** Add 70 to S.D.C. in magma form.

8. **Penalties:** Speed is reduced by one half when in magma form. The character does not breathe in the conventional sense and he cannot be suffocated.

9. **Vulnerabilities:** Cold (freezing), ice and water based attacks cool the magma body and are extremely painful. Such attacks also do double damage and make the lava cool and harden, reducing the super being's speed and number of attacks per melee by half. If immersed in water he will be seriously harmed and hardened, taking damage equal to 2D4x10 damage per melee round in the water. However, if the character returns to normal human form, the damage stops and he responds as any human would.

Fire, heat, plasma, and even magical fire do NO damage.

Gasses, electricity, magic, psionics, poison, lasers and all other energy attacks do full damage.

Powerful explosions and destructive forces such as a nuclear strikes, tidal waves, hurricanes, earthquakes and similar do half damage to the partially invulnerable character, due to the fact that the damaging force is incredibly powerful (in most cases an act of nature) and affects everything within its path of destruction. If he is caught within the damage radius, he is injured.

10. **Horror Factor (optional):** 13 in magma form.

Alter Physical Structure: Oil or Tar

By Carmen Bellaire & Kevin Siembieda

Another of the transformation powers, the character is composed of a mixture of oil and tar, similar to thick crude oil. Using oil the character can make things slippery, while using tar makes things very sticky.

1. **The Goopy Body Has Partial Invulnerability:** Projectiles like bullets and arrows do no damage at all and knives, swords, clubs/blunt attacks, punches and kicks do only 10% their normal damage, plus there's a good chance the attacker will get *stuck* in the goopy, sticky muck that is the walking tar body – 20% chance per every 1D6 points of damage inflicted by the attack (i.e., the stronger the force or the greater the penetration into the body, the more likely the attacker is to get stuck). Once stuck, a combined P.S. of 50 is needed to pull free (40 for Superhuman P.S., 30 for Supernatural, but even then the attacker loses 1D4 melee attacks pulling himself loose). If stuck, the tar being can, itself, attack the individual with ease. Stuck victims are -4 to parry and cannot dodge (not even automatic dodge), and another punching attack may cause the other limb to get stuck, leaving the attacker with no physical attacks or defense. In most cases, the tar being can pummel his captives with impunity. **Note:** The super being can will his victims to be released at any time.

2. **Manipulate Shape:** The hero's body can flow like oily sludge and be squished, molded and puddled as the tar man sees fit. This means he can pour himself through the crack under a door or squeeze through bars, chains, ropes, etc. If there is a crack that mud can flow through, so can this character. The passage of the tar character leaves telltale oily residue marking anyplace he was forced to squeeze through.

3. **Expel Oil:** A bolt of liquid oil can be expelled from the fingers or mouth of the character. The oil does relatively little damage but is very slippery and can be set on fire.

Range: 30 feet (9.1 m) per level of experience.

Damage: 1D4 points of damage. Coating a person in oil will make it difficult for him to pick up or hold anything and there is a 01-50% chance of him falling each round due to slippery feet, unless he reduces speed by 70%. Coating a window/glass makes looking through it impossible. Coating the ground in oil impairs movement. Those passing through the *oil slick* must reduce speed by 70% or go sliding out of control. People fall, cars and super speedsters crash, and anyone who walks through it will leave a trail of oily footprints for the next 1D4 melee rounds. At half speed there is a 50% chance of slipping and falling each time a person moves. Trying to travel at full speed, there is a 80% chance of slipping, falling (crashing, if a vehicle) and sliding 4D6 yards/meters. Each time a person falls, he loses initiative and two attacks/actions per melee round. Note that each bolt of oil is equal to about one gallon's worth.

Oil Slick Radius: 10 feet (3 m) per level of experience.

Duration: Instant/permanent, until they can wash off the oil with special soaps and solutions. Note that it requires gasoline or special solvents to wash off the oil or tar generated by the character.

Attacks per Melee: Each oil bolt or oil slick counts as one melee attack.

Bonus to Strike: As per P.P. attribute and other bonuses.

- 4. Bolts of Tar:** The character can generate bolts of tar from his own body that hit with the force of a punch. Using a Called Shot (at -3 to strike), the character can make the bolt hit the head/face to blind an opponent. Victims are -10 to strike, parry and dodge until they can wash away the sticky tar from their eyes (note that it requires gasoline or special solvents to wash off the oil or tar generated by the character). Bolts of tar can also be used to stick people and stuff to the ground or another object, requiring at least a P.S. of 36 (half if Superhuman and one third for Supernatural P.S.) to pull them free. Sticking objects to something can be done without damaging or harming them.

Range: 30 feet (9.1 m), +6 feet (1.8 m) per level of experience.

Duration: Tar gobs remain for 5 minutes per level of their creator or until washed away with solvent.

Damage: 1D6 at levels 1, 3, 6, 9, 12 and 15.

Attacks per Melee: Each bolt requires a melee attack.

Bonus: As per P.P. attribute and other bonuses.

- 5. Adhering to Surfaces:** Due to the character's sticky nature, he is able to adhere to the surface of walls, enabling him to climb or walk up walls and along ceilings at half his normal Spd attribute, but attempting to carry a load heavier than his P.S. x10 in pounds (0.45 kg) will cause the character to immediately fall off. Crawling along a ceiling or wall also leaves an oily residue behind.
- 6. Slide Across Surfaces:** The character can exude an oil slick to slide across the ground at double his normal Spd attribute. Leaves an oily residue wherever he goes that is easy to follow.
- 7. Other Abilities & Bonuses:** Add 60 to S.D.C. in oil/tar form. Normal weight is doubled, and P.S. is the equivalent of Extraordinary in tar form. The character can produce one gallon of any type of petroleum product per day, per level of experience from his own body. The character does not breathe in the conventional sense and he cannot be suffocated.
- 8. Vulnerabilities:** Cold and ice-based attacks do 10% their normal damage but make the tar and oil thick and hard, reducing the super being's speed and number of attacks per melee by half.

Heat and fire do half damage.

Gasses, electricity, magic, psionics, poison, lasers and all other energy attacks do full damage.

Powerful explosions and destructive forces such as nuclear strikes, tidal waves, hurricanes, earthquakes and similar do one third their normal damage and there is a 01-66% chance the tar and oil body is blown to pieces. If that happens the character survives but it will take 6D6 hours for him to reform his body.

Alter Physical Structure: Putty

Original concept by Aaron Oliver

The character has the ability to turn his body into a mass of putty-like material, which can be altered from a soft, malleable form to a hard, dense form at will. But converting from the soft to dense form uses up one action/attack.

- 1. Abilities in Soft Form:** Character's body is like a soft, very thick liquid, similar to modeling putty or clay. The character can melt down and slip through an opening as small as two inches (must be at least 4 inches wide) but it will take a little while to squeeze through such a small opening (1D6 melees for every 100 lbs/45 kg). The character can also stretch his limbs, making them up to three times longer.

Blunt attacks, such as punches, kicks, blunt weapons, or bullets, do only *half damage*, and bladed weapons and falls do no damage at all.

Energy, fire, explosions, electricity, and gases do normal damage; cold does double damage.

If cut in half or any part of the body is severed, the lost limb can be reattached by squishing the lost part back to the body just like clay. While in this form, the character will not be able to pick up anything greater than half his maximum P.S. will allow. The object will simply pass through his soft hands. He also leaves slimy residue for easy to follow footprints.

- 2. Abilities in Hard Form:** While in hard form, the character's body is like a brick, and has an A.R. of 14 against all attacks. Any one hit that does 30 points damage, however, shatters that particular part of the character's body, and a hit that does 60 or more points of damage will shatter the clay character's entire body! A shattered body part or entire body automatically turns into soft clay, pools back together and reforms whole again in 1D4 melee rounds.

- 3. Body Weapons (modified):** The character can turn his limbs into a variety of ancient melee weapons, i.e. elongate and transform one to all of his fingers into stabbing spikes, cutting knives, a single bladed scythe-like hook or large sword, or axe, or hammer, and so on. The "body weapons" cannot be removed from the body and can be elongated up to three times their normal length.

Damage: These weapons inflict the same damage as their real life weapon equivalents.

Bonuses: As per P.P. attribute and other applicable bonuses from combat skills, etc.

Range: Limited to double the reach of the normal limb.

- 4. Other Abilities and Bonuses:** Add 2D4 to P.S. and P.E. in putty form (roll once for each and use as constants each time the character changes). Add 100 S.D.C. in putty form. His S.D.C. recovers three times faster while in putty form. Horror Factor: 10 (optional).
- 5. Disadvantages:** Weight is doubled in putty form; Spd is two thirds normal and reduce P.B. by half while in putty form.

Alter Physical Structure: Rubber

The character can alter his structure to become a rubber man, with some interesting and useful abilities.

1. Natural Armor Rating and Increased S.D.C.: When transformed into a creature of rubber the super being is hard to destroy. A.R. 14, S.D.C. 400 (S.D.C. applies only when in rubber form and is the total S.D.C., not a bonus). This means, in most cases, an attacker must roll higher than 14 to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the rubber body (natural A.R.). Rolls above the A.R., 15 or higher, inflict full damage to the S.D.C. When all 400 S.D.C. are gone, damage is done to Hit Points.

Punches, kicks, knives, swords, clubs, and similar physical attacks do NO damage, even if the attacker has Extraordinary or Superhuman Strength. Supernatural Strength does only 10% of its normal damage and sends the rubber man bouncing backwards 2D4 yards/meters.

Electricity does no damage. Laser and energy bolts do full damage when the roll to strike is 15 or higher, and half damage if 14 or below.

Fire, heat, magic fire and plasma always do full damage and *ignore* the character's A.R. completely. If the attack hits, the rubber man takes damage.

Impervious to cold (no damage), but gasses, ingested drugs, magic and psionics have full effect.

Armor piercing bullets, explosive rounds, grenades and light explosives inflict only half damage when their roll to strike is 15 or higher (to the 400 S.D.C.) and NO damage at all with attacks that fall under 14.

Powerful explosions and destructive forces such as a fiery inferno with very intense, blast-furnace heat (300 degrees Fahrenheit or greater), hurricanes, earthquakes and similar do full damage and do not require a roll to strike above the A.R. Why? Because the damaging force is incredibly powerful (in most cases an act of nature) and affects everything within its area of destruction. If he is caught within the damage radius, he is injured.

Can endure underwater pressure up to depths of 1200 feet (366 m) and can function in a vacuum until his air supply is depleted (normally that's about 3 minutes).

2. Increased Mass and Strength: Weight is increased by 50 pounds (22.5 kg). The Physical Strength is increased by 2D4+4 points (roll one time to determine how strong the character is whenever he transforms), plus the rubber man fatigues at one quarter the rate of normal humans.

3. Rubber Form Abilities:

a) The character can stretch his body 50 feet (15.2 m) and other appendages as follows: *Neck* 5 feet (1.5 m), *fingers* half a foot each (0.15 m), *arms* an additional 10 feet each (3 m) to punch, grab or entangle somebody (or thing), and *nose, ears, toes* and *tongue* a few extra inches (1D4+2). **Note:** The character can stretch out

his body, but it is not very elastic, more like an elongated and rather wobbly puppet.

b) The character is also quite bouncy. The height of a self-induced bounce from ground level is about six feet (1.8 m), double to triple if deliberately struck or pushed by a powerful superhuman, explosive force or speeding vehicle. Falls from 300 feet (91 m) or higher do only 20% normal damage to the rubbery being and send him bouncing 30 feet (9.1 m) for the next two melee rounds (30 seconds). Falls under that height do *no* damage to him at all, he just bounces 12-20 feet (3.6 to 6.1 m).

4. Other Abilities, Bonuses & Things of Note: The rubber S.D.C. (400) recovers at the rate of 1D6 S.D.C. per minute. The character radiates no heat in rubber form and is invisible to infrared and heat sensors. Speed is unaffected. The hero still has to breathe, and is susceptible to gasses, drowning, suffocation and disease in the same situations as normal humans; however, he can hold his breath for twice as long as a normal human.

Horror Factor (optional): 9 in rubber form.

+3 to entangle and roll with punch, fall or impact.

+2 to pull punch and +2 to disarm.

Alter Physical Structure: Sand

Original concept by Jason Lukowski

This major ability allows the super being to change his physical form to sand. Typically the hero retains human shape, but he can change form and shape at will.

1. Physical Attacks Do No Damage: A.R. 14, S.D.C. of 250 (the S.D.C. only applies when in sand form and is the total S.D.C., not a bonus). All physical attacks such as punches, kicks, sword strikes, arrows and bullets simply pass through the character. Explosions do half damage and scatter the character, taking him 1D4+1 melee rounds to gather himself up and *reform* his body. Energy attacks do full damage only when the A.R. is surpassed. Psionics and magic attacks do full damage.

2. Increased Mass and Strength: Weight is doubled, plus 1D6x10 pounds (4.5-27 kg). Add 1D6+6 to Physical Strength (roll one time to determine how strong the character is whenever he transforms), plus the character fatigues at one quarter the rate of normal humans. Apply the same strength bonus for every transformation to sand. The strength is considered *Extraordinary* for lifting and damage whenever the hero is transformed into sand.

3. Alter Shape in Sand Form: As a walking mound of sand, the character can push his sand form body through openings as small as a keyhole or the crack under a door, and even through small pipes or narrow openings as small as an inch wide, but it will take a little while to squeeze through such a small opening (1D6 melee rounds for every 100 lbs/45 kg). The super being can easily slip out of any form of restraint or entanglement and any cell that is not airtight using up two melee actions to slide out and reform.

4. Sandstorm: Can create a sandstorm covering a 10 foot (3 m) radius per level of experience, for 2 melees per level. Victims of the storm are at -6 to strike, parry and dodge for the duration of the storm plus an additional 1D4 melees after the sandstorm ends. The character cannot perform any other actions while creating the sandstorm, because it is his body that makes up the flying/blowing sand of the sandstorm.

5. Sand Blast: The character can generate bolts of sand from his own body that hit with the force of a hurled cinder block.

Range: 30 feet (9.1 m) +6 feet (1.8 m) per experience level.

Duration: Instant.

Damage: 1D6+1 per level of experience.

Attacks per Melee: Each blast counts as one melee attack/action.

Bonus: P.P. attribute and skill combat bonuses are applicable.

6. Sand Blind: With a called shot (at -3 to strike), the character can *sand blind* another character or creature. The sand blinded individuals are -10 to strike, parry and dodge for 1D4 melees after the attack, and -3 to strike, parry and dodge for an additional 2D4 melee rounds unless the eyes are rinsed to get the irritating grit out of them.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per experience level.

Duration: Instant.



Damage: Blinds opponent, unless the eyes are protected by goggles or wraparound sunglasses/eye wear.

Attacks per Melee: Each blast counts as one melee attack/action.

Bonus: P.P. attribute and skill combat bonuses are applicable.

7. Sand Behemoth: The character can add additional sand, dirt or earth to his form to increase his mass to two or three times normal. Note that using ordinary dirt or earth instead of sand reduces his A.R. by 4 points.

Range: Self.

Duration: Two minutes per level of experience.

Attacks per Melee: The character can increase his size and weight once per melee round, which uses up two attacks that round.

Bonuses: +1 to strike, +1D4x10+40 S.D.C. for each increase in size (double or triple) and +2D6 damage from punches and kicks as a sand behemoth.

Penalties: -4 to dodge and the character's speed is reduced by half.

8. Burying Attack: The sand character can try to bury opponents in a huge avalanche of sand that does 3D6 damage, and will suffocate the individual if he is covered from head to toe unless he can get free in three minutes (more for characters who can hold their breath for long periods and no time limit for those who don't breathe air). Victims buried in sand or sand and dirt only get half their usual number of attacks and can barely move to dig their way out unless they are super fast, have Supernatural P.S. or have a digging ability. Blinded and deaf if completely covered. Probably needs help to escape. Super beings who are not evil may use this attack to render an opponent unconscious, but not to kill. Villains on the other hand . . .

9. Merge with Sand, Dirt or Earth: The character can completely merge into sand and cannot be seen; completely invisible and undetectable to the human eye and sensors (the psionic Presence Sense power will indicate a presence inside the sand, however). In the sand form, the character does not breathe in the conventional sense but gets oxygen from the space in between the grains of sand. Traveling speed when merged is one quarter his normal running speed (only one eighth if the character is merging with dirt or earth).

Quicksand Note: Once merged with sand, dirt or earth the character can create an area of quicksand. The pool of quicksand the hero can form is a roughly twelve foot (3.6 m) diameter pit that is about eight feet (2.4 m) deep. Ideal for combat outdoors; it can be created only on dirt, sand or clay.

Range: The size of the circular quicksand pit is a maximum of 12 feet (3.6 m) in diameter, and can be cast up to 30 feet (9.1 m) away; line of sight: must see his intended target. The quicksand can be created directly under the target(s) or as a trap (easily concealed by leaves, papers, plastic, and other light coverings). Can only be created on the ground.

Depth: Eight feet (2.4 m). The super being can regulate the approximate depth in increments of one foot (0.3 m).

Duration: One minute per level of experience. At the end of the duration, victims (dead or alive) once trapped in the quicksand appear on top of solid ground. The super being can restore the ground to normal at will, however, at any time.

Damage: Depends on the super being. The quicksand can be deliberately made about five feet (1.5 m) deep, enough to trap and delay the average-sized human, but allowing for the head to remain above the suffocating soup of dirt/sand and fluid. In the alternative, the character can make the quicksand deep enough to swallow his opponent and kill him via suffocation.

If the quicksand covers a victim's head he will suffocate and die (takes roughly three minutes for the average human).

Anyone entering the quicksand pit finds himself sinking at a rate of two feet (0.6 m) per melee round (15 seconds). Struggling to pull oneself out, swim, move forward, etc., doubles the sinking rate per melee round. Those trapped in quicksand continually sink. If close to the edge (typically, one falls in and slides 1D6 feet/0.3-1.8 m away from the edge), one *may* be able to pull himself out, but best movement is one foot (0.3 m) per melee round. Victims can be pulled, flown or levitated out by others or, when applicable, under their own power, but such a rescue will take at least one full melee round (15 seconds) or more. Quicksand can also be used to trap, delay and engulf vehicles.

Debilitation: Those trapped attack from the pool at -5 to strike, parry and dodge, attacks/actions per round are reduced by half and such action (other than psionic attacks which don't require movement) will cause the character to sink at a rate of four feet (1.2 m) per melee round.

10. Other Abilities & Bonuses: The S.D.C. of the sand recovers at three times the normal rate. The character emits no heat in sand form and so is invisible to infrared and heat sensors. Speed is reduced by half in sand form. The character still has to breathe in sand form and is susceptible to gasses, drowning, suffocation and disease in the same situations as normal humans. Horror Factor (optional): 10, but only when in sand form and +2 Horror Factor as a sand behemoth.

Alter Physical Structure: Shadow

By Carmen Bellaire & Kevin Siembieda

An incredible transformation into a living two dimensional shadow of inky blackness and the ability to turn into and generate shadows. The super being appears as a shadow, rooted to various objects in the area, but shifting from one to another as he moves; it can be rather unnerving.

1. Semi-Intangible and Impervious to Most Attacks: All physical attacks such as punches, kicks, sword strikes, arrows, bullets, force blasts, grenades and even explosives will simply pass harmlessly over the shadow, but the shadow-character also cannot throw any form of physical attacks or pick up objects. Likewise, gas, poison, heat, cold, and other elements and attacks have

no adverse effect on the living shadow. **Note:** Only light beams, shadow-based powers, magic, psionics and Shadow Beasts can harm the character when he too is part of the shadow world; all do full damage.

2. Shadow Walk: The character can travel through connected shadows completely unseen at double his normal speed, and hop from one shadow to another, becoming visible between shadows, but even then only as a humanoid-shaped shadow moving across the landscape. Shadow Walk travel is also silent, providing an automatic *Prowl* skill of 60% +2% per level of experience.

3. Shadow Form: Since the hero is a flowing shadow made of inky darkness, he can change his shape to be a relatively condensed human-like form like a stick person or an elongated human form, both sometimes used to "shadow" another person by mimicking the individual's shadow, or to look inconspicuous. Otherwise, the character can move along the walls and vertical standing structures as a shadow silhouette version of himself. He can also enlarge and distort his shadow-self to look monstrous and frightening (see Horror Factor).

Though an intangible shadow, the super being can speak and make noises from within a shadow (effectively invisible) or as a shadow; both are eerie effects and Horror Factor may apply.

Likewise, the character can squeeze through any opening that allows light or shadow to enter, and once inside, the shadow being can continue on as a shadow



or materialize, making him the ultimate thief and spy, if he uses his powers cleverly.

This power can be turned on and off at will, in and out of shadows, but each transformation counts as one melee attack/action. Also note that as a shadow the character does not bleed, and he can avoid blood loss and/or get to medical treatment as a shadow-being without losing more S.D.C. or Hit Points until becoming material again.

Range: Self.

Duration: 10 minutes per level of experience and can be turned on and off at will and repeated within seconds of prior use.

Attacks per Melee: Each transformation, from material being to shadow being, or back again, counts as one melee action/attack. And remember, the character cannot harm anyone in the material world when in shadow form (though he can pretend to and intimidate, or switch back and forth from being substantial to shadow).

Nightvision: As shadow, the character has the Nightvision ability at a range of 1000 feet (305 m).

Note: He cannot pass through solid objects or through airtight doors or containers, nor through force fields.

4. Shadow Cloak (others): If the shadow being puts one or both arms around another person while he is material, and then turns into a shadow, he can take that one person into the shadows with him, temporarily turning them into a shadow. This is usually done as a scare tactic, or to hide them or protect them from harm, because the transformed individual can *NOT* move or function in any way as a shadow, and the instant the shadow being releases him the individual returns to being material again.

5. Shadow Bolt: The character can fire a bolt of inky darkness, but one blast uses up all of his melee attacks/actions for that round.

Range: 100 feet (30.5 m), plus 10 feet (3 m) per level.

Damage: 3D6 points +1D6 at levels 3, 6, 9, 12 and 15.

Duration: Instant.

Attacks Per Melee: Uses up all attacks/actions for that melee round.

Bonus: P.P. attribute bonus only.

6. Other Abilities & Bonuses:

a) *Horror Factor 10* +1 at levels 2, 4, 6, 8, 10, and 12, in shadow form.

b) Recognizes vampires and creatures of the night for what they are, but must actually *meet* them to identify their true, undead nature.

c) Cannot be turned into the undead.

d) Add 30 points to S.D.C. and +1 to M.A. attribute.

7. Vulnerabilities & Penalties: Cannot touch or affect the physical world when in shadow form and *light based attacks* inflict 1D6 damage (i.e., an ordinary flashlight) and the penalties or effects (say temporarily blinded) last for twice as long. *Lasers* do double damage to both the material form and the shadow form! *Super bright light* forces the immaterial shadow being to transform

back into a tangible (solid) humanoid form, and prevents the character from turning back into a shadow as long as he is bathed in bright light. When solid, the character has all the usual vulnerabilities to heat, cold, gas, etc., as anyone else.

Alter Physical Structure: Vapor or Fog

Original concept by Aaron Oliver

This power enables the super being to transform into a roughly human-shaped, opaque mist. Any object or clothing the character is wearing (up to 100 lbs/45 kg) at the moment of transformation is changed into vapor with him. While in this form, the character has the following abilities:

1. Partial Intangibility: The character's body cannot be struck or harmed by any solid objects, this includes punches, kicks, swords, blunt weapons, bullets, arrows, cars, falls, etc. In addition, he only suffers half damage from electricity, radiation and energy-based attacks. Cold-based attacks, as well as magic and psionics, do full damage. Fire does double damage.

Explosions or strong wind will have one of two possible outcomes (roll percentile dice). 01-50% Blows the character 2D6x100 yards/meters away (no damage), or 51-00% Disperses and spreads the body over a large area. The character takes 5% of the damage from the force of the blast, but requires 2D4 minutes to reform his body as a mist, and he must do that before he can turn back into a human.

2. Mist Form & Conditional Invisibility: While in gaseous form, the person moves silently and his body is semitransparent, meaning that he gets an automatic *Prowl* skill of 56% +2% per level of experience (+6% if low to the ground and in darkness).

The mist being is completely invisible if inside a fog bank, steam, smoke, or mist after a rain. Furthermore, he can mist himself to travel through air ducts and vents, subway grates, leaky steam pipes, and manhole covers, as well as through cracks under doors and any opening large enough for a mist to enter. **Note:** The character cannot pass through solid objects or through airtight doors or containers, nor through force fields.

Cool temperatures and heat do no damage while in mist form, so steam can make a nice place to hide and steam vents a good avenue of travel (but fire and super levels of heat do double damage). **Note:** Most older cities like New York, Boston, Pittsburgh, Chicago, and Detroit, have steam heating throughout the office buildings, apartments and networking under the streets throughout the city. Any building more than 30 years old is likely to be steam heated, and even half of the new buildings use the old steam system.

3. Limited Flight: As a mist the character is lighter than air and can hover up 10 feet (3 m) high or the height of a natural fog, mist or smoke by moving through it. Traveling through mist or fog also means the character, as a mist, can travel over water by going through the

fog. Floating through a fog can be done at a maximum speed of 8 mph (12.8 km). By carefully catching a passing breeze or wind, he can fly at the speed of the wind, but only in the direction the wind is blowing.

- 4. Generate a Fog:** By spreading out the form of his body and concentrating, the character can generate a thick blanket of fog, making it difficult for others to see. The character cannot perform any other actions while creating the fog bank, because it is his body that is generating it, but he is aware of everything that occurs while others are inside the fog (his body), though in sort of a half-asleep, dream quality so details may be missed or forgotten.

Range: The fog covers a 10 foot (3 m) radius per level of experience.

Duration: 4 minutes per level of experience.

Penalties for Victims: Those caught in the fog can not see clearly for more than four feet (1.2 m) in front of their noses and are at -4 to strike, parry and dodge or perform any long-range combat maneuvers while inside the fog. Visual details are distorted and it is very hard to tell a friend from a foe (45% chance). Note that both radar and sonar are also impaired, reduce range by one third and impose a -20% penalty on sensing abilities.

- 5. Alter Shape & Horror Factor:** The hero can change his shape to be a relatively condensed human-like form made of vapor or fog, or appear as a snaking stream of vapor or some other distorted shape. This means the character can make himself appear mysterious or ghostly and has a Horror Factor of 9 +1 at levels 3, 6, 9, and 12 when trying to intimidate or scare others.

- 6. Expel Vapor:** A bolt of condensed vapor can be expelled from the fingers or mouth of the living mist. The blast of condensed vapor hits like a fist and is the only physical attack available to the vapor being.

Range: 20 feet (6 m) +2 feet (0.6 m) per level of experience.

Damage: 2D4 points of damage.

Duration: Instant

Attacks per Melee: Each bolt counts as one melee attack.

Bonus: As per P.P. attribute and combat skill bonuses.

- 7. Other Abilities/Bonuses in Gaseous Form:** The character can fit through any openings, no matter how small, as long as they are not airtight.

Impervious to the effects of airborne gasses as a mist, and +3 to save in human form.

Radiates no heat in mist form, thus he cannot be detected or tracked by infrared, thermal vision or heat sensors, and leaves no trail on the ground to follow.

- 8. Disadvantages:** Like intangibility, when this power is in use, the character cannot pick up or use any solid objects or make physical attacks. The character cannot talk in any voice above a loud whisper, either, while in this gaseous form.

Other than the special attacks noted above or via the use of psionics or other appropriate super abilities, the mist being cannot make physical attacks (punch, kick, etc.), nor use weapons while in vapor or fog form. At-

tacks per melee are used as movement or for special actions.

- 9. Vulnerabilities:** Can be dispelled or blown away by high winds and explosions, fire attacks inflict double damage and cold-based attacks reduce speed by 50% as well as inflicting normal damage (also see #1).

Alter Physical Structure: Wood

Original concept by Richard Winters

This power turns the character into a wood mannequin or tree-like humanoid, complete with bark skin and leaf hair. While in wood form, the character is strong and has special abilities.

- 1. Increased Size and Mass:** The character's weight is doubled and he is 1D4 feet (0.3 to 1.2 m) taller in his wooden form.

- 2. Armor Rating and S.D.C.:** The wooden character has an A.R. of 12 and 400 S.D.C. This means, in most cases, an attacker must roll a 13 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the wood body (natural A.R.), even it's from a kick, knife, sword, club, or similar physical attack. Rolls above the A.R., 13 or higher, inflict full damage to the S.D.C. When all 400 S.D.C. are gone, damage is done to Hit Points.

Electricity, lasers, and energy bolts do normal damage when the roll to strike is 13 or higher, and half damage if 12 or below.

The hero is resistant to cold-based attacks, poisons and drugs (all do half damage, except herbicides which do full damage).

Fire, plasma and magical fire all do double damage.

- 3. Rooting to the Ground:** The wood character is able to "anchor" himself to the ground by sending wooden roots deep into the earth. This takes three melee actions to accomplish and must be done on open ground (not concrete, tar, stone, metal or plastic surfaces). Once anchored, moving the character requires a Supernatural P.S. that is greater than the character's own P.S.

- 4. Manifest a Hammering Limb:** The character can transform his hand and forearm into a blunt weapon that extends his reach 4-5 feet (1.2 to 1.5 m) and is used like a hammer, club or mace.

Range: Hand to hand combat, as if using a long club, mace or staff.

Damage: 2D6 plus damage bonuses from P.S. attribute, skills and applicable other powers.

Bonuses: +1 to strike, +1 to parry, +1 to disarm, +2 to pull punch.

- 5. Shoot Arrows:** The character can generate and fire wooden bolts or arrows from his fingers. Can make and fire one at a time or a burst/volley attack. A burst of arrows counts as one melee attack but is fired without benefit of any bonuses to strike.

Range: 200 feet (61 m) + 20 feet (6.1 m) per level of experience.

Damage: 2D6 per arrow/bolt.

Duration: Instant, but the arrows remain permanently.

Rate of Fire: Each individual arrow/bolt or volley of 2-4 shafts at a time count as one melee attack/action.

Payload: Can create and fire multiple arrows/bolts as one burst attack. Number of arrows possible: one at levels 1, 2, 3, 5, 7, 10 and 13.

Bonuses to Strike: As per P.P. attribute and combat skill bonuses. In addition, the more experienced super being (3rd level and up) can divide the arrow attack to fire two simultaneous bursts (2-4 arrows each hand) at two different targets. This means he can fire a burst or single arrow (character's choice) from one hand at an opponent in one direction and at a second in another direction. However, both bursts are done without benefit of any P.P. or strike bonus of any kind; natural, unmodified die roll (1D20) only. Shooting at one target, the character's usual strike bonuses apply, provided he takes aim and is not shooting wild (no bonuses for shooting wild).

6. The Forest from the Trees: Can transform to look like an ordinary young tree, provided the character is standing in a grove of trees (must be at least five other trees in a 15 foot/4.6 m radius). There's no way to tell the character apart from the genuine article. However, the second the character takes any action, he turns back into an obvious humanoid tree or wooden being.

7. Bonuses/Abilities While in Wood Form: The character can't be seen on infrared, thermal vision or heat sensors, is impervious to most toxic gasses that hurt humans, doesn't breathe oxygen (breathes carbon dioxide and releases oxygen, which can be used by humans), floats in water, and regenerates/heals 5x faster than the normal healing rate for humans. In wood form, the character can also feed on sunlight and water, provided he spends at least three hours just standing and drinking in the sun while in wood form (double that period if cloudy or overcast skies).

Amphibious

By Carmen Bellaire & Kevin Siembieda

This hero has abilities and characteristics in common with amphibians, like frogs, toads and salamanders.

1. Adaptive Lungs: The character has an extra large lung capacity, highly oxygenated blood and can hold his breath for two minutes per each point of P.E. with a single, deep breath of air. Thus a character with a P.E. of 12 can hold his breath for 24 minutes, P.E. of 22 for 44 minutes, and so on. Also see Swimming.

2. Frog Legs: The character's legs are muscular, with the thighs being thickly muscled and the lower legs thin, but strong, like a frog's.

Range: The character can leap 20 feet (6.1 m) up or across per level of experience. Additionally, as long as the character lands on his feet, he can fall from twice his leaping height without hurting himself, and he can do ricochet leaps, bouncing off one wall or outcropping and bounding to the next without breaking stride. Effec-

tively triples Spd attribute when hopping, but can only be maintained for one melee round per level of experience (short bursts).

Damage: Kicks do 3D6 damage +P.S. attribute bonus (if any).

3. Sticky Tongue: The character's tongue can stretch unimaginable distances and the end has a large ball of muscle that can stick to most any surface or wrap around objects. The tongue has a P.S. that is only 30% less than the P.S. attribute and is strong enough for the character to hang by without pain or injury. Surprisingly, the tongue's incredible length does not impede the character's ability to talk.

Range (length): 6 feet (1.8 m) +2 feet (0.6 m) per level of experience.

Damage: 2D4 for whip/strike attack.

Attacks per Melee: Each tongue strike counts as one melee attack/action.

Bonuses: The tongue shoots out with amazing speed, like a bullet, and is +5 to strike, +2 to disarm, +2 to entangle and +3 to dodge. No other bonuses apply to the tongue in combat.

4. Slow Metabolism: By lowering the body temperature and respiration, and remaining completely stationary, the character is able to slow his own metabolism, thereby reducing his need for food and water. In this state he can go for up to 15 days without food or water, plus one day per experience level. While in this state the character is only vaguely aware of what's happening around him but is fully aware of anything done to his body and can snap out of the trance-like state at will. **Note:** The spread of poisons is also slowed to half their normal effect in this state.

5. Spit Mucus: The character can spit out a glob of goeoy or hardened mucus.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per level of experience.

Damage: A glob of goeoy mucus sticks to whatever it hits and stinks, distracting human victims (-1 on initiative, -1 to strike, parry and dodge, -10% on skill performance and the victim can be smelled coming a half mile away). If shot into the face, the smelly glob can blind the individual until the goop is peeled from his face (does 1D4 damage and takes one full melee round to accomplish); typically a single glob will only cover one eye, so to blind a character (-10 on all combat moves), two well-aimed globs are necessary.

A glob of hard mucus hits like a rock and does 2D4 damage +1 point per level of experience. It is about the size of a baseball.

Duration: The mucus balls deteriorate after one hour.

Bonuses: +4 to strike if an aimed shot is used, but only +1 to strike if shooting wild. No other bonuses apply to this spitting ability.

6. Swimming: The Swimming skill is automatic, an instinctive ability enabling the character to swim with the skill of a competitive swimmer. All basic swimming techniques and styles are known; skill level is 80% +1% per level of experience. Can withstand underwater depths up to 1000 feet (305 m).

7. Bonuses: +15 to S.D.C., +5% to Climb and Wilderness Survival skills (if applicable), and +1 point to the P.P. attribute. Also skilled at belching loudly and stretching the burp out to last up to 30 seconds long, um, if you can call that a skill.

Borrow Power

Original concept by Richard Winters

This ability lets the character temporarily borrow or steal another character's powers. While the power thief is "borrowing" the power, his victim *cannot* use that specific ability, it is temporarily gone! The victim will be without the power until the duration of the "thief's" power has elapsed, at which point the power returns to normal.

Range: To use this power, the character must grab and hold the victim for one melee attack/action or about 3 seconds. If the hold is broken, the attempt failed. He must try again.

Duration: Steals the power for 1D4+4 melee rounds at level one, +1D4 melees additional at levels 3, 6, 9, 12 and 15. Note that only one super ability (Minor or Major) may be *borrowed* at a time, and the duration must elapse or the power be given back (simply by willing it to be gone) before another super ability can be borrowed from the same victim or another unwitting super being (repeat the grab and hold process). **Note:** Using seduction and cunning, a power may be stolen with a sympathetic or romantic hug.

Damage: None, other than the temporary loss of a super ability.

Attempts per Melee: Each theft counts as one melee attack.

Saving Throw: Victims can try to save vs the attack but must roll 16 or higher to save, with any available M.E. bonuses.

Other Bonuses: Add 3D6 to S.D.C. and +1 to entangle or hold at levels 1, 3, 6, 9 and 12.

Catastrophic System Failure

The character can exert an extremely detrimental effect on all nearby machines. When the character exerts his will, machines just begin to malfunction, to the point that they start shutting down (operate at 1D4x10% of normal full capacity) or seem to be shutting down or about to overload. Those examining the machines will be unable to get them back online or up to full power before something bad will seem to happen no matter how many technicians try to tackle the problem. Within another minute, the machine(s) shuts down, unless the super being responsible desires it/them to continue to function at a diminished capacity.

This power only affects complex machines, meaning only machines that require a power source or chemical reactions to work, so simple devices like wind-up toys, scissors, swords, knives, crossbows, and similar items cannot be influenced, but automobiles, energy weapons and even pistols can be made to malfunction or stop. When

stopped, the affected machine freezes in place and won't function or respond to any of its controls until the super power's influence comes to an end or is lifted.

The most dangerous aspect of this power is not that the machines stop working, but the fact that the effect is so sudden. Cars, trucks, motorcycles, boats, planes, etc., suddenly stop working and *will* crash if they were in motion, since the operator has no way of controlling the vehicle – nothing works. Guns just stop working, computers crash and go off-line, so do electronics, etc.

This power can be used to disarm a gaggle of opponents, to shut down alarm and surveillance systems, to create a distraction or blackout, and so on.

Range: 20 foot (6 m) radius per level of experience. The character must also stay within range of the machines he wants affected. If he steps out of range or loses consciousness, the machines return to normal in 1D4 seconds. May also be directed at one specific machine or weapon at double the range, but line of sight is required and the penalties below don't apply, as long as it is only *one* simple device (gun, radio, computer, detonation switch, etc.) and it remains in view or exactly where he knows it is (i.e., a jacket pocket of a person within range and sight).

Damage: None per se, though collateral damage may result from crashes, panic and foolishness.

Duration: Three minutes per level of experience, then the character must rest for 1D6 minutes to use the power again.

Vulnerabilities & Penalties: This is difficult for the super being to maintain, and he can only do two other actions per melee round and even those are diminished (-20% on skill performance and all combat bonuses are reduced by 70%). After the machine influence is lifted, the character feels weak, no initiative, -1 on all combat maneuvers and Spd is -30% for 1D6 minutes.

Chemical Secretion

The hero can generate a spray of different chemicals that can be released from either the palms of the hands or from the character's mouth (but not both). The hero can also secrete various vapors from his skin. While the chemicals must strike/touch a target to be effective, vapors affect anyone around the character (except himself) who inhales the fumes. Vapors do not affect those with gas masks or inside airtight, environmental suits (spacesuits, power armor, robot vehicle, etc.). The character can do any and all of these at will.

Range: Touch or vapors. The latter affects everyone in a 10 foot (3 m) radius around the character exuding the vapors.

Damage: Based on the chemical used.

Duration: Each attack is immediate, but the effects vary. Typically 1D6+1 melee rounds.

Attacks per Melee: Each use of chemical secretion or creation of a vapor cloud counts as one melee attack for that round, but the hero can keep a vapor active around him for the whole melee at the same cost and

still use other chemical sprays. Each touch or vapor cloud counts as one of the super character's melee attacks.

Damage or Effect: Based on the chemical or vapor used.

Bonus: The superhuman is +3 to save vs poisons and all types of drugs and chemicals.

The types of chemicals and vapors that can be produced: Inventive Game Masters *may* choose to add a few others, just be careful with game balance.



Acid Chemical (secretion by touch). Burns through or eats away at various types of materials. The following are some of the categories: Paper/Wood, Plastic, Rubber, Metal, and Organic Material (i.e. flesh, fur, vegetation and usually cotton and wool based fibers). **Damage:** A touch based concentrated secretion 5D6 per touch/application/secretion and is likely to leave scars. **Note:** Acids that burn through metal, rubber or plastic may be used to destroy evidence, burn away rubber or plastic seals, burn out locks or bolts, cut through chain or chain link fencing and even to make a hole in the floor or wall (the latter will use up at least 4-6 melee attacks/actions/secretions).

Acidic Vapors are an airborne cloud or mist that attacks anyone entering the vapor filled area. **Damage & Penalties:** 3D4 points per melee round for 1D4 rounds

after exposure to the acid vapors. Organic Acid burns exposed skin, the lungs, nose and eyes, making it difficult to breathe and vision blurry (-1 attack per melee round, -3 to strike, parry and dodge). Flushing the eyes and washing the skin stops the burning and damage. The vapor cloud lasts for 1D4 melee rounds.

Chemical Neutralizer. A chemical vapor that instantly stops and neutralizes any of the super being's other chemicals/vapors. Damage is probably too late to stop, but penalties are instantly erased/stopped in one melee round and stricken eyes, throat, and lungs feel soothed and clear; scarring from chemical wounds is minimal and heals as normal. **Duration:** Instant.

Euphoria Chemical or Laughing Gas. Victims are stricken with a euphoric happiness and sense of joy even in a life and death situation and giggle and laugh at intervals throughout the experience. **Penalties:** Cannot shout or speak/communicate clearly (spell casters can barely get off one spell per round and use up three melee attacks doing so), skill performance is -40%, lose initiative, -2 to strike, parry and dodge, and reduce Spd by 30%. **Duration:** 1D4+1 melee rounds after exposure.

Flesh-Eating Chemical (secretion touch only). Causes the flesh to dissolve into an open wound wherever the skin is touched. Will seep through and eat away at clothing, but not plastic, ceramic or metal armor. Does not affect plants, metals or other substances. **Damage:** 2D6 damage *directly to Hit Points* per touch and leaves an ugly, open, ulcerated wound that burns and hurts for days afterward. Heals as normal, medical treatment is required and is likely to leave scars unless magical or psionic healing is performed. Not available as a vapor; see Acid. **Duration:** Immediate; each acid attack/touch does damage.

Irritating Chemical or Vapor. Causes the eyes and skin to itch like crazy accompanied with a mild burning sensation. Victims are distracted and can't concentrate because of the itching. **Penalties:** -3 on initiative (and perception), -1 to strike, parry and dodge, -1 to save vs magic mind control/domination or illusions, or psionic attacks (can't focus to summon the will to resist) as well as -10% on skill performance. Same effect whether breathed as a vapor or absorbed through the skin as a liquid secretion by touch. **Duration:** 1D6+2 melee rounds after exposure or until rinsed off by immersing in water or being hosed down.

Poison Chemical or Vapor. **Damage:** The concentrated chemical touch does 4D6 damage per touch of the bare skin or through cotton cloth material, or it can be ingested (usually mixed with a drink). The vapor does 2D6 damage for every melee round a character is in the toxic cloud. Roll to save every round. A successful save means no additional damage, but the penalties persist. **Penalties:** In addition to physical damage, the victim(s) feels sick and weak, reduce Spd by 20%, P.S. by 1D6+2 points (reduce damage bonus accordingly) and the victim is also -1 on initiative and -1 to strike. Same penalties for both touch and vapor attacks. **Duration:** Damage is immediate, penalties last 1D6+1 melee rounds after being exposed/touched or while in a toxic cloud and for 1D6+1 melee rounds after exiting the cloud.

Putrid Chemical or Vapor. Victims suddenly feel nauseous and stricken with stomach cramps, vomiting and a gag reflex. Penalties: -2 melee attacks, lose initiative, -2 to strike, parry, and dodge, -20% to perform skills, and reduce Spd by 30%. Same effect whether breathed as a vapor or absorbed through the skin as a liquid secretion by touch. Duration: 1D6+1 melee rounds after exposure after breathing it, or until rinsed off by immersing in water or being hosed down from a touch-secretion attack.

Scent Chemical or Vapor (invisible marker). Covers a character, thing or area with a distinctive scent that can *only* be detected by the sprayer or characters with Advanced or Heightened Sense of Smell. It is used for identification and tracking. Can be smelled up to two miles (3.2 km) away. No damage or other penalties apply. Duration: 2 hours per level of the super being. Note: The person "marked" by a chemical scent may not even realize he is so marked (he can't smell it in the least).

Sleep Chemical or Vapor. Damage: Causes its victim to fall asleep within 1D4 melees and remain asleep for a short period. Duration of Sleep: 1D4+2 melee rounds from a vapor. 1D6+2 minutes from a concentrated chemical touch absorbed through the skin or ingested (usually mixed with a drink). In both cases, groggy for 1D4 melee rounds after waking up and -2 on initiative and to dodge.

Tearing Chemical or Vapor. Basically tear gas. Damage: None. Penalties: The victim is -10 to strike, parry and dodge. Protective goggles/visor or gas mask block this spray attack. Duration: Vapor: Temporarily blinds its victim while in the toxic cloud and for 1D6+1 melee rounds after exiting it or until the eyes are thoroughly rinsed. Concentrated secretion lasts for 2D4+2 melees rounds after the eyes have been contaminated or until flushed with water, but even after that vision is a bit blurred and the eyes sting for 1D4x10 minutes (-1 to strike and parry during this period).

Control Density

Original concept by Steve Trustrum

Capable of affecting the density of the world around him and his own person, the character possessing this power gains a variety of benefits. Remember that all listed effects happen together, so that if you make someone heavier, you will make them harder to hurt, too. The use of the 7th effect is optional however, and may be used as the hero sees fit. A single target may only have its density either reduced or increased – you cannot do both to the same target during the melee round.

Note: These effects are temporary only and last only so long as the user of the power maintains them (one melee attack/action is spent per round to maintain the power on a single target, so maintaining it on three targets at once uses up three attacks per melee round, and so on).

The range of the power is determined by the character's level of experience. At first level the power affects only those objects touched directly (or self) and then goes

up in range increments of 10 feet (3 m) per additional level of experience.

Reduce Density

The character can decrease the density of objects and people, with the following results:

1. **Reduce the effective weight** by 50 lbs (22.5 kg) per level of experience.
2. **Reduce the Armor Rating (A.R.)** of objects by one point at level one and one additional point at levels 3, 5, 7, 9, 11, 13, and 15.
3. **Increase leaping distance** by 10 feet (3 m; both horizontal and vertical) per level of experience.
4. **Reduce the target's S.D.C.** by 10 points per level of experience.
5. **Reduce the Speed and Physical Strength attributes** of the target by two points per level of experience.
6. **Reduce the density of falling objects or projectiles** (bullets, arrows, thrown items, etc.) so that they do *less* damage upon impact. This reduction is represented by rolling damage as normal and then reducing the total by 10% per level of experience. Tenth level and higher can reduce the density so it does no damage at all.
7. **After 4th level**, the character can reduce an object's density to the point where it will float on air like a helium filled balloon. Characters made to float are -5 to all combat bonuses.

Increase Density

The character can increase the density of objects and people, with the following results:

1. **Increase the effective weight** by 50 lbs (22.5 kg) per level of experience.
2. **Increase the A.R.** of objects by one point at level one and one additional point at levels 3, 5, 7, 9, 11, 13, and 15.
3. **Increase the target's S.D.C.** by 20 points per level of experience.
4. **Increase the Physical Strength attribute** of the target by two points per level of experience.
5. **By increasing an object's/creature's density**, the creature finds it more difficult to move. Because of this, the victim's Spd is reduced by 10% per level of experience, to a minimum Spd of just 3 points.
6. **Increase the density of falling objects/projectile** (bullets, arrows, thrown item, etc.) weapons so that they do *more* damage upon impact. This is represented by rolling damage as normal and then increasing the total by 10% per level of experience.
7. **After 3rd level**, the character can increase an object's density to the point where it will be immovable (a Spd of zero), fixed in its current position, only a Supernatural Strength of 31 or greater is able to move the object.

Copy Animal Attributes

This is a bizarre power in that it gives the super being the *super ability equivalents* of a particular animal based on its primary animalistic nature and abilities. These super abilities are not permanent and only a single type of animal can be mimicked at a time, and for a limited period. The character is able to *mimic* the super ability equivalent powers of any one animal that comes within range. The abilities gained from an animal are both more general and limited.

Range: Self, any animal within 600 feet (183 m); line of sight (must be able to see the critter he is mimicking).

Duration: The character can maintain the powers of one specific animal for ten minutes per level of experience before it fades and he has to find that animal again or mimic the powers of a different one. **Note:** Can mimic the powers of a mutant animal (see the *After the Bomb® Role-Playing Game*) too, including special abilities and powers, but only for one minute per level of experience. This power *copies*, not steals, the mutant animal's abilities.

Limitations: He can change his powers from animal to animal within range, as often as he likes, but each change in powers use up two melee actions/attacks.

Attributes Gained: Remember, the character only gains the equivalent "powers" of one animal at a time. Below is a list of common and notable animals for easy reference. Game Masters may want to work up some additional ones.

Amphibians: Frogs and Toads: Amphibious (Major power) or Enhanced Leaping, Hold Breath and Underwater Abilities.

Apes: Large: Gorillas and Orangutan: Extraordinary P.E., Heavyweight, and Superhuman P.S.

Bats: Flight: Winged (the hero actually grows wings), Lunar Strength, and Sonar.

Bears: Heavyweight, Superhuman P.S., Claws and Hibernation & Stasis Field.

Birds and Owls: Flight: Winged (the hero actually grows wings), Animal Brother (for that species only, and the character has no familiar) and, in the case of the owl, Heightened Sense of Hearing and Supervision: Nightvision.

Birds: Parrots, Crows and Myna Birds: Flight: Winged (the hero actually grows wings), Extraordinary Mental Affinity and Warp Sound.

Birds of Prey: Eagles, Falcons and Hawks: Extraordinary P.P., Flight: Winged (the character actually grows wings) and Supervision: Advanced Sight.

Bull, Buffalo, Water Buffalo and Moose: Heavyweight, Indestructible Bones, Adrenaline Surge and Extraordinary Speed.

Cats: Domestic: Lightning Reflexes, Claws and Nightvision.

Cats: Small Predatory Felines: Bobcats and Ocelots: Extraordinary P.P., Lightning Reflexes, Claws and Nightstalking.

Cats: Large: Lions, Tigers and Leopards: Extraordinary P.P., Superhuman P.S., Energy Claws, and Nightstalking – the Leopard (only) also gets Enhanced Leaping and Supervision: Nightvision.

Cattle: Animal Brother (for that species only and he has no familiar), Extraordinary P.E. and Extraordinary Speed.

Cheetahs, Gazelles and Ostriches: Extraordinary P.P. and Sonic Speed (Major power).

Crocodiles, Alligators and Monitors: Extraordinary P.S., Hardened Skin, and Underwater Abilities.

Deer and Antelope: Animal Brother (for that species only and he has no familiar), Enhanced Leaping and Extraordinary Speed.

Dogs: Domestic: Animal Brother (for that species only and he has no familiar), Extraordinary Speed, Heightened Sense of Hearing, and Heightened Sense of Smell.

Dogs: Wild: Coyotes, Jackals, and Wolves: Animal Brother (for that species only and he has no familiar), Extraordinary Speed, Heightened Sense of Hearing, Heightened Sense of Smell and Extraordinary P.E. or Feral.

Dolphins, Whales and Manatees: Sonar, Underwater Abilities, Hold Breath and Superhuman P.S.

Elephants, Hippos and Rhinos: Extraordinary P.E., Hardened Skin, and Supernatural P.S. (Major power).

Fish, Sharks and Rays: Underwater Abilities, Wave Rider, Extraordinary P.S., and Heightened Sense of Smell.

Foxes: Heightened Sense of Hearing, Super Burrowing and Criminal Intuition or Extraordinary Speed.

Horses: Animal Brother (for that species only and he has no familiar), Enhanced Leaping, Extraordinary P.E., Extraordinary Speed and Heightened Sense of Balance.

Hyena: Animal Brother (for that species only and he has no familiar), Heightened Sense of Hearing, Heightened Sense of Smell and Extraordinary P.E. or Heavyweight.

Kangaroos and Rabbits: Enhanced Leaping and Extraordinary Speed.

Mole: Super Burrowing, Nightvision, and Impervious to Magic or Impervious to Shadows and Darkness.

Monkeys, Lemurs and Chimps: Adhesion (they are great climbers), Swing Line, Extraordinary P.P. and Heightened Sense of Hearing, plus the Climbing skill at 94%.

Octopus and Squid: Multiple Limbs or Tentacles of Hair, Extraordinary P.S. and Underwater Abilities.

Porcupines, Hedgehogs and Skunks: Quills & Spines or Stench (for skunks) and Supervision: Nightvision.

Rats, Mice and Rodents: Heightened Sense of Hearing, Heightened Sense of Smell, Super Burrowing and Nightvision, plus the Climbing skill at 80%.

Reptiles: Snakes and Lizards: Venomous Attack, Heightened Sense of Smell and Heightened Sense of Taste, plus has the Climbing skill at 88%.

Squirrels (all types): Enhanced Leaping, Heightened Sense of Hearing, Heightened Sense of Awareness and Heightened Sense of Balance, plus the Climbing skill at 90%.

Turtles, Tortoises and Armadillos: Extraordinary P.E., Extraordinary P.S. and Hardened Skin.

Wolverines, Badgers and Weasels: Heightened Sense of Smell, Supervision: Nightvision, Feral and Super Burrowing.

Create Force Constructs

Inspired by Kevin Siembieda

This impressive power is reminiscent of the Create Force Fields ability. In this case, the character can generate an opaque or semitransparent energy/force that the character can form into a variety of shapes and objects. The force can be mentally shaped as desired and can even be used to create force creatures. It can also be used to create a form-fitting body armor and blunt weapons (hammers, maces, clubs, etc.). The simpler the item the faster and easier it is to make.

Range: Created items appear in the hands of the creator or on the ground beside or in front of him.

Duration: 10 minutes, plus an additional five minutes per level of experience, or until the force object is destroyed or cancelled by its creator.

Attacks per Melee: The creation of a simple force construct counts as two melee actions/attacks, a more complex item uses all the attacks from one melee round.

Bonus: +1 to strike, +2 to disarm, +2 to pull punch with any force weapon.

Maximum Available S.D.C.: The character's P.E. attribute number times 100. This means a character with a P.E. of 9 can create force constructs with as much as 900 S.D.C. points available for one or more constructs for the day (24 hour period). Once all the available S.D.C. has been used in the creation of one or more constructs, no others can be created, unless one of the current constructs is dispelled or destroyed.

Recovery of Force Constructs' S.D.C.: The loss of S.D.C. affects the creation of other force constructs because it temporarily drains the character. So if 300 S.D.C. points of force items are destroyed, the character with 900 points available now only has 600 to work with, at least for the next 24 hours. However, he regains force construct S.D.C. points 24 hours after the item is destroyed or dispelled by him.

Heroes with Both Force Creation Powers: A character with both the Create Force Constructs power and the Create Force Field power does NOT get his P.E. x100 twice for force points, he only gets it once and both force powers must share the S.D.C. points. However, the character does get some other benefit, as follows:

Add 1D4 to P.E. attribute (increasing the S.D.C. points).

Both force bolts and weapons do an extra 1D6 damage.

The maximum force armor S.D.C. is increased to 300.

Add 20 minutes to duration of both force powers.

Double the range of force firearms and force bolts.

Limitations on Creating Force Objects:

1. First and foremost, the character can only "create" what he knows. Thus, he must be familiar with the item or creature that he hopes to create. Imaginary devices or weapons cannot be created.

2. Maximum weight of an object is 200 pounds (90 kg), plus 50 lbs (22.5 kg) per level of experience.

3. Created items appear in the hands of the creator or on the ground beside or in front of him.

4. Energy weapons, E-Clips, high-tech items, and similar complex or electrical/energy or gas dependent devices are all examples of things that can NOT be created.

5. Maximum number of simple small items like arrows, baseballs, marbles, toothpicks, nails, bolts, screws, dinner forks or spoons, and similar items is 12.

6. Items like shoes, boots, gauntlets, gloves, and similar items always come in *pairs*.

7. Small, simple weapons like a blackjack, club, baseball bat, dagger, mace or short sword count as a single creation. Large weapons like a battle axe, broadsword (or bigger), pole arm, or longbow count as two creations, so do simple weapons with moving parts like a revolver, pistol, basic shotgun or bolt-action rifle (can't get more complex than that). Only very small and very



simple weapons like arrows, crossbow bolts or sling stones and similar items, like fishing hooks, nails, or small needles, can be created by the dozen. Bullets for any type of firearm or shurikens, darts or spikes, are a little more complex, so only six can be created at a time. **Note:** All ancient weapons do the equivalent of their real world counterparts.

8. Large simple items like a rowboat, raft, ladder, table, chair, etc., count as two creations.

Force Armor: The character can create a light force armor that follows the contours of his body as a sort of semi-opaque body armor.

Maximum S.D.C. is 200 points at any given time. Constant concentration is needed to maintain the flexible body shield, which means the character loses one melee attack/action per round and is -2 on initiative for every melee round that it is in place. Speed and movement are not impaired. Gasses, disease, and radiation are still a danger and will penetrate the armor.

No Motorized Constructs: Engines and motors can *NOT* be made, but items that have moving parts, like scissors, a bicycle, and even a revolver, pistol or shotgun are all possible, provided the character has a blueprint, first-hand knowledge of the item or a working model to copy.

Creating Firearms: The character can create a variety of small firearms, but the nearly invisible bullets of force which are fired from them all do the same damage, regardless of the shape or type of firearm used. Only range varies.

Range: Revolvers, pistols and short-range weapons: 100 feet (30.5 m) +10 feet (3 m) per level of experience. Long-range weapons, such as a shotgun, rifle or bow and arrow: 300 feet (91.5 m), +20 feet (6.1 m) per level.

Damage: 2D6 +1D6 additional points at levels 3, 6, 9, 12 and 15.

Attack per Melee: Each shot counts as one melee attack.

Payload: Six to twelve shots depending on the weapon.

Bonuses: As per W.P. skills (if any).

Creating Animals:

1. The animal must be real. Imaginary animals and monsters cannot be created. These force animals will have all the basic abilities of the real live creature.

2. The character must know his subject. Familiarity includes animals seen and studied via diagrams, pictures, film, examination and/or first-hand experience.

3. Microscopic insects, germs, viruses and molds can *not* be created, nor any type of plant life. **Note:** Sentient beings (humans, mutant animals, animal-like aliens, dragons, etc.) can *not* be created, nor can a specific animal, i.e., somebody's pet or familiar.

4. Only a single animal can ever be created at a time, regardless of its weight or size. 5. Maximum weight limit for an animal is a ton (2000 pounds/900 kg), so whales, large elephants, dinosaurs and other extremely large animals cannot be created.

6. An animal cannot be created in an environment where they cannot survive (i.e. a fish out of water), nor can they be created in mid-air above the ground. This means that the hero cannot call forth a walrus to drop fifty feet (15.2 m) onto a villain's head. Nor can he create an electric eel that appears in the villain's underwear. As humorous as these ideas seem, they just won't work. In this example, both eels and whales need to be in water to survive and cannot fly. Even if the creator was in the water, the animal would appear in his hand or at his side by his feet.

7. The created animal is under the character's complete control, it cannot be affected by mind control, and has no will of its own and only does what its creator orders it to do.

S.D.C. Minimum: 20 points minimum regardless of size. The exact amount will depend on how many other inanimate force constructs are being used and the current amount of S.D.C. available as a result. Likewise, the character may want to keep some Force Construct S.D.C. in reserve to recreate Giant Limbs, armor or weapons as the situation demands.

Damage: As per the real life animal via claw, bite, horns, etc.

Abilities: Only basic physical and combat capabilities, not venom or special powers.

Note: See the **Palladium Book of Monsters & Animals** for stats and descriptions on scores of different animals. **After the Bomb®** may also be of help.

Creating Giant Limbs: The super being can create a gigantic disembodied hand to punch, catch, grab, hold, or crush an opponent or giant foot to kick or step on or hold down an opponent, and so on. Seem to be attached to the real limb via wisps of energy/force but it is the giant limb that does all the work. Such giant limbs can be great in rescues or to save an innocent bystander or to smash a door down, Plus, he can make a pair of force wings to carry himself (or others) at a speed of up to 50 mph (80 km); the wings attached to his back.

Range: 30 feet (9.1 m), plus 5 feet (1.5 m) per level of the creator's experience.

Damage: The limb may do damage equal to the creator's own P.S. but on the Supernatural Strength scale (see page 294 of **HU2** for damage, lifting and carrying).

Attacks per Melee: Each action with a force limb counts as one of the character's own melee attacks/actions.

Bonuses: Same as the creator's own attribute bonuses and combat skills.

The S.D.C. Cost of Force Constructs:

Small, simple weapons (short sword, knives, blackjack, six darts, six throwing stars, or similar): 20 S.D.C.

Medium, simple weapons (broadsword, spear, morning star, mace, etc. or 12 arrows, or 6 bullets): 30 S.D.C.

Large, simple weapons (claymore, pole arm, lance, giant-sized weapons): 50 S.D.C.

Revolver, Pistol or Rifle (with moving parts): 100 S.D.C.

Small, simple objects with no moving parts and under 10 lbs/4.5 kg (ball, blanket, bowl, pot, sack, gloves, sock, 12 sewing needles, spoon, stool, 20 feet/6 m of rope, etc.): 10 S.D.C.

Small, simple objects with 1-2 moving parts (scissors, pliers, yo-yo, handcuffs, etc.): 10 S.D.C.

Medium objects under 25 lbs/11.3 kg (chair, a light table, trunk, saddle, a stick, large pot or kettle, pants, jacket, 8 foot/2.4 m length of chain, etc.): 20 S.D.C.

Medium with 1-2 moving parts (fishing pole, vice or large clamp, hedge cutters, etc.): 30 S.D.C.

Large, simple objects weighing 30+ pounds (13+ kg), such as a plow, table, easy chair, couch, trunk, robe or cloak, 4 feet/1.2 m length of pole, large sheet or plank of wood, etc.): 40 S.D.C.

Large objects with 1-2 moving parts (pulley, bicycle, spinning wheel, etc.): 50 S.D.C.

Giant Limb such as a hand, foot, tongue or a set of wings: 300 S.D.C.

Animals: Less than 50 lbs (22.5 kg): 100 S.D.C. – 51 lbs to 200 lbs (23 kg to 90 kg): 200 S.D.C. – 201 lbs to 400 lbs (90.5 kg to 180 kg): 400 S.D.C. – 40 lbs (18 kg) or more: 600 S.D.C.

Note: The S.D.C. points used in creating an object or animal are also the number of S.D.C. points that object or animal has before it is destroyed.

Dimensional Room

Inspired by Kevin Siembieda

When the dimensional room is generated, a doorway of glowing soft white light appears. As the character steps through the doorway of pure white light, both he and it disappears. To those outside the door, the super being seems to have vanished, but in reality, he has just entered a dimensional limbo.

The dimensional room can be accessed at will. It is a small area about 16x10x10 feet (4.8x3x3 m), plus an additional two feet (0.6 m) of floor space per level of experience, which is located inside a strange kind of pocket dimension. It might be considered a dimensional bubble in between the normal dimensions. Ultimately, it is a place where the character can escape his enemies. There is no limit to how long he can remain inside the D-Room which, somehow, contains and circulates air and maintains a constant temperature (74 degrees Fahrenheit). Non-perishable food, weapons, valuables, wardrobe, and other items can be comfortably stored inside the room as well. A timepiece that can tell the passage of hours and days is critical because it is easy to lose track of time in limbo.

After a period of time (minutes, hours, or days), the character can open the dimensional door and step out of the room. The door always reappears in the same place. The room is not a form of teleporting, it is a hiding place he carries with him. The dimension room is designed to allow only the character and non-living items inside. Anybody else trying to enter will run into what feels like a brick wall and suffer 1D6 damage, but the character can take one person (for every two levels of experience) inside his

D-Room with him. Once inside, the hero can mentally command the shimmering doorway to reappear and look through it like a one-way mirror. Of course, the view is limited to that one area and direction. If he is hurt or drugged he can stay in the room for days until he recovers. The applications for the D-Room are many.

Range: Touch, the character must touch any flat, vertical surface to create the doorway to the dimensional room.

Duration: Instant/until the character exits the D-Room.

Damage: None, the character cannot use the D-Room to harm others and when he exits all others are forced out of the room with him, like it or not.

Distort Space

This power warps the distance between two points in space, letting the super being increase or decrease the range between any two objects or points by 100 feet (30.5 m) per level of experience. This rather simple power has a wide array of uses.

Range: It can be used on any two points, but one of the points must be within 50 feet (15.2 m) of the character. Line of sight.

Duration: 10 minutes per level of experience.

Damage: None, the power can only be used to increase or reduce the range between any two points.

Actions per Melee: Each warping maneuver counts as two melee attacks/actions.

1. Reduce the Range & Quick Movement: Clever use of this power can reduce the effective distance between any two points for the purpose of quick travel, communications or combat. This allows the character to race between points by warping space and moving quickly over hundreds of feet/meters with a single step and can let a character cover several miles in a minute or two.

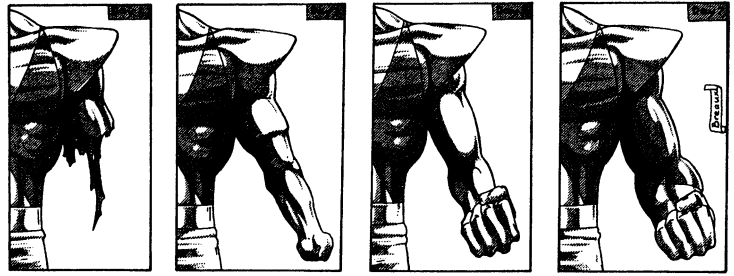
Surprise Attack: The character can reduce the range between himself and an opponent/ target in a split second by warping the space between the two and taking a step. One moment he was yards away, the next he's in close combat striking distance. This shortens the range and lets the character strike with powers or hand to hand combat that could not have reached the opponent from the original distance. It usually gives the warper the initiative (+4 on the initiative) and first strike at +2 plus the usual bonuses to strike for that individual.
Note: The character always appears in front of the point he is traveling to, so he will always face his enemy, however, he still gets initiative and the element of surprise because he seems to vanish and suddenly reappear right in front of "X."

2. Increase the Range: The warper can instantly increase the distance between himself and a specific point, person, or opponent to put space between them or to slow that individual down by making him have to travel farther. The victim of this power will have to cross the additional distance just to reach the character.

Get Out of Range Maneuver: By pushing space apart he increases the distance between himself and an opponent, forcing the enemy to strike at him with long-

ranged attacks. The warper can also quickly try to move beyond the range of an attack by warping space and stepping backward. This can be done as a sort of dodge – roll as usual, but without benefit of bonuses unless the character also has an automatic dodge (use auto-dodge bonuses only).

3. **Pinball Maneuver:** By increasing and decreasing the space between points, the super being disappears and reappears all over the place, popping in and out, creating confusion and making him difficult to peg down and hit. Attackers are -3 to strike and can't get a bead on him long enough to make an aimed or called shot; must shoot wild.
4. **Gauge Distances:** The character can accurately estimate the distance between any two points, accurate to within six inches (0.15 m).
5. **Bonuses:** +1 on initiative and +2D6 to S.D.C.



hero remains in the trance for its duration and cannot be woken up until the trance ends.

5. **Healing Others:** The character's healing ability is so potent that it can be transferred to another by touch. The character can heal wounds and nullify poison.

Healing Restoration of Others: Instantly gives a stricken character 4D6 Hit Points and S.D.C. or the touch can nullify poisons or reduce the symptoms (and penalties) of disease by half.

Range: Touch.

Duration: Instant and permanent.

Limitations: Each healing touch temporarily drains the character of 4D6 of his own S.D.C. or 2D6 Hit Points when S.D.C. is not available. Can heal as long as he has sufficient Hit Points and/or S.D.C. to spare.

6. **Reanimation & Restoration:** This is by far the most impressive ability that the character possesses, but it is also the most dangerous. Any character who is *recently dead* (has not been deceased for more than two hours) may be brought back to life by the super being. He must concentrate for 1D6 hours straight while in physical contact with the corpse, energizing it the entire time and, at the end of that period, bringing the individual back to life with 1D6 Hit Points.

On the bad side, the super being is depleted of 2D4x10% of his own Hit Points as he uses his own life force to jump start the deceased. These lost Hit Points can not heal for 24 hours and 1D6 are permanently lost from each *successful* life restoring procedure. Over time, the super being could whittle himself away. **Base chance of success:** 50% +5% per level of experience.

Range: Touch.

Duration: 1D6 hours to perform with permanent results.

Uses per Day: Once per 24 hours maximum.

7. **Other Abilities and Bonuses:**

+2D6 to Hit Points per level of experience, rather than the usual 1D6.

+1D6x10 to S.D.C.

+1D4 to M.A. and P.E. attributes.

+25% to save vs coma/death.

+6 to save vs poisons/toxins and drugs.

+4 to save vs disease.

Divine Healing

Original concept by Aaron Oliver

This power gives the super being great healing powers he can use on himself and others, without any medical knowledge.

1. **Enhanced Healing:** Can *instantly* regenerate 4D6 Hit Points or S.D.C. up to three times a day at the moment he needs them for himself. Otherwise, the super being recovers one S.D.C. every 10 minutes, six per hour, and recovers one Hit Point every 20 minutes, three per hour.

No scarring when healed and broken bones heal five times faster than normal. This means that a leg fracture in several places will be completely healed in 16-20 days instead of the normal 11-15 weeks.

Fatigues at one tenth the rate of a normal human.

Sustains only half damage from cold, fire and poison.

2. **Limb Regeneration:** The character can regenerate lost body parts (except the head, brain and heart). First, the bleeding stops and the wound heals over with skin in 2D4 (1D4 for a finger or toe) melee rounds. After the exposed area where a limb was severed has healed over, the character can go about his (almost) normal life with little pain or discomfort, just the inconvenience of not having that particular limb. A new limb finishes fully growing in about 6D6 (only 1D6 for a finger or toe) days and is as good as new. One would never know it's not the original limb; no scars, works perfectly.
3. **Longevity:** Because the hero's body regularly regenerates, it ages at about one third the normal rate, retarding the aging process and letting the character live about three times longer than normal, about 250 years for humans.
4. **Healing Trance:** When the character suffers from serious injury, he can enter a deep, coma-like sleep for a minimum of 1D6 hours. During the healing trance he regains 1D6x10 Hit Points and 2D4x10 S.D.C. per hour, up to his normal maximum total. Even if he was teetering on the verge of death, the trance will return the character to health and put him back in action. The

Energy Doppelganger

The character is able to make a copy of himself, a doppelganger, created out of pure energy. The energy clone is like a robot in that it is under the original's complete control and is only able to carry out simple com-

mands on its own. The Energy Doppelganger is best used as a fighting companion for its maker, due to the fact that it has its own unique set of powers and abilities. Although the energy clone has the exact same attributes and skills, they are at *half* the original's percentages even though it is the same experience level, and it does not have his super abilities or equipment.

The Energy Doppelganger and creator work well together but can operate independently. The character is always the master/leader and is the only one who can make the doppelganger do anything he wants. The creator gains no experience from his energy clone and if the creator dies or the duration of this power ends, the Energy Doppelganger disappears as if it never existed. However, the clone will remain if the character is knocked unconscious or lapses into a coma, and defend him to the bitter end.

Range: Self. The clone may venture three miles (4.8 km) from its creator. If forced to go farther, the doppelganger disappears.

Duration: The Energy Doppelganger can only remain for 1D6x10 minutes per experience level of its make, before it disappears. It can only be summoned forth twice a day.

Abilities of the Energy Doppelganger:

- 1. Has the same attributes and skills as its creator,** but skills are at half the percentage of the original/maker.
- 2. Has the same S.D.C. as its creator,** +20 S.D.C. per level of its creator's experience. It does not have Hit Points.
- 3. Has limited invulnerability** because its body is composed entirely of raw energy. All projectiles and hard weapons such as bullets, arrows, knives, swords, and even punches and kicks do half damage. Explosive force, fire, cold and radiation do no damage to the energy clone, but electricity and most other energy attacks do full damage, so does magic.
- 4. Impervious to most psionics:** The Energy Doppelganger is impervious to most psionics directed at the mind or emotions because it is but a reflection of its creator. Psionic attacks should be directed at the original, not the copy.
- 5. Energy Travel:** The Energy Doppelganger can transform into a bolt of living energy and rocket himself short distances. Maximum distance: One mile (1.6 km) per level of experience. Speed: 600 mph (960 km).
- 6. Hand to Hand Combat:** Has the same number of attacks as its creator.

Damage: Same as the original as per P.S. attribute and skills. Do not include bonuses or strength increases from other super abilities.

Bonuses: As per attributes and skills only, do not include bonuses from other super abilities.

- 7. A bolt of raw energy** can be emitted from the fingers or eyes.

Range: 30 feet (9 m) per level of experience of its creator.

Damage: 5D6 +1 per level of experience.

Attacks per Melee: Each bolt counts as a melee attack.

Bonus: +2 to strike with energy bolt.

- 8. Nova explosion:** A last ditch, self-destruct attack for the Energy Doppelganger. The damage it inflicts may cause additional collateral damage and kill innocent bystanders, so a good aligned character will only use it under the gravest of situations. The doppelganger is always destroyed in the blast, and after this tactic is deployed the super being who made it cannot create a new Energy Doppelganger for 2D6 weeks.

Range: Self and a total blast radius of 300 feet (91.5 m).

Duration: Instant, but requires one full melee to prepare.

Damage: Special, automatically hits everything in blast radius.

4D6x10 points of damage for the first 100 feet (30.5 m).

2D6x10 points of damage to the subsequent 50 feet (15.2 m).

1D6x10 points of damage to the next 50 feet (15.2 m).

Total Blast Radius: 200 feet (61 m).

Friction Control

This ability allows the character to alter the friction produced by an object on a given surface. Although most people do not think about it, without proper friction you could not walk, drive a car or move without slipping and falling. With too much friction, tires and parts wear out and may be damaged, and with enough friction even movement is impossible. Both of these are possible with this power.

Range: Self or object or other person up to 20 feet (6 m) away per level of experience; line of sight required.

Duration: Two melee rounds on living victims per experience level of the super being. Double that duration (four melees/one minute) per level when used on machines/motors.

Damage: Boosts or impairs speed, movement and range.

Attacks per Melee: Each use of the Friction Control power counts as two melee attacks.

Decreasing Friction (can only use one effect at a time):

1. The character can make any surface super slippery and difficult to run/walk/drive on. Reduce speed to under 10 (15 mph/24 km or less if a vehicle) or trip and fall or crash; 01-66% chance every melee round.

2. Make an object or individual super slippery and impossible to hold on to, pin or grapple. +20% to Escape Artist skill for those who have it.

3. Increase the efficiency of a motor or machine by 10% +2% per level of experience by letting its parts move with less friction. Increases a vehicle's speed by 5 mph (8 km) per level of experience. Can prevent an engine from seizing up.

4. Increase the range of a projectile weapon, including guns that fire bullets (no effect on energy weapons or super abilities) and thrown items by 10% per level of experience by reducing the friction on the projectile as it is fired.

5. Increase the distance an object or person can slide by 15% per experience level, great for baseball, hockey and ice skating.

6. Increase a person or animal's running speed by 5% per level of the super being's experience.

Increasing Friction (pick any one effect at a time):

1. Make a slippery surface less so, can walk on it like walking over a concrete sidewalk.

2. Make an object or individual easy to grip and hold, pin or grapple/entangle. -20% to Escape Artist skill for those who have it.

3. Decrease the efficiency of a motor or machine by 10% +2% per level of experience by making its parts move with more friction. Reduces a vehicle's speed by 5 mph (8 km) per level of experience. The motor also runs hot.

4. Decrease the range of a projectile weapon and thrown items by 5% per level of experience by increasing the friction on the projectile as it is fired.

5. Decrease the distance an object or person can slide by 6% per experience level, great against an opponent to make him stop short.

6. Decrease a person or animal's running speed by 5% per level of the super being's experience, and their feet actually feel hot.

Gateways

The character is able to generate stable corridors that connect different points on the globe. These gateways appear as shimmering portals of white or silvery energy, similar to a magical Rift. If one steps through the portal, the person is transported to the opposite portal opened by the super being. By means of one of these portals the character could travel from Paris, France to Los Angeles, California with a single step through the portal.

Limitations: First, only the super being with the Gateways power can open and close these portals, but anyone can step through them once opened.

Second, both gateways must be on the same planet.

Third, the creator must have been to a specific location at least once before in order to mark it as a destination for one of his Gateways, and he can only mark a limited number of locations (per level of experience) as Gateway destinations.

Range: Unlimited, on the same planet.

Size: Circular in shape, about a 10 foot (3 m) diameter.

Damage: None, cannot be used as a weapon.

Duration: As long as the character concentrates (uses three melee actions per melee) the Gateway between a pair of locations remains open, but travel between the two is instantaneous, just step through. It takes one melee round (15 seconds) to open a new Gateway.

Number of Portal Locations: Three at first level, plus two additional locations per experience level. This number of locations is the maximum number that the super being can keep a lock on. So, if they are all used up and he wants a dimensional bridge to a new location, he must drop one of his old places to establish a new location.

Bonuses: The character is immune to any type of undesired teleportation.

Generate Fog & Smoke

The character can generate a cloud of smoke or fog around himself at will or a short distance away. The effects of each kind of cloud are slightly different, but regardless of the type, the character may only generate one cloud of fog or smoke at a time.

The main advantage for the super being who creates the cloud is that he can see perfectly in both manifestations of his own creation and does not suffer the penalties they inflict on others. Thus, he can operate unimpaired, run at full speed and attack without modifiers while those around him stumble around half blinded. He can also make a small cloud of fog or smoke to curl around him as if it were alive for dramatic effect and to conceal his movements or what he may be holding.

Range: A 20 foot (6.1 m) radius per level of experience centered on the character himself, when it is created.

The fog or smoke does not follow its creator but can be cast up to 60 feet (18.3 m) away per level of experience and its creator can make it part to make a tunnel or corridor of clearness (for others) if he'd like.

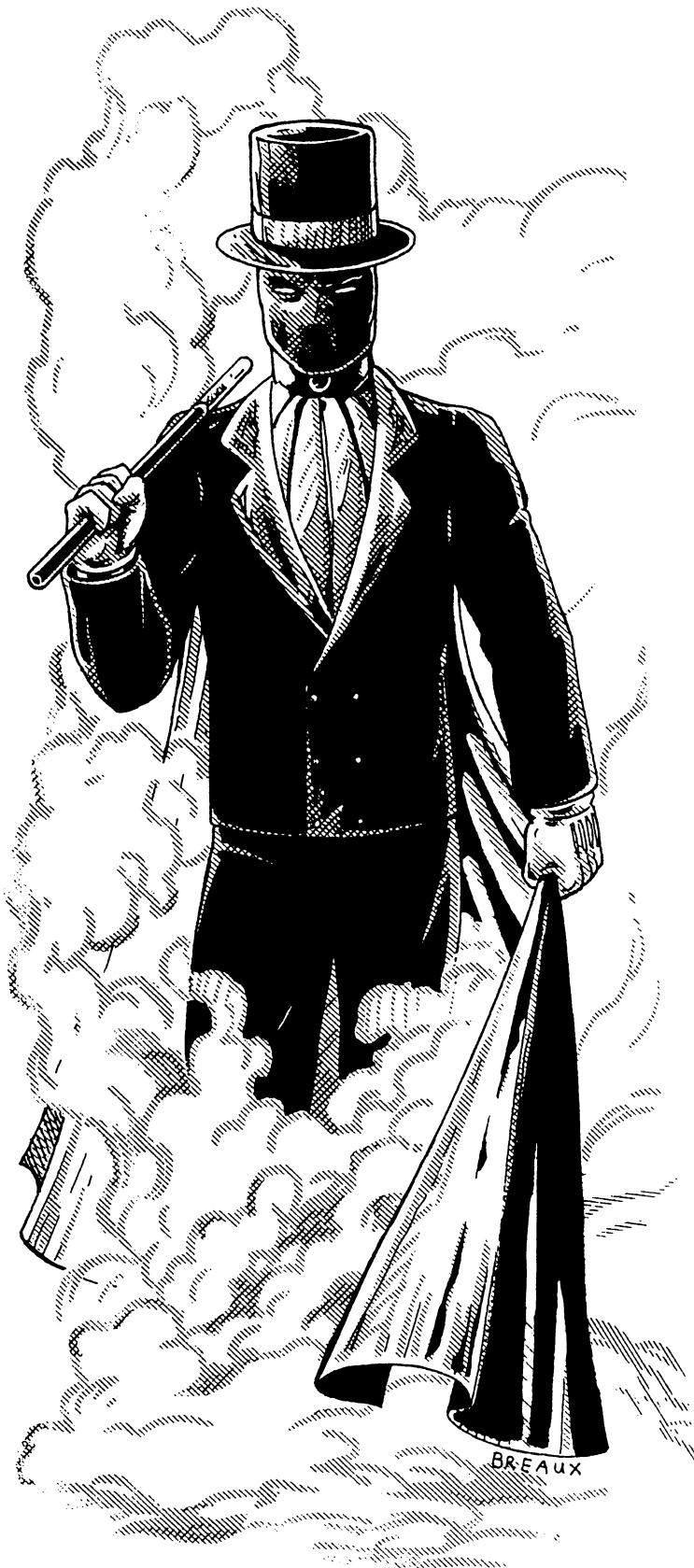
Duration: 10 minutes per level of experience.

Attacks per Melee: Each creation counts as one attack per melee round.

Smoke & Fog Abilities and Penalties on Others:

1. Fog Penalties: A thick blanket of fog that makes it difficult for others to see. Victims caught in the fog can't see clearly for more than three feet (0.9 m) in front of their noses. All visual details are distorted or obscured, making it impossible to tell a friend from a foe beyond three feet (0.9 m). Lunging and attacking using sound or best guesses is -6 to strike, and incoming attacks are hard to see until they are on top of the character, imposing a penalty of -4 to parry and dodge. Shooting at anything beyond three feet (0.9 m) is the equivalent of *shooting wild*. Furthermore, all sense of direction is lost and running through the pea soup mist will cause the character to trip, fall or slam into an obstacle (2D4 damage, plus loses initiative and two melee attacks/actions). Penalties last for as long as one remains in the fog. **Note:** No penalties for close combat within three feet (0.9 m). Radar and Sonar function perfectly well inside fog but at half the normal range.

2. Smoke Penalties: By engulfing an opponent in a smoke cloud their vision is obscured, the eyes water and burn, breathing becomes labored and infrared optics and thermo-imaging devices are rendered useless. Victims cough, giving away their location and are par-



created naturally or by others – i.e., any type of fog or smoke. Speed is as per the character's Spd attribute or the movement of the smoke.

4. **Turn Invisible in Fog or Smoke:** The character can turn completely invisible in any kind of fog or smoke whether he created it or not. Opponents are -6 to strike, parry, dodge or any other combat maneuver (those with extraordinary hearing are -3, and those with radar or sonar are unaffected).
5. **Bonuses:** Impervious to the effects of smoke, +3 to save vs all types of gaseous attacks, including tear gas, knockout gas, poison gas and vapors. Can sense if fire is the cause of the smoke and approximately (within 5 feet/1.5 m) where the fire is.
6. **Horror Factor 10:** When the character generates a few wisps of smoke or fog for dramatic effect or to give himself a spooky appearance to scare people he has an H.F. of 10.

Geo-Thermal Energy

Geo-Thermal Energy is control over the properties of the tectonics and volcanic energy that shapes the Earth itself. With a thought he can create mini-volcanoes, earthquakes, geysers, tremors and geo-thermal related powers. He can also feel earthquakes and volcanic activity before they happen and if he is close enough, he can prevent/reverse the process that causes them.

1. **Power of the Earth:** The character draws his powers directly from the Earth itself (actually any planet he is on), so the powers only work when he is in direct contact with the Earth, i.e., standing on a street, the bare ground or in similar contact with the ground, not high up inside building or hovering in the air.

The super being draws actual physical strength from the Earth when in contact with the ground, giving him Superhuman Strength and an Armor Rating (A.R.) of 12 +1 at levels 2, 4, 7, 10 and 13.

2. **Create Mini-Volcanoes:** The character can cause a small volcano to erupt from the earth. The volcano then releases lava for a short time and then disappears again. In the alternative, the character can create a tall, narrow pillar of earth to appear under his feet to carry him up to a particular height (double Maximum Size).

Range: Can be created up to 20 feet (6 m) away per level of experience.

Damage: 1D6x10 per melee to a 20 foot radius from spewing lava and ash. Damage can be regulated by its creator to do damage increments of 1D6.

Maximum Size: Five foot (1.5 m) tall mound per level of experience.

Duration: One minute (4 melee rounds) per level of experience. Afterwards, the ground's surface cools and the mini-volcano disappears. Except for the destruction it leaves in its wake, one would never know it had existed.

Attacks per Melee: The creation of the mini-volcano counts as two of the character's melee attacks, and it

tially blinded: -1 attack per melee round, -2 on initiative, -4 to strike, parry and dodge, -20% on skill performance that requires clear vision, and lose sense of direction.

3. **Mist Walk:** Additionally, the creator of the fog or smoke can walk up into the vapors he has created, enabling him to effectively float and hover in fog or climb a column of smoke (or ride it up like an elevator). This is true of fog and smoke of his own making as well as those

uses up one attack every melee round it is maintained (same for the pillar of earth).

- 3. Create Volcanic Pools & Streams:** A large pool of volcanic lava opens up in the ground at any point the super being chooses. The lava pool can be created directly in front or behind an enemy or a stream can be created to circle around an opponent or in a line to bar passage. The lava pool is 5 feet (1.5 m) deep +1 foot (0.3 m) per level of experience and 10 feet (3 m) in diameter per level of experience. A "stream" has the same depth but runs 20 feet (6.1 m) long +10 feet (3 m) per level of experience and is 3 feet (0.9 m) wide per level of experience. The depth can be regulated in one foot (0.3 m) increments. A lava stream can also be sent rolling down a street, alley, hallway or other type of path, covering and destroying everything in its path.

Range: Can be created up to 50 feet (15.2 m) away per level of experience; line of sight. **Note:** A Rolling Lava Stream starts at one end of a path and moves down to another designated point. Speed is 2 per level of its creator so people can usually get out of its way, but vehicles and obstacles are another story.

Damage: 2D6x10 per melee round for anything that falls in or tries to cross the molten magma. May be adjusted by the super being to do half damage if he so desires. **Note:** A Rolling Lava Stream does 1D6x10 damage per melee round to everything it rolls over and covers.

Debilitation: Characters impervious to heat and fire can wade through a lava pool or stream unharmed but the lava is thicker and heavier than water and speed is reduced by half and those in the lava will be pushed by its flow and could get knocked down, 01-33% chance unless they have an Extraordinary or greater strength, are Invulnerable, Immovable or have a similar power. Those wading through lava unharmed are still -1 on initiative, -2 to strike, and -3 to parry, dodge and perform other combat moves.

Duration: Two minutes (8 melees) per level of experience. The character can control the duration in increments of a minute. Afterwards, the lava disappears. Except for the destruction it leaves in its wake, one would never know it had existed.

- 4. Hot Sulfur Blast:** The super being can shoot out a blast of hot sulfur.

Range: 20 feet (6.1 m) per level of experience.

Damage: 2D6 (does not increase with experience), plus the victim chokes from the stench, losing one melee attack/action, and all combat bonuses are -1 for the rest of that melee. Affects and penalties are cumulative from additional blasts, but penalties end with the end of that melee round – victims start fresh at the beginning of a new round.

Attacks per Melee: Each blast counts as one melee attack.

- 5. Lava Bolts:** The character can also fire small bolts of burning lava.

Range: 20 feet (6.1 m) per level of experience.

Damage: 1D6 per level of experience.

Attacks per Melee: Each bolt counts as one melee attack.

- 6. Create Tremors:** The super being is able to create shock waves that ripple through the earth to shake and hammer everything in its path. The tremors frighten (01-80% chance of panicking) animals and make them want to run away, as well as startle people (save vs Horror Factor: 10).

Range: Can be cast up to 300 feet (91.5 m) away and the shock wave itself runs +8 feet (2.4 m) per level of experience. The width of the tremor is four feet (1.2 m) per level of experience and the shock wave runs a straight line.

Damage: 1D6 per each level of experience to *everything* in the shock wave's path.

Duration: Instant.

Attacks per Melee: Each tremor counts as one of the character's attacks per melee round.

Bonus: +3 to strike, no other bonuses apply. Potential victims can attempt to dodge or rise into the air to avoid the ground-based shock wave.

- 7. Create Mini-Earthquakes/Chasms:** The character can split the earth by causing a mini-earthquake, creating a 15 foot (4.6 m) wide, 20 foot (6 m) deep, and 140 feet (42 m) long crevice. These are the maximum measurements and can be adjusted to the hero's desire by increments of one foot (0.3 m). The opening can be made up to 80 feet (24.4 m) away and can be performed once every melee round. Thus, the creator can add to its length every 15 seconds or create several different chasms.

This ability also enables the super being to tear large openings in the walls of buildings. The damage to stationary walls and buildings is 3D4x10 +10 points per level of experience.

Range: 80 feet (24.4 m) +20 feet (6.1 m) per level of experience.

Duration: Chasms in the street or ground disappear after two minutes per level of the Geo-Thermal super being, but holes torn into the walls of buildings are permanent.

Damage: Falling into the chasm does 2D6 damage plus victims lose initiative and two melee attacks. Climbing down takes about one melee round, climbing up its sheer wall two melee rounds. Vehicles falling into the chasm suffer 1D4x10 damage if they weren't moving or were traveling under 10 mph (16 km). Otherwise, add 2D6 damage for every additional 10 mph (16 km).

Attacks per Melee: Creating a Mini-Earthquake/Chasm counts as three of the character's attacks per melee round.

- 8. Create Geysers:** The character can cause a powerful geyser of pressurized hot water to shoot straight up out of the ground. The geyser can be used to flip cars, toss people or hit low flying targets. The geyser is normally created directly under large (car-size plus) nonmoving targets, but once created, the super being can point and have its steaming water shoot horizontally at man-sized targets. The geyser comes from a hole in

the ground that is roughly 3 feet (0.9 m) in diameter and the geyser shoots into the air (or lengthwise) 20 feet (6.1 m) per level of experience. **Note:** Its creator can also ride a vertical geyser blast up into the air or to a particular level of a building like an elevator, limited only by range.

Range: 20 feet (6 m) per level of experience.

Damage: Large non-moving targets take 1D6x10 damage from being thrown in the air and then falling to the ground per 40 feet (12.2 m). Low flying targets hit by the water blast take 5D6 damage as do those struck by a horizontal blast (though they are +1 to dodge such blasts).

Duration: The geyser lasts for two minutes (8 melees) per level of experience. Afterwards, it disappears. Except for the destruction it leaves in its wake, one would never know it had existed.

Attacks per Melee: Costs the super being two melee attacks to create one initially, but each subsequent hot water blast counts as one melee attack.

- 9. Stop Geological Forces:** The character can slow or stop geological forces, like earthquakes or volcanoes, if he is in range of the disturbance and concentrates on it.

Range: 300 feet (91.5 m) per level of experience.

Damage: None, it reduces the effects of a geological disaster by 10% per level of experience. Note that by tenth level all that is left of the disaster is a slight rumble and by eleventh level and up, no sign of the disaster remains. The same effect can be used against other characters with Lava and Control Elemental Force: Earth to reduce the effectiveness of those powers.

Duration: As long as the character desires. Most natural earthquakes don't last for more than two minutes, and natural geysers blast for about 30 seconds. Volcanic eruptions, however, can last for hours, even days, but if the character can feel the build-up before it erupts and keeps it calm for 10 minutes, he'll stop the eruption from happening, calming the volcano for 1D6 days per level of his experience before eruption pressure builds up again.

Attacks per Melee: Uses ALL of the character's actions for each round as long as he calms the earth disturbance.

- 10. Sensitive to Earth Vibrations:** The character is so sensitive to vibrations in the Earth and changes in the geological forces that the hero can physically feel disturbances in the planet. This means he can sense any impending geological disaster with a skill of 80% +2% per level of experience and track it to its source.

Range: 10 miles (16 km) per level of experience.

The character can also feel vibrations running through the Earth like a living motion detector, able to sense the presence of nearby movement and even estimate their numbers and speed of approach. Base skill is equal to 50% accuracy +4% per level of experience.

Range: 1000 feet (305 m).

- 11. Other Abilities & Bonuses:** Impervious to heat, smoke, lava, steam and sulfur. Fire resistant (half damage), and +5D6 to S.D.C.



Liquefaction

**Original concept by Aaron Oliver,
retooled by Kevin Siembieda**

A matter control power that transforms solid, nonliving objects into liquid with a touch or thought. Liquefied items resemble mercury in this liquid state, forming a rounded puddle. This liquid form is amazingly coherent, clinging to itself in rain, heat, under pressure and even underwater.

1. Temporarily Liquefy Objects:

Range: Touch or line of sight within 5 feet (1.5 m) per level of experience.

Damage: None, but the object is temporarily turned into a liquid and is functionally useless. As a liquid, the object takes no damage from physical attacks, but can be damaged by energy, magic and other types of attacks as normal.

Duration: 2D4 minutes +4 minutes per level of experience. The character can cancel the effect whenever he desires.

Attacks per Melee: Each transformation counts as one melee attack. The target instantly melts into a silvery puddle, turning back to normal after the duration of the effect ends. Afterwards, the liquid object will return to its original form with no permanent damage.

Limitations: 50 pounds (22.5 kg) per level of experience and does not work on magic or alien, living, organic machines. Also, the *entire* object must be liquefied or none of it. If an object weighs more than the character's limit, then it cannot be liquefied.

2. Liquefy Self: Though this power does not normally work on living things, the super being can turn *himself* into the silvery liquid by concentrating. In this state, the character cannot take damage from bullets, blunt objects, blades or other physical, kinetic attacks. Even explosives only blow him into small pools of the stuff which find each other and merge back together (like mercury) within 3D4 melee rounds. The character retains his senses though he cannot speak, and movement is one third his normal speed, the number of melee attacks are half and skill performance is -60% (the character cannot perform any skills involving any degree of dexterity well at all). However, in this state, the hero can flow through tiny cracks and openings, climb up walls with 90% proficiency, and hide under furniture and small spaces.

Range: Self only.

Duration: 15 minutes per level of experience.

Attacks per Melee: Half the normal number of attacks. Punches do half their normal damage (including half damage bonuses), hand-held weapons cannot be used and the only other power that can be done is Liquefy Objects.

3. Liquefy Surface: This power can also be used to coat a solid surface in a slippery liquid to create an oil slick effect.

Range: Can be cast up to 20 feet (3 m) away +5 feet (1.5 m) per level of experience.

Size: Covers a 10 foot (3 m) diameter +3 feet (0.9 m) per level of experience.

Damage: Coating the ground causes anyone passing through it to reduce their speed by 75% or risk slipping and falling (01-80% chance). Those who slip on the slick surface lose initiative, two melee actions/attacks and slide for 2D6 yards/meters. Vehicles hitting the slick at speeds over 30 mph (48 km) are also 01-80% likely to skid and crash.

4. Other Abilities and Bonuses: Character can breathe in any type of liquid medium, in addition to breathing air. The character can also identify any liquid by visual examination, with a base skill of 50% +4% per level of experience. Swimming skill is +10% and can survive ocean depths of up to 3000 feet (914 m) in human form, triple in liquid form.

Provides its creator/wearer with enhanced abilities and bonuses as follows: +10 to P.S., P.P. and P.E. attributes, +40 to Speed attribute, +10 to Hit Points, +120 to S.D.C., +3 to strike, parry and dodge, and +4 to damage.

2. Crystal Blast: The character can fire a hard hitting bolt of crystals that seem to appear out of thin air and rocket at their target at great speed.

Range: 20 foot (6.1 m) blast +5 feet (1.5 m) per level of experience.

Damage: 1D6 per level of experience. The exact amount of damage can be regulated in increments of 1D6.

Duration: Instant and fades into thin air after 30 minutes.

3. Encase in Crystal: The character can also encase objects and people in crystal. *Small targets* as large as a microwave can be completely encased in 1-2 seconds (counts as one melee attack). Small targets like a gun or isolated body parts on a humanoid such as the hands or feet to bind an opponent also take 1-2 seconds and count as one melee attack/action. The crystalline encasement has an A.R. of 15 and 20 S.D.C. +10 points per level of experience.

Larger targets up to the size of a love seat or 50 gallon drum or half the body (like the feet and legs up to the hips, or hands, arms and upper torso) take 2-3 seconds to encase, but still count as one melee attack. The encasement has an A.R. of 14 and 20 S.D.C. +10 points per level of experience.

Encasing the entire body up to 10 feet (3 m) tall or an object the size of a king-size bed or small car takes 4-6 seconds, counts as three melee attacks/actions and the encasement has an A.R. of 12 and 20 S.D.C. +10 points per level of experience.

The crystal weighs as much as a corresponding amount of glass (about 100 lbs/45 kg for a typical human body) but is many times harder.

Range: Touch or 6 feet (1.8 m) per level of experience.

Damage: None unless the head is encased and no oxygen can get through. Most living creatures and humanoids suffocate and die within 1D6+3 minutes after their air supply is cut off. No damage if the head is left exposed and able to breathe.

Duration: 30 minutes per level of experience, but can be canceled and made to disappear upon the command of the super being who made the crystal or by a different, but higher level being with the same power.

Matter Expulsion: Crystal

By Kevin Siembieda

Similar to *energy* expulsion, only this power allows its user to generate a solid material/substance to various and diverse effects.

1. Crystal Armor: Can cover oneself with a flexible, transparent crystal coating that functions like a suit of armor. Works only on the super being himself.

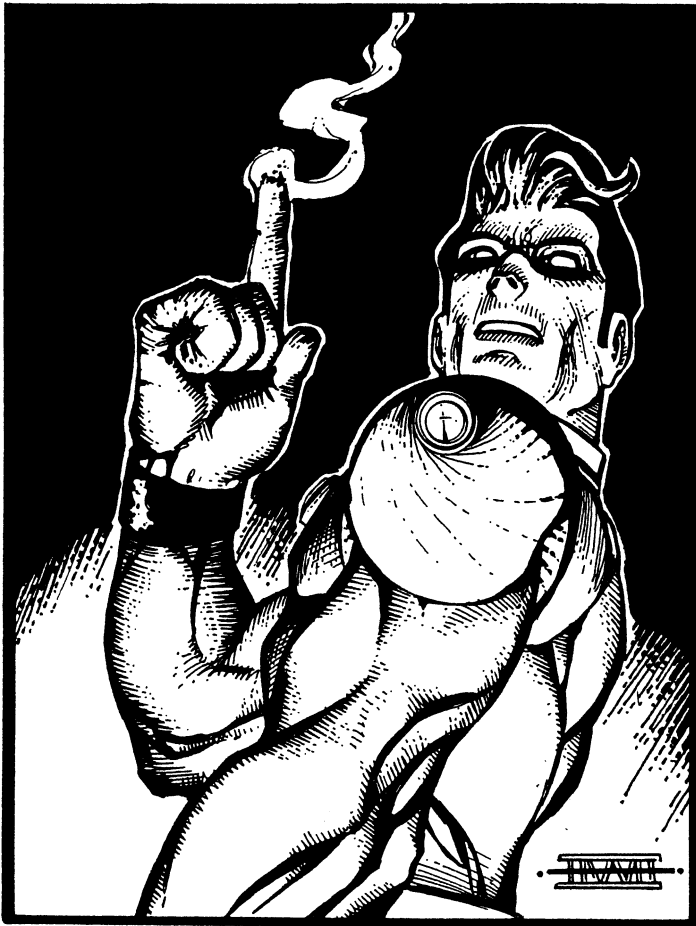
Natural Crystal Armor A.R.: 15; any attack equal to or below 15 does no damage. Plus the crystal diffuses light and laser beams so they inflict only one third their normal damage.

Matter Expulsion: Metal/Steel

By Kevin Siembieda

Similar to *energy* expulsion, only this power allows its user to generate a solid material/substance to various and diverse effects.

1. Metal Armor: Can cover oneself with a flexible, shiny metal coating that functions like a suit of armor. Works only on the super being himself.



Natural Metal Armor A.R.: 17; any attack equal to or below 17 does no damage.

Bonuses & S.D.C.: Provides its creator/wearer with enhanced abilities and bonuses as follows: +10 to P.S., +4 to P.E. attribute, +20 to Hit Points, +240 to S.D.C., +10 to damage and can parry blades and other weapons with one's metal coated hands and arms.

- 2. Shoot Metal Blades:** The character can fire hard hitting metal blades about the size of a dagger that seem to appear out of thin air and rocket at their target like bullets.

Range: 30 feet (9.1 m) +10 feet (3 m) per level of experience.

Damage: 1D6 per level of experience. The exact amount of damage can be regulated in increments of 1D6.

Duration: Instant and fades into thin air after 30 seconds.

- 3. Create Metal Hand-Held Weapon:** The character can create any kind of ancient, hand-held weapon (dagger, sword, mace, iron staff, etc.) out of thin air, appearing right in his hand at will.

Range: Close combat or usual throwing range for that type of weapon.

Damage: 1D6 more than usual for that weapon.

Duration: Remains as long as the character wants it and keeps it on his person (ideally in hand), otherwise it fades into thin air 30 seconds after it is thrown, dropped or put aside.

- 4. Encase in Metal:** The character can also encase objects and people in metal. *Small targets* as large as a microwave can be completely encased in 1-2 seconds (counts as one melee attack). Small targets like a gun or isolated body parts on a humanoid such as the hands or feet to bind an opponent also take 2-5 seconds and count as two melee attacks/actions. The metal encasement has an A.R. of 17 and 40 S.D.C. +10 points per level of experience.

Larger targets up to the size of a love seat or 50 gallon drum or half the body (like the feet and legs up to the hips, or hands, arms and upper torso) take 3-6 seconds to encase, but still counts as two melee attacks. The encasement has an A.R. of 15 and 30 S.D.C. +10 points per level of experience.

Encasing the entire body up to 10 feet (3 m) tall or an object the size of a king-size bed or small car takes 5-10 seconds, counts as four melee attacks/actions and the encasement has an A.R. of 13 and 20 S.D.C. +10 points per level of experience.

The metal weighs as much as a corresponding amount of steel (about 200 lbs/90 kg for a typical human body).

Range: Touch or 4 feet (1.2 m) per level of experience.

Damage: None unless the head is encased and no oxygen can get through. Most living creatures and humanoids suffocate and die within 1D6+3 minutes after their air supply is cut off. No damage if the head is left exposed and able to breathe.

Duration: 20 minutes per level of experience, but can be canceled and made to disappear upon the command of the super being who made the metal or by a different, but higher level being with the same power.

Matter Expulsion: Stone

By Kevin Siembieda

Similar to *energy* expulsion, only this power allows its user to generate a solid material/substance to various and diverse effects.

- 1. Stone Armor:** Can cover oneself with a flexible, opaque stone coating that functions like a suit of armor. Works only on the super being himself.

Natural Stone Armor A.R.: 15; any attack equal to or below 15 does no damage.

Bonuses & S.D.C.: Provides its creator/wearer with enhanced abilities and bonuses as follows: +10 to P.S. and P.E. attributes, +20 to Hit Points, +180 to S.D.C., +8 to damage and can parry blades and other weapons with one's stone coated hands and arms.

- 2. Shoot Stone Balls:** The character can fire a hard hitting stone sphere about the size of a golf ball that seems to appear out of thin air and rockets at its target like a bullet.

Range: 20 feet (6.1 m) +10 feet (3 m) per level of experience.

Damage: 1D6 per level of experience. The exact amount of damage can be regulated in increments of 1D6.

Duration: Instant and fades into thin air after 30 seconds.

- 3. Create Blunt, Stone, Hand-Held Weapons:** The character can create any kind of blunt, hand-held weapon (hammer, mace, club, stone staff, etc.) out of thin air, appearing right in his hand at will.

Range: Close combat or usual throwing range for that type of weapon.

Damage: 1D6 more than usual for that weapon.

Duration: Remains as long as the character wants it and keeps it on his person (ideal in hand), otherwise it fades into thin air 30 seconds after it is thrown, dropped or put aside.

- 4. Encase in Stone:** The character can also encase objects and people in stone. *Small targets* as large as a microwave can be completely encased in 1-2 seconds (counts as one melee attack). Small targets like a gun or isolated body parts on a humanoid such as the hands or feet to bind an opponent also take 2-4 seconds and count as two melee attacks/actions. The stone encasement has an A.R. of 15 and 30 S.D.C. +8 points per level of experience.

Larger targets up to the size of a love seat or 50 gallon drum or half the body (like the feet and legs up to the hips, or hands, arms and upper torso) take 2-3 seconds to encase, but still count as one melee attack. The encasement has an A.R. of 13 and 20 S.D.C. +8 points per level of experience.

Encasing the entire body up to 10 feet (3 m) tall or an object the size of a king-size bed or small car takes 4-6 seconds, counts as three melee attacks/actions and the encasement has an A.R. of 12 and 16 S.D.C. +8 points per level of experience.

The stone weighs as much as a corresponding amount of rock (about 200 lbs/90 kg for a typical human body).

Range: Touch or 4 feet (1.2 m) per level of experience.

Damage: None unless the head is encased and no oxygen can get through. Most living creatures and humanoids suffocate and die within 1D6+3 minutes after their air supply is cut off. No damage if the head is left exposed and able to breathe.

Duration: 20 minutes per level of experience, but can be canceled and made to disappear upon the command of the super being who made the stone or by a different, but higher level being with the same power.



Mega-Wings

By Carmen Bellaire & Kevin Siembieda

This character has physical wings, much like the winged flight power, but these wings appear to be made of metal or semi-transparent glass/crystal that is as tough as steel. The wings are super strong, can take a lot of damage and enable the character to fly higher and faster than normal wings. Mega-Wings are difficult to conceal, with an average wingspan of 16-20 feet (4.9 to 6.1 m). This can make a secret identity a problem, and passage through

narrow spaces difficult, even though the wings can be tucked back to about half that width to glide through small openings and narrow corridors. When not flying, the wings can be carefully folded, tucked and restrained with minimal discomfort. When they are pulled back and strapped in place, it impairs the character's mobility as follows: -1 attack per melee round, -2 on initiative, -2 to strike, parry and dodge, reduce normal running speed by 20% and he can't use any of the Mega-Wing abilities.

Bonuses in Flight: Applicable only if there is room for the Mega-Wings to be unfolded, the character can hover several inches above the ground during combat in order to use his full bonuses.

Flight Speed is 360 mph (576 km) plus 40 mph (64 km) per level of experience. In a falcon-like dive the character can achieve an additional 200 mph (320 km) and may break the sound barrier. Maximum Altitude: 30,000 feet (9,144 m).

+1D4 to P.B. attribute

+1 attack per melee round.

+2 to initiative.

+2 to parry and may use Mega-Wings to parry.

+2 to dodge when he is hovering or flying under 90 mph (144 km), but he is +6 to dodge when flying faster.

+4 to damage for every 20 mph (32 km) of flying speed.

+60 to S.D.C. of the winged character.

Can use the Mega-Wings like a shield to protect others or oneself.

Natural A.R. for the Wings: 16

S.D.C. for Wings: 330 each and the wings (only) regenerate damage at a rate of 1D6x10 per hour.

Unaffected by thin air, high altitudes or G-forces less than 5. Can hold his breath for up to 8 minutes.

Can go from zero to his maximum flight speed in roughly one melee (15 seconds). The acts of taking off and stopping or landing each count as one melee action.

Mega-Wing Special Powers:

- 1. Wing Cocoon:** By folding the wings around himself (or another) the character is able to create an armored cocoon to shield himself (or other) from attacks, the wings taking all the damage leveled at him. Of course, only rolls to strike that are 17 or higher do damage, the rest bounce off harmlessly. Cocoon can only be used when grounded or hovering.
- 2. Wing Parry:** The wings can also be used like a shield to parry an attack.
- 3. Wing Attack:** The character can use the wings both in flight and while on the ground to slash or hit opponents.
Range: The large wings have a greater reach than the character's arms. Typically about 8 feet (2.4 m) per each wing.
Damage: +1D6 to normal punch damage +P.S. damage bonus (if any).
Bonuses: Same hand to hand combat bonuses as usual.
- 4. Special (optional):** If the player sacrifices 100 points of

his S.D.C. and 50 from each wing (and wing regeneration is only 1D4x10 per hour), this hero can have special Mega-Wings that materialize on command and can be summoned at will. This helps preserve one's secret identity, because the wings only appear when the character wants them.

Mirror Mastery

The character has the ability to use and influence mirrors in a variety of ways. Together these abilities represent a formidable power. To use any of these abilities there must be a mirror (or more than one) within range. Any highly reflective surface within range counts as a mirror, including the reflective windows on buildings, polished surfaces or even a clear surface of water, as long as an image can be reflected in the surface, it counts.

1. Mirror Blasts: The character can use any mirror within 20 feet (6 m) to focus and project a coherent beam of white light, which is fired from the mirror itself.

Range: 200 feet (61 m) +20 feet (6.1 m) per level.

Damage: 1D6 damage at levels 1, 3, 5, 7, 9, 11, 13 and 15.

Duration: Instant.

Attacks per Melee: Each blast counts as one melee attack.

Bonuses: P.P. attribute bonuses (if any) only.

2. Mirror Image: The character can generate a single *mirror copy* of himself by staring into a full length mirror for one melee round and using this power. The copy steps out of the mirror and is ready to follow the orders of the character.

Abilities: The "copy" has all the powers and abilities of the original, except no Mirror Master abilities, and all abilities (including physical attributes) all function at half the level of the original.

Duration: Just one minute (4 melee rounds) per level of experience.

Number of Copies: Just one copy, period.

3. Mirror Porting: The character has a limited form of teleportation that allows him to step into any full length mirror to hide from pursuers. He can also hop from one full length mirror to another provided the second mirror is within line of sight. Note that many stores and designs in modern shopping malls, expensive stores and restaurants have mirror coated pillars, walls, and even ceilings, making this ability more useful than it may look at first glance.

Range: Self and line of sight.

Duration: Instant teleportation. Can remain inside a mirror for up to 30 minutes per level of experience, but cannot speak or use other abilities while inside.

Attacks per Melee: Each use of the mirror porting counts as one melee action.

4. Mirror Viewing: The character can look through a mirror of any size and see what's reflected in any other mirrors (though one at a time) within range, even if behind closed doors.

Range: 20 foot (6.1 m) radius per level of experience.)

Power Touch

**Original concept by Leland Smith,
retooled by Kevin Siembieda**

A matter manipulation power that allows the hero/villain to channel incredible power to heal, enhance and cause destruction. The power appears as a glowing aura around the hands and forearms. Power Touch Points (PTP) are determined by multiplying the character's Physical Endurance by 50. For example: A character with a 14 P.E. would have 700 power points.

Range: By Touch.

Limitations: Once a Power Touch Point is spent it is gone until the next day. All PTP are completely restored at the dawn of a new day – literally at dawn. Once the day's allotment is used the character is powerless until dawn of the next day.

The Abilities of Power Touch

1. Destroy by Touch: Inanimate objects can be destroyed by spending an amount of power points equal to the S.D.C. of the object. A heavy door could be demolished with a single touch by spending about 100 Power Touch Points.

Range: Touch.

Duration: Instant, one attack.

2. Restore by Touch: Conversely, the character can restore the S.D.C. of an inanimate object lost by damage or decay for the cost of three Power Touch Points per one S.D.C. restored. Cannot restore more S.D.C. than the item originally had. This power can restore body armor, make body repairs to damage vehicles, repair Mom's broken vase, and similar. Cannot restore a shattered item unless all the pieces are within a five foot (1.5 m) radius.

Range: Touch.

Duration: Permanent.

3. Combat Touch: By spending 20 PTP the character's punches or kicks inflict an extra 10 points of damage. By spending 40 PTP they do 20 points of damage, but that's the maximum possible. Must energize hand or foot for every attack (counts as part of the punch/kick attack). Players should announce this to the G.M. before they attack. A missed or parried strike does no damage as usual, but the PTP are used up nonetheless.

4. Healing: For every three PTP spent, the character can restore one Hit Point or two S.D.C. Restored H.P. and S.D.C. points cannot exceed those the injured character usually has. Costs double to heal self.

5. Power Touch: By imbuing another character with 100 Power Touch Points, the super being can do any one, per touch, of the following.

Increase a character's Hit Points by 20 points or S.D.C. by 40.

Increase or instill three A.R. per 100 PTP (up to a maximum A.R. of 17).

Increase running Spd by 20 points (100 point increase is the max from several Power Touches).

Increase leaping distance and height by 10 feet (3 m); 50 feet (15.2 m) max from several Power Touches.

Duration of the Effect: Five minutes per level of the super being with Power Touch or until lost/used up (as is the case with Hit Points and S.D.C.).

Re-Channel and Expel Energy

Original Concept by Richard Winters

A character who possesses this power has the ability to absorb any energy-based attack (not kinetic) that hits him, and expel it at his attacker or another target at *double* its original power. The expelled energy is always a pure energy attack, regardless of the nature of energy originally absorbed by the character. For example, a character with this power is struck with a third level Energy Expulsion blast doing 16 points of damage. The character takes no damage and can re-channel it back at his attacker or another line of sight target, doing 32 S.D.C. damage as his very next melee attack.

Range: Line of sight up to 100 feet (30.5 m) per level of the super being (not the level of his attacker).

Duration: Must be used as his next attack or the energy is lost. Of course, the re-channeler does not have to return the energy and can ignore it, letting it harmlessly disperse in a few seconds.

Attacks per Melee: Each blast counts as one melee attack/action.

Bonuses: Impervious to pure energy attacks like lasers, Energy Expulsion, particle beams, ion weapons, plasma, fire and electricity.

Takes half damage from energy based *magic* and energy based *psionic* attacks. He can re-channel this energy too, but only expel it at the same level of power as he received.

Non-energy based magic and psionics inflict full, normal damage.

Punches, kicks, bullets, explosions, falls, and other kinetic attacks all do full damage. So do cold-based attacks and most others.

Note: The character cannot shoot himself to double and then discharge the energy. The power just doesn't work like that and the hero takes full damage from the self-inflicted wound.

Reconstruction

Original concept by Aaron Oliver

This power enables the character to build and repair any kind of machine or device without needing any knowledge of how it might work or any of the proper tools to perform repairs, provided all the necessary parts and pieces are there.

The only problem is the construction or repair only lasts/works while the character remains within range of it or is personally using it. Incidentally, these characters tend to think they are some kind of mechanical whiz kids and are surprised and puzzled when their devices do fall apart

after they leave, blaming others for mistreating the machine while they were gone. Even though the character knows he has a special talent, he finds it hard to believe that it only works while he is present.

Range: Touch to build or repair. Must remain within a 200 foot (61 m) radius +15 feet (4.6 m) per level of experience for the item to keep working. If he leaves that range the machine falls apart or stops working (the repair breaks) in 2D6 hours.

Damage: Not applicable.

Duration: Repairs and construction work fine as long as the character remains within range.

Attacks per Melee: Uses up all the attacks/actions of a melee round while building or making a repair.

Time Requirements: Takes one melee round to build or repair simple items like a gun, four melee rounds (one minute) for moderately complicated items like a bicycle, 1D6+6 melee rounds for complicated items like a computer or car engine, and possibly 2-4 times longer for more complex things than that. Cannot build or repair *alien* machines.

Regeneration Ultima

Original Concept by Leland Smith

A power that enables the super being to heal incredible amounts of damage in a short amount of time and regenerate lost limbs and internal organs. Damage is healed at the rate of 1D6 points per melee round (or 4D6 points per minute). The healing rate doubles when the character is sleeping or meditating (complete rest). No scarring.

Lost appendages are regenerated: Fingers or toes can be regenerated in 24 hours. Hands and feet, or ear or nose and internal organs, in 48 hours, entire limbs (arm or leg) in 96 hours (4 days). Even if brain dead or the brain, heart or lungs are damaged and pieces are missing and the character's body can only be kept alive by the use of artificial machines, he will regenerate and recover within 72 hours.

Total Regeneration: Twice in his life, the character can completely regenerate even if blown to pieces or vaporized, but it takes one month to reform.

Penalty for Total Regeneration: Returns at one level of experience lower than when he died the first time and two levels lower the second time. The third time is the character's final demise.

Bonuses: Impervious to disease, +4 to save vs poison, +2 to save vs other drugs, and when he fails to save, in all cases, the symptoms and penalties are only 25% normal and last only 25% their normal duration.

Rocket Fists

By Kevin Siembieda

By making two fists and pointing them both to the ground, the super being can rocket himself into the sky at great speed. Direction is adjusted by moving the arms.

1. Flight Speed: 1500 mph (2400 km)/Mach 2 +500 mph (800 km) per level of experience. Speed can be re-

duced by half if only one Rocket Fist is used and the additional speed per level of experience can be controlled completely.

Can go from zero to his maximum flight speed in roughly half a melee (7 seconds).

Note: Cannot fly any slower than 700 mph (1120 km), roughly Mach One. To land, the character must turn off his "rockets" when within 500 feet (152 m) of his landing or target and glide to a soft landing. Otherwise he will crash into the ground or nearest obstacle (wall, car, etc.). See Rocket Body Strike for damage.

Maximum Altitude: Can actually blast into space if he can reach Mach 3 (the effects of gravity are half when he is in flight).

Can judge distance accurately within 1D4 feet (0.3 to 1.2 m).

Can judge his own speed exactly, and the speed of others via observation within 1D6 mph (1.6 to 9.6 km).

+1 attack per melee round.

+1 to initiative.

+4 to dodge when he is flying.

+4 to damage for every 20 mph (32 km) of flying speed.

+2 to roll with punch, fall or impact.

+100 to S.D.C.

Can see like a hawk.

2. Protective Body Field. The instant the characters blasts off, he is surrounded by a protective energy field that turns him into a human cannon ball that is impervi-



ous to impact and crashes himself but inflicts damage to that which he strikes (see Rocket Body Strike).

Related Protection: Impervious to the rigors of outer space (cold, airless vacuum, radiation, etc.) and can breathe without air for 15 minutes per level of experience. Cold attacks do no damage when he's rocketing along, half damage when landed. Unaffected by thin air, cool temperatures, high altitudes or G-forces when flying in an atmosphere (can fly indefinitely under these conditions).

- 3. Rocket Body Strike:** The rocketing character can turn himself into a human missile.

Range: Limited only by line of sight.

Damage: 1D4x10 for a short-range strike under 200 feet (61 m), 1D6x10 for every 700 mph (1120 km) of speed in a long-range attack (more than 200 feet/61 m) in which he can reach faster speeds.

Attacks per Melee: Counts as two melee attacks if target is within 200 feet (61 m), three attacks if farther. If a mile or more, the attack uses all his attacks for that round.

Bonus to Strike: +1 at levels 2, 4, 6, 8, 10, 12, and 14, plus any from his P.P. attribute only.

Note: Activation of the Rocket power always *launches* the character, it cannot be used as a weapon in and of itself.

Spiral/Vortex

Inspired by Aaron Oliver

This odd power gives the super being the ability to spin air and water molecules at great speeds, providing a variety of effects and methods of attack that are based on the spinning of the air and water mediums.

- 1. Spiral/Vortex Blast:** This fires a blast of rapidly spinning air/water molecules that hits the target like a ton of bricks. For a water vortex blast one must be in water or have a large source of water at hand.

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience, half the range underwater.

Damage: 1D6, 3D6, or 6D6 damage. +12 points when using a *water vortex* blast.

Duration: Instant.

Attacks per Melee: Each blast counts as one of the character's own melee attacks.

Bonuses: +2 to strike, no other bonuses but P.P. attribute (if any) apply.

- 2. Create Tornado:** The character can create a small tornado by concentrating and focusing his power into the air around him. The direction and movement of the tornado can be controlled while the creator concentrates on it, but he cannot perform any other melee actions/attacks while directing it. However, he can still parry and dodge attacks directed at him without losing control of the tornado. Only one can be made and maintained at a time.

Range: 100 feet (30.5 m) plus 20 feet (6.1 m) per level of experience.

Duration: Two full minutes (8 melees) per level of experience. Its creator can stop/end it at any time before that, should he desire to do so.

Attacks per Melee: The creation of a tornado uses up all of the available attacks for the entire first melee round that the twister is created. Each of the tornado's attacks counts as one of the character's own melee actions/attacks.

Tornado Damage: Affects a 30 foot (9 m) radius and does 3D6 points of damage on the outer edge of its radius and 1D6x10 damage to everything within its 10 foot (3 m) diameter center every melee round. If the tornado is used to directly strike a target it suffers the full 1D6x10 damage. +1D6 damage at levels 5, 10 and 15.

An Alternative to Outright Damage: Its creator can make it so the twister pulls people in and keeps them there, swirling around. Victims of this attack are completely helpless while in the tornado (no attacks, not even mental or magic ones). When the tornado stops/disappears the individual is dropped to the ground and is dizzy and disoriented for 2D4 melee rounds: -2 on initiative, -2 to strike and all other combat maneuvers, and Spd and balance are half, poor balance, wobbly legs.

A character gets "caught by the twister" if he is touched by it or comes within the radius of it. In this capacity, the tornado is an area effect attack that snatches up and incapacitates everybody around it.

- 3. Create Whirlpool:** This ability creates a huge, spinning whirlpool in any large body of water (lake, river, sea, ocean, etc.). This watery funnel pulls and sucks all objects in or on the water into its whirling vortex, dragging them down into the depths. Objects caught in the outer edge are snagged and will be drawn toward its center in a spiraling circle at a rate of 20 feet (6.1 m) per every minute (four melee rounds). Only one whirlpool can be maintained at a time.

Range: Can be created up to 300 feet (91.5 m) away.

Duration: Two full minutes (8 melees) per level.

Attacks per Melee: The creation of a whirlpool uses up all of the available attacks for the entire melee round when the whirlpool is first created. It then exists for the full duration of the power after the initial melee of creation or until ceased by the creating character.

Damage: The whirlpool affects a 40 foot (12 m) radius and does 5D6 points of damage to everything in its grip every melee round. Victims in the water will become dizzy and disoriented, have no initiative, are -4 to strike, parry and dodge, and lose half their melee actions (spend them trying to keep their heads above water). Plus there is a 01-33% chance of drowning. Victims can be pulled, towed or levitated to safety. Large boats/ships may be able to pull themselves away, 01-66% chance of boats pulling free, roll once each melee round.

- 4. Nausea:** By spinning the contents of a victim's stomach, one can make him feel sick enough to severely limit his combat abilities, losing one attack per melee, -4 to strike, parry, and dodge, and every melee he must

save vs poison (16 or higher) or use two attacks/actions due to the victim vomiting.

Range: Touch or 20 feet (6.1 m) +5 feet (1.5 m) per level of experience; line of sight.

Damage: None, except penalties.

Duration: 1D4 melee rounds.

Attacks per Melee: Counts as two melee attacks.

- 5. Air Shield & Parry Projectiles:** By spinning air and dust molecules fast enough, the hero can create a shield of air. This will block bullets, arrows and projectiles directed at the super being, as well as physical punches. Humans touching the Air Shield with a weapon (sword, club, etc.) will have the weapon torn from their hand and hurled 1D6x10 yards/meters. A P.S. of 30 or higher can hold on to it, but then the character is picked up and thrown 2D6 yards/meters away, and takes 2D6 damage. The same is true of those who strike the Air Shield with their fist, foot or body.

To parry with the Air Shield the character must roll as usual and may apply his P.P. attribute bonus only (no bonuses from skills or other powers). High roll wins, and a successful Air Shield parry means no damage. **Note:** Energy blasts punch right through the Air Shield, and magic and psionics have full effect.

- 6. Flight:** By spinning the air molecules upward around him, the character can raise himself and/or one other into the air and fly.

Flying Speed: 10 mph (16 km) per level of experience.

Duration: 10 minutes per level of experience.

Attacks per Melee: None as long at the propulsion is being used. Must stop to use other powers.

Bonuses: None.

- 7. High Speed Swimming:** By spinning molecules of water behind the hero, the character can move himself through the water like a torpedo.

Water Speed: 10 mph (16 km) on the water's surface, half that underwater.

Duration: 10 minutes per level of experience.

Attacks per Melee: None as long at the propulsion is being used. Must stop to use other powers.

Bonuses: None.

- 8. Other Abilities and Bonuses:** Sense of balance: 90% and the character cannot be made to feel dizzy by any means.

Super-Consumption

Original concept by Aaron Oliver,
retooled by Kevin Siembieda

This strange power turns the character's stomach into a bottomless pit, capable of eating nearly anything and his teeth and jaws are capable of chewing steel bars. The stomach of this person transforms 95% of everything eaten into pure energy, meaning that no matter how much he eats, it is digested or harmlessly dispersed without him getting fat or too full. The character can eat even inorganic, non-foods, like stone, metal, glass, rubber or plastic.

- 1. Supernatural Biting Power:** The character automatically gets the Supernatural Bite ability and can bite and chew through anything with an A.R. of 17 or less against inorganic materials only.

Inorganic Bite Damage: See Supernatural Bite ability. This is an attack designed just to cause damage not eat. Also see #2 Eating.

Organic Bite Attack: 2D6 damage when used as an attack on living beings.

- 2. Eating and Alter Mouth and Jaw:** The jaw can unhinge and the mouth can open to be inhumanly large and hold a large amount of material.

Bite Size: Can bite off or shove into his mouth more than 10 times the size/amount a normal human could put in his mouth.

Eating: Can chew and swallow two pounds (0.9 kg) of material per level of experience per melee round. Remember, can bite and chew anything with an A.R. up to 17, that's most anything short of super-metal alloys, diamonds, and magic items.

- 3. Hyperactive Metabolism:** Nearly 95% of everything the character eats is converted directly into energy. All this excessive energy makes the character energetic and strong; provides the following bonuses: +1 on initiative, automatic dodge at +2, +1 to strike and parry, +6 to damage, can leap 6 feet (1.8 m) higher or farther than normal and can run at triple his normal Spd in short bursts lasting up to five minutes long. +30 S.D.C. for every 100 lbs (45 kg) eaten in the last hour.

The high metabolism also means extra appetite. The hero must eat at least twice his own weight every day, but of course he can eat anything. Without food, the character starves to death in 2D6+36 hours.

- Other Bonuses:** Impervious to poison and stomach ailments, never gets sick from anything ingested, +2 to save vs drugs, and can swallow explosives, chewing them up and knocking them out without exploding.



Supernatural Bite/Jaws

The character may be as weak as a kitten when it come to physical punches, but his bites are incredible. Has the ability to deliver Supernatural Strength biting attacks that can tear through steel and armor up to an A.R. of 17. He can also easily support his own weight (plus his full P.S. carrying capacity) above the ground, hanging only by his teeth.

Bite Damage: Use the character's P.S. attribute number to determine the Supernatural Biting power. P.S. for fighting, lifting and carrying remain unchanged and not Supernatural (unless that power is taken for Physical P.S.).

P.S. of 15 or less: 2D6 damage.

P.S. 16 to 20: 3D6 damage.

P.S. 21 to 25: 4D6 damage.

P.S. 26 to 30: 5D6 damage.

P.S. 31 to 35: 6D6 damage.

P.S. 36 to 40: 6D6+6 damage.

P.S. 41 to 50: 1D6x10 damage.

P.S. 51 to 70: 2D4x10+10 damage.

P.S. of 71 or more: 3D4x10 +12 damage.

Range: Close combat – touch/bite.

Attacks per Melee: Each Supernatural Bite counts as one melee attack/action.

Totem Energy Aura

The super being is able to generate an aura around himself in the form of a giant animal made purely out of energy. This aura represents the character's inner spirit, as such a lone warrior may produce a totem energy aura of a bear or an eagle. A leader and group member may create the form of a wolf or a horse. A sneaky person may create the image of a raven, a rat or a snake, and so on. Or the animal may represent a quality such as strength, speed, courage, nobility, etc.

Regardless of the totem form, a few things remain the same.

1. The aura always surrounds the character when the power is activated and functions rather like a suit of power armor. It lifts him up off the ground and it is the feet of the totem that the character uses to run on, not his own, for he is inside this totem.

2. The totem is an energy force.

3. The aura can be created or canceled at will, but it does require one melee action.

Bonuses when Totem Energy Aura is in place:

Animal Super Powers: Same as those listed under *Copy Animal Attributes* plus all the animal's usual abilities. (See the Palladium Book of **Monsters & Animals** for scores of animal descriptions, and **After the Bomb®** may also be of help, not to mention the descriptions listed under the Major ability of *Animal Abilities* on page 251 of **HU2**, animal damage can be found on page 253 under *Animal Metamorphosis*.)

Attack per Melee Bonus: +1 attack to the character's usual number.

Damage: The energy of the aura of the Totem inflicts an extra 2D6 points of damage in addition to the usual damage by the character.

S.D.C.: The Totem Energy Aura has 50 S.D.C. per level of experience of its maker. All damage comes off the Aura and when that's gone, the Aura and all its powers vanish.

Speed Bonus: That of the real life animal x2.

Horror/Awe Factor: 9 +1 at levels 2, 4, 6, 8, 12, and 15.

Duration: 10 minutes (40 melees) +2 additional minutes per level of experience.

Limitations: While the Totem Energy Aura is active, the character cannot physically touch anyone with his bare hands/skin; the totem aura serves as a barrier or sort of energy or force field power armor that he is riding in. Nor can he use any weapons while inside the Totem Aura even if held in his hand prior to activating the Totem Energy Aura. The character cannot safely touch anything without it receiving some damage.

Vertigo Field

A surprisingly debilitating power that attacks the balance and motor mechanism of both the organic brain and the gyros/righting/balance mechanisms of machines. Living beings feel light-headed and dizzy as if they are about to fall, while machines are wobbly and can't remain standing; pilots of aircraft and flying robots/artificial intelligences will begin to descend in a spiral motion and find it difficult to remain aloft or to fly in a straight line. Sense of time and direction are also lost.

Range: Everyone within a 100 feet (30.5 m) radius of the character, +20 feet (6.1 m) per level of experience is affected, be it friend or foe, or an entire crowd.

Saving Throw: Only those who save against the attack by rolling a 15 or higher (M.E. bonuses applicable) remain completely unaffected.

Damage & Penalties: Victims feel as if they are spinning and dizzy. Reduce Speed by 70% and when they do move (walk, run or fly) they stagger or weave and cannot go in a straight line, but zigzag wildly. Victims lose two attacks per melee round, have no initiative and are -4 to strike, parry, dodge, pull punch and all other combat moves. Characters that go airborne or who are high up and look down suffer *double the penalties* (except Speed stays at -70%) and are likely to crash (01-70%) into the nearest object or the ground; roll for each melee round. The crash does only 4D6 damage but also knocks the air out of them and their senses reel, making the character suffering Vertigo lose all attacks for one full melee round. **Note:** Effectively the same for vehicles and robots.

Duration: Until the character can stagger out of the Vertigo Field or the super being creating it is knocked unconscious or stops using his power.

Limitations using the power: It uses up *three melee actions/attacks* to generate the vertigo effect, any remain-

ing actions can be performed as normal within the area of the Vertigo. The character is not affected by his own disorienting Vertigo Field. M.E. attribute bonuses of potential victims apply to the save, making psychics much less likely to succumb to its effects.



Weapon Energy Extensions

By Kevin Siembieda

The ability to form deadly energy from one's hands in the form/shape of a simple weapon (sword, sickle, axe, trident, etc.). Though similar to the psychic power of Psi-Sword, it is a different manifestation of energy and very powerful. Each creation of the Energy Weapon Extension counts as one melee action. As many as one per hand, plus prehensile tail (or tentacle) in the case of a mutant, can be created, but each creation uses up one melee attack/action to create it. At a first glance, this ability might be considered Minor, but the size of the weapon, the fact that numerous ones can be created (and used by the same individual) and the amount of damage inflicted, makes it a formidable Major power.

Range: Self.

Damage: 6D6, +2 points per level of experience.

Duration: 5 minutes per level, but can then appear and disappear at will.

Size/Length: Six inches (0.15 m) per level experience.

Bonuses: +1 on initiative, +1 to strike and parry, +1 to disarm, and +2 to pull punch.

Weapon Melding

Inspired by Kevin Siembieda

The character has complete control and expertise over all weapons. This is made possible by the character's use of the Weapon Melding power, in which the weapon effectively becomes a living part of him. This power is far more insidious than it may even sound. A huge range of weapons can be used: ball and chain, blunt, swords, bow and arrows, revolvers, automatic weapons, energy weapons, rail guns, missile launchers and so on.

Weapon Melding cannot meld with, energize, control, or affect any machine that is NOT specifically a weapon. This means he cannot meld with a computer, television, car, telephone, pencil sharpener, and so on. This gives the hero two abilities with the melded weapons, expertise in their use and the ability to reload them.

Duration: The hero can keep a weapon meld with two weapons and body armor for 10 minutes per experience level, but twice that long if only one weapon is used.

Recharging/Reloading: The ability to meld with a weapon also enables the character to energize/power/reload it with his own natural bio-energy. The character only has to make the weapon part of his body through physical melding. The hand or arm holding the weapon will become an oozing mass of tendrils connected right to the weapon. Thus, ion blasters, lasers, particle beam rifles, plasma cannons and all other types of energy weapons, large and small, have an unlimited payload when used by the character. Even weapons that fire small projectiles or shards, including pistols, rifles, sub-machine-guns, machine-guns and rail guns, can be given an endless supply of ammunition, only in this case, the solid projectiles are generated from the bio-energy of the character. The only weapons the character cannot replicate are explosives and missiles. However, he can arm, fuel, aim and launch an existing missile even if it had been previously disabled or otherwise damaged.

Each short energy clip requires 1D4 Hit Points to charge, a long energy clip requires 1D6 Hit Points to charge and 2D6 Hit Points to charge energy canisters or larger type energy clips. Directly powering an energy weapon without an energy clip requires one (two for heavy shots) Hit Point per shot fired from the weapon.

Projectile weapons are harder to reload, using one Hit Point to reload two bullets/rounds/shells, regardless of caliber or type of round. Grenade/rocket type rounds can also be reloaded but at a cost of ten Hit Points per shell/rocket/grenade. Missiles cannot be reloaded.

Expertise with Melded Weapons: Can meld with and use any type of melee weapon (sword, spear, club, ax, shuriken, bow and arrow, etc.), as well as firearms and energy weapons (even if not normally hand held), and instinctively knows how to use them (how to shoot, reload, clean, etc.!) All such weapons are used as if the hero had the weapon proficiency for that weapon at six levels higher than he actually is. For example: A third level hero with this power could use a rifle at ninth level

proficiency. Rate of fire, when applicable, like bow and arrow, is equal to the character's number of attacks per melee round, plus two. **Note:** A character with this power cannot learn any form of weapon related skills or any Weapon Proficiencies (W.P.s). She doesn't feel the need to do so, and is correct in that she doesn't need it.

Melding with Body Armor: Armor can also be linked to the hero. In this case, the armor must be worn to use the power. The power of the link reshapes the armor to conform to the contour's of the hero's body. So tight is the fit, that the armor becomes like a second skin. Any movement or prowl penalties the armor usually has are

reduced to zero. Body armor can also be strengthened, this costs 10 Hit Points per minute and charges the armor with an energy field that effectively doubles its normal S.D.C. (maximum additional S.D.C. is only 100 points).

Other Abilities and Bonuses: The character has a natural understanding of how to care for and maintain all hand-held weapons, equal to a skill of 80% +4% per level of experience.

+2 to strike and parry, even without melding.

Add 1D6 to P.E. and add 6D6 to Hit Points.

Psionics

A Few Notes on Psionics

1. Mind Control powers are abilities to control another character's *mind* and force or induce that individual to do something against his will and to the specifications of the psychic controlling him. Psionic mind control powers include *Hypnotic Suggestion*, *Mentally Possess Others*, *Psionic Invisibility*, *Mind Wipe*, and *Psychosomatic Disease*.

Telepathy, Empathy and other types of scans and probes are NOT mind control. They do not make the victim do anything. The psychic only sees or feels the thoughts and emotions of the character being scanned or probed. The psychic may gather information he can use on or against his opponents, but the psychic scans do not control or make the victim do anything he or she doesn't want to do. Unwanted telepathic communication may play inside a character's head like a radio in the background, and while it may be annoying, and the voice inside one's head may make suggestions, egg on or cajole, it does NOT *control* or force the victim into taking any action against his will. **Note:** Unless a character is already seriously considering suicide, Mind Control can NOT be used to force a character to kill himself. Nor can Mind Control be used to make the character do anything that he or she normally finds abhorrent (i.e. rape, torture, murder, self-mutilation, etc.) or self-destructive. On the other hand, the mind controlled character will obey simple innocuous commands like open the safe, call Tina and tell her to come over, give me your wallet or car keys, tell me where so and so is at, and so on, without hesitation. Likewise, the character will follow, help and protect the psychic who has control of him if told to do so (unless that act is truly abhorrent).

Possession is a different story entirely, because the character being victimized is no longer in control of his or her own body. The possessing psychic, monster or sorcerer is in control now, and uses the other person's body as he would a suit of power armor.

Empathic Transmission, *Horror Factor* and similar psionic powers are NOT mind "control." They do not di-

rectly affect the logical thinking, control part of the brain. Rather they influence *emotions* such as hate, fear, despair, etc. While these emotions will trigger a response from the victim (run away, attack, curl up and cry, etc.), it is a knee-jerk, emotional reaction. The victim is not actually controlled by the psychic, rather he is *affected* by his own emotions brought out by the psychic.

2. Can psionics affect people in body armor? In most cases, yes. Opponents in ordinary S.D.C. armor, environmental body armor and power armor are ALL vulnerable to psionic attack, influence and mind control. This means Telepathy, Empathy, probes and sensing (See *Aura*, *Sense Evil*, *Clairvoyance*, etc.), are all viable against characters clad in armor. Moreover, *Bio-Manipulation* will affect the body inside the armor.

Physical psionic manifestations like all types of *Telekinesis*, *Hydrokinesis*, *Electrokinesis*, *Pyrokinesis*, *Mind Bolt*, *Psi-Sword*, *Force Field*, *Ectoplasm*, *energy blasts* and any physical attack created by a psionic power are stopped by the armor, but the armor takes the damage.

3. What about those inside vehicles and giant robots? Physical psionic manifestations will strike the machine itself.

The use of Telepathy, Empathy and other psychic powers on those "inside" are generally *blocked* by the nature of the vehicle and the fact that a *barrier* and space exists between the psionic and the individuals riding inside. (The same is true of characters locked behind a closed door.) Although the psychic can use some "sense" powers like *Presence Sense*, *Empathy*, *Sense Evil*, *Sense Magic*, and others, their effectiveness may be limited. Powers like *Sense Aura*, *Psychic Diagnosis*, *Hypnotic Suggestion*, *Bio-Manipulation*, *Empathic Transmission*, *Telekinesis*, and *most others* can NOT be directed at those *INSIDE* a vehicle or giant robot. Why?

Mainly because the psychic usually needs to see his potential victim for more than a split second as the vehicle speeds past him or engages the psychic in active combat.

Also because most vehicles are moving fast and psionic powers have a short range; some even require touch or eye contact and/or verbal commands or cues.

Telepathy and Empathy can be used on a specific individual inside the vehicle IF the psychic knows him even in passing (does not need to know the character's name), and if the vehicle remains within range long enough.

Empathy can be used to sense the general emotions emanating from inside, but only the most powerful one or two emotions or most numerous emotions will be picked up. For example, if six people inside a vehicle are filled with hate and revenge.

Presence Sense can be used to tell if anybody (alive) is inside a sealed or wrecked vehicle.

And, of course, *psionically manifested physical attacks* (energy attacks, Psi-Sword, Telekinesis, etc.) can be directed against the *vehicle* itself.

HOWEVER, those inside can be affected under certain conditions. All of the following must be in place to use a psionic attack like Empathic Transmission on a character inside a vehicle.

a) The psychic must be able to see his intended victim through a window.

b) Can only target one specific victim inside (i.e. the pilot, the gunner, somebody he knows by name, etc.).

c) Those inside must see and hear the psychic if the power requires it. **Note:** In most cases the psychic must be able to see his target and the potential victim must see and hear the psychic or be within close proximity and not "sealed" away inside a moving vehicle and its occupants preoccupied with other things.

d) The target must be in range for more than four seconds.

Note: Psi-Powers requiring *physical contact/touch* can not be used on any character sealed inside a vehicle, nor environmental armor for that matter, unless it is the mechanical armor that is being attacked or targeted.

Psionic powers requiring sound (i.e. the victim must hear the psychic's words, like Hypnotic Suggestion) do not work unless the psychic can be heard and is within range. Many giant robots and other vehicles can "turn off" their external audio system and/or radio. If the psychic can not be heard, he can not use that power against anybody. Of course, there are only a few psionic abilities that require verbal suggestions and cues.

Radiate Horror Factor affects anybody who sees and comes within 90 feet (27.4 m) of the psychic.

4. Psionic Attacks per Melee: Unlike magic which requires time to cast a spoken incantation and involves hand gestures, most psionic abilities are activated or done at the speed of thought. Thus, each use of a psionic power or attack counts as one melee action/attack. Some psionic abilities require time and concentration, using up several melee actions to perform. This will be indicated in the description of the power, such as Bio-Regeneration.

5. Can not syphon I.S.P. from other sources: Psychics can NOT draw I.S.P. from ley lines, magic items or other people (except in a Group Trance). However, they can regenerate *six I.S.P. points* every hour through medi-

tation. All psychics should automatically get *Meditation* as one of their learned or intuitive skills.

New Psionic Abilities

Some of the abilities found in this section are brand new, while many others have been taken from the pages of other Palladium role-playing games (especially *Rifts®*) and presented in the S.D.C. format for use by **HU2** psychic characters. **Note:** Players can now customize a Master psychic who specializes in the control and manipulation of machines by selecting psi-abilities that do just that (i.e., Machine Ghost and all Telemechanics powers).

Healing Psionics

Calm Rage (10 I.S.P.)

Wound Transfer (12 I.S.P.)

Sensitive Psionics

Intuitive Combat (10 I.S.P.)

Machine Ghost (12 I.S.P.)

Mask I.S.P. & Psionics (7 I.S.P.)

Mimic Skills (12 I.S.P.)

Precognition (8 I.S.P.)

Read Dimensional Portal (6 I.S.P.)

Sensory Link (10 I.S.P.)

Super Psionics

Bio-Alteration (10 I.S.P.)

Group Trance (15 I.S.P.)

Mimic Skills (12 I.S.P.)

Psionic Invisibility (10 I.S.P.)

Psychic Body Field (30 I.S.P.)

Psychic Omni-Sight (15 I.S.P.)

Psychosomatic Disease (30 I.S.P.)

Remote Viewing (10 I.S.P.)

Steal Memory (6 I.S.P.)

Steal Skills (15 I.S.P.)

Telemechanic Mental Operation (12 I.S.P.)

Telemechanic Paralysis (20 I.S.P.)

Telemechanic Possession (50 I.S.P.)

Bio-Alteration (Super Psionics)

Range: 160 feet (48.8 m); line of sight

Duration: 4-16 minutes (roll 4D4)

I.S.P.: 10

Savings Throw: Standard.

This is a similar ability to Bio-Manipulation, but with different effects and results. The psychic is able to induce a physical influence on his victim's nervous system. Each can be used against only one person per psychic attack and can be used in any combination. Intended victims

must be within line of vision or their exact location known to the psychic. Each attack costs 10 I.S.P. to inflict.

This psychic power enables the psychic to temporarily alter specific biological functions or conditions in humans, biological aliens and animal life forms. The duration can be extended 4-16 (4D4) minutes per additional 6 I.S.P. spent on the attack.

Bodily Fluids: All of a sudden, the character is overcome with the sensation that he has to relieve himself – that's right, he has to go to the bathroom something fierce and feels like he's going to explode if he can't. Until he can do so, the character is -20% on Spd, -1 on all combat bonuses and -15% on skill performance. Furthermore, a failure to save vs Horror Factor will, um, cause him to wet himself (very embarrassing). So might any punch to the kidneys (01-33% chance).

Chemical Alteration: By creating the proper chemicals in the brain of the victim, the psychic is able to make him more susceptible to other types of psionic attack as follows: The victim is -4 to save vs possession, mind control, illusion, Horror Factor and Charm-type attacks.

Crossed Wires: This attack alters the victim's sensory perception of smell and taste so the psychic can make sweet, good tasting food or drink taste terrible, or a nice aroma smell like something different or bad (a slice of bread and jam might taste or smell like rotten eggs, etc.). Thus, sweet can be made to smell or taste sour, sour = sweet, spices = mild, mild or bland = hot and spicy, yummy = yucky. Likewise, the psychic can make burnt food seem to taste good, and the smell of smoke, sulfur, or body odor smell like roses or fresh baked bread, and so on.

Headache: The victim's head suddenly begins to throb, he can hear his heart beating in his ears and the sound of blood rushing through blood vessels in the head. The overall sensation is that his head is going to explode with a massive headache. This causes great distraction and concern. All skills are performed at -20%, all combat bonuses are reduced by half, -2 to save vs Horror Factor, psionics, mind control and illusions.

Synaptic Misfire: The use of this power causes the victim to make a mental slip up, due to the neurons of the brain misfiring. For example, if reading numbers, calculating numbers or figuring the price of things, it will cause the victim to make a mistake (off by 1D4x10%) or the victim might misread or misquote a line of text, get tongue tied, say the wrong word or mispronounce a word or name, make typographical or keyboard errors, or forget a password or security code, etc. The result is to fumble any skill, so a -10% penalty applies to all skill rolls for the duration of the power.

Tremors: Disrupts the nervous system signals to the muscles, making gross and fine motor movements difficult as the victim continually shakes. This causes the victim to lose one melee attack, reduce speed by 10% and skills that require a steady hand or great manual dexterity (like Art, Forgery, Pick Locks, Demolitions, any kind of surgery or repairs, etc.) are -30% to perform correctly. Plus the victim loses all bonuses for shooting firearms and is -1 to strike.

Vertigo/Dizziness: The victim's inner ear is scrambled, robbing the character of his balance. The victim can roll to maintain balance for an individual melee round (needs a 15 or higher) but if that fails he cannot walk or shoot a straight line without staggering. Reduce all combat bonuses and attacks per melee by half, and speed is also half.

Calm Rage (Healing Power)

Range: Touch.

Duration: Instant effects.

I.S.P.: 10

Saving Throw: Subject is -3 to save.

The psychic can instantly calm a character lost to *berserker rage* or *battle rage*, calming the individual down to see and think clearly in a heartbeat. However, since this power only works by touch, the psychic is likely to be clobbered once, really badly, before calm is restored. To avoid getting clobbered, the psychic can touch the subject, unleash the calming energies and try to dodge. The dodging action will cost the psychic one melee action/attack and is done without benefit of bonuses except for P.P. attribute (if any). If the dodge fails, roll for berserker rage damage. A roll with impact might help the psychic survive.

This ability can also be used to calm down the mentally deranged and anyone who is overcome with anger or rage.

Group Trance (Super Psionics)

Range: All willing subjects within 20 feet (6 m) of the psychic, +10 feet (3 m) per level of experience.

Duration: Two minutes per level of experience or until the trance is broken, whichever comes first.

I.S.P.: 15

Saving Throw: None for willing participants. Those unwilling to participate cannot be entranced.

There are a couple of different applications for this power. The non-combat use is a sort of shared communication. Everybody entranced can share in the psionic experiences of the group leader, the character who is using the Group Trance power. First, the entire group of willing participants enters into a trance state. While entranced, the group is subtly linked to the character using the power. That psychic can then perform one or two other psychic communication abilities per melee round. These abilities are limited to a few forms of psionic communication (not Healing, Physical or Super Psionic powers), including Clairvoyance, Empathy, Telepathy, Object Read, Presence Sense, Commune with Spirits, Remote Viewing, and Sixth Sense. The thoughts, visions/images, and communications received by the lead psychic are simultaneously transmitted via the trance-link to all participants. They see, know or feel everything he does.

The other use of this ability is to willingly pool the I.S.P. of the trance group to make it available to the lead psychic (the one who is using the Group Trance ability). Once every melee round, the psychic to whom they are linked can

draw upon three I.S.P. points from each psychic in the trance group. I.S.P. cannot be drawn from characters who don't have any. These I.S.P. can be used by the lead psychic in any way he desires. The others linked to him see, feel and experience whatever he does, including his rationale, motives and emotions.

In both instances, only the psychic group leader has any melee actions, and he is limited to two psionic actions/attacks while entranced. All those in the group are simply passive observers and secondary participants. All participants react calmly toward the events, emotions, and visions they experience while entranced. The moment the trance ends, they are back to normal and can respond as is appropriate. Only the lead psychic or the genuine fear of death can break the trance. All snap out of it even if only one person breaks the trance.

Intuitive Combat (Sensitive Power)

Range: Self.

Duration: Two melee rounds per level of experience.

I.S.P.: 10

This is a form of telepathy and enhanced awareness geared to give the psychic an advantage in melee combat. To put this ability in place, the psychic must concentrate for one full melee round (15 seconds), putting himself in a Zen-like state of awareness. For the next two rounds, the Intuitive Combat sense makes the character one with his body and weapon, reacting quickly and efficiently with amazing reflex action, balance and grace. **Note:** The psychic is unable to use any other psionic power, including Mind Block, while this power is in use. He can cancel it with a thought.

Bonuses: +3 on initiative, +1 to strike, +1 to parry, +4 to dodge, +4 to pull punch, +2 to roll with punch, fall or impact, and +2 to disarm.

- Cannot be caught by surprise, even by attacks from behind or from long range, which means he can *try* to parry or dodge all attacks leveled at him.
- +10% to abilities (balance, etc.) provided by the Acrobatics and/or Gymnastics skills, as well as +10% to Climb and Swim skills.

Machine Ghost (Sensitive Power)

Range: Self, computer by touch.

Duration: Three minutes per level of experience.

I.S.P.: 12

Saving Throw: Not applicable.

The psychic goes into a trance as he focuses his concentration on entering a computer or most any type of artificial intelligence (not applicable to sentient, self-aware machines). This power is limited to the acquisition or reading of information only. The psychic cannot input, program, or delete data on the machine. He can also access information *stored* by most electronic means, including computer disks, video and audio disks, film or audio tapes,

and hard drives. Reading electronically encoded disks and tapes is similar to Object Read, except in this case, he hears and sees the data as if he were playing it on a computer or disk player, only he perceives the information 10 times faster. Thus, the character can read (never input) information from disks or broken computers without a physical "jack" connection or an actual display device, i.e. computer and monitor, CD player, etc.

As an actual *Machine Ghost*, the psychic mentally enters and travels the neural network of an active computer. He is actually inside the device. In many ways, this experience is similar to Astral Projection except the psychic is "projecting" into the machine rather than into the Astral Plane. It also has the same pitfalls as Astral Projection, as in the character enters a strange, seemingly very real world that he must learn to navigate. Like Astral Projection, the electronic world of computers takes on a virtual world landscape. This means in the computer virtual world its programs, viruses and defense mechanisms will take on virtual manifestations that can interact, confront, impede, or attack the Machine Ghost.

A password or special access code may appear as a metal door or iron gate, or locked filing cabinet that needs to be (seemingly) broken open to gain access to what is held inside. The more difficult the code, the bigger, stronger and more difficult the door and lock(s). Data is likely to appear as books, paper files, diagrams, film, holograms, and other common means of communication and documentation. The more sophisticated defense measures are likely to appear as one or more *guards* who must be defeated before the information is accessible. They can appear as sorcerers, military troops, known enemies or exotic aliens. Viruses and defenses designed to attack an intruder typically appear as demons or monsters.

Combat in the virtual world seems real and is conducted the same as it would happen in the real world. Combat and damage is measured by the character's perception of his real body armor, weapons and natural powers. When the psychic has lost more than 70% of his armor, or S.D.C., he will feel the urge to flee the virtual world. If he flees, a computer defender will not follow, however a virus will pursue and continue to fight. Although all such damage is only in the mind of the psychic (no physical damage occurs in the real world), if he dies in the virtual world, he can *die* in the real world as well! The shock to his psyche and body will momentarily stop his heart, and he slumps over dead! The character must roll to save vs coma and death. In this case, physical treatment is not necessary and the recovery process, if successful, takes less than a minute. The psychic must roll three times, and the best two out of three rolls determines life or death. Rolling between 01-75%, two out of three times, means the heart starts and the character is shaken but fine; feels woozy for 2D4 minutes (reduce Spd 25% and all combat bonuses by half). Failure to recover from the heart attack means immediate CPR medical treatment is required – Paramedic skill will suffice, provided any protective body armor can be removed so that treatment can be issued; rescuers have 10 minutes. Roll to save vs coma and death again; must roll twice under 80%.

The downside in the usage of this power is the psychic loses all sense of time and reality outside the data he is accessing. This means he is oblivious to what is happening around him, and, unless protected by a companion, vulnerable to attack without any means of defense. Pain or being struck or shaken will alert the psychic to trouble, but he has the choice of breaking contact and responding, or ignoring it and continuing to retrieve data. Only telepathy can reach the character while in this state (can't hear spoken words or sounds outside the computer), and is a means of two-way communication.

A character accessing a file on a disk can break contact at any time with a thought, although he will be disoriented for one melee round; reduce his number of attacks and combat bonuses by half. Breaking free of a computer virtual world is not so easy.

Leaving virtual space. Unfortunately, leaving the virtual world of a computer is fundamentally the same as the Astral Plane. The psychic can vaguely sense the way he came and must follow it back to the virtual access point. To do so, the player must roll on the following table and must roll "definitely certain" to have his character successfully escape. The player must keep trying until he succeeds or time elapses. If the character cannot escape virtual space before the duration of this ability elapses, he is flung out with the same effect as "virtual death"; roll to save vs coma and death as described above. Note: The psychic will instinctively know when he's down to the last three minutes of the duration and when trying to exit, can fly toward the way out (typically appears as a door or a dimensional portal).

01%-30%: Hopelessly lost (roll again).

31%-45%: Uncertain (roll again).

46%-65%: Fairly certain on the right track (roll again).

66%-00%: Definitely certain! Whew! Made it back.

Mask I.S.P. & Psionics (Sensitive Power)

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 7

This is a psionic power that enables the character to completely mask all spiritual aspects of his psionic energy and powers. Even the aura is temporarily altered. As a result, other psychics and creatures who can Detect Psionics or See Aura will not sense psionics in a character who is masked. However, the masked psychic must "block" himself from the world, which means he cannot use any of his psionic senses or abilities, nor receive Empathic or Telepathic impressions until he lets the mask go.

Mimic Skills (Sensitive & Super Psionics)

Range: Touch or line of vision at four feet (1.2 m) per level of experience.

Duration: Ten minutes per level of experience as a Super Psionic power but only two minutes per level as a Sensitive ability.

I.S.P.: 12 per each skill.

Limitations: Non-combat skills only.

Saving Throw: Standard.

The psychic can temporarily absorb and copy another character's skills and level of skill proficiency/experience. As many as one skill per level of experience can be copied, but each costs 12 I.S.P. and they fade relatively quickly.

When the duration elapses the copycat forgets how to use/perform the skill entirely, like he never knew it. The victim's knowledge is unhampered.

Psionic Invisibility (Super Psionics)

Range: Line of sight or 100 foot (30.5 m) radius.

Duration: One minute per level of experience.

I.S.P.: 10

Saving Throw: Potential victims are -2 to save; area effect.

Psionic Invisibility is the ability to remain undetected when in plain sight. This is accomplished via a telepathic impulse that convinces bystanders that the psychic is not a threat and insignificant – beneath their notice. Those affected by the impulse are unable to see the character, and subconsciously avoid colliding with him; they don't see him on a conscious level. **Note:** This invisibility works only if the character is "passing through" or hiding, and honestly has no intention of attacking or hurting anybody in the area. The slightest ill intent or act toward perpetrating violence instantly cancels the psionic influence.

Individuals watching through video monitors and other sensory equipment can be similarly tricked into ignoring the psychic, but only if within his radius of influence. Those out of range will react appropriately, and once the psychic has been seen, the person is immune to his ability to seem invisible. Likewise, while a watch guard may not see or react to the psychic, he will be captured and recorded on film and by sensors. Video cameras, computers and similar devices are never fooled by this power; they are able to notice and record the character as normal (some may sound an alarm, too).

Psychic Body Field (Super Psionics)

Range: Self.

Duration: Two minutes per level of experience.

I.S.P.: 30

With a thought, the psychic instantly surrounds himself with a Telekinetic force field that conforms to the shape of his body and enables him to physically move and fight. The field has 10 S.D.C. per level of experience, and takes the shape of a dim, white, transparent aura that com-

pletely surrounds and encloses the body of the psychic. Items held in his hands, hung from his back, or worn on top of his head are not protected.

On the downside, the field does not protect against disease, radiation, or toxic fumes, nor magic or psionic attacks other than physical ones (energy blasts, fire, etc.). Worse, the TK-force field means the psychic loses his sense of touch, because the field is between him and all objects/materials outside the force field. This lack of touch sensation means the character cannot feel much of anything he picks up or touches after the field has been erected. This makes the use of skills that require a sense of touch and manual dexterity -30%, and delicate items may be accidentally dropped or crushed.

Psychic Omni-Sight (Super Psionics)

Range: 500 foot (152 m) radius.

Duration: 5 minutes per level of experience.

I.S.P.: 15

An advanced form of extrasensory perception that allows the psychic to have a sort of controlled out of body experience. The psychic must spend one minute (four melee rounds) in meditation and enter into a trance state. While entranced, his spirit or essence seems to rise 10-20 feet (3-6 m) above his physical body (this is not visible to anybody but other psychic sensitives and those who can see the invisible, auras or spirits).

From this vantage point, combined with heightened awareness, the psychic sees through his mind's eye, without having to use his normal vision or senses. Psychic Omni-Sight is incredible, enabling the psychic to see in all directions at once, to see radiation, thermal patterns, the invisible, and to literally see any movement, even of the wind! This power enables the psychic to guard or survey a campsite for signs of wayward group members or approaching dangers (maximum range 500 feet/152 m; this psionic vision *is* stopped/contained by walls and other obstacles). It can also be used to survey an area for things that might otherwise escape normal sight or take much longer to locate and identify.

Special Bonuses & Abilities:

- Pinpoints the locations of electrical outlets, electronic "bugs" (spy and surveillance devices), electronic devices and other energy and heat sources, as well as bionic body parts and cybernetic implants close to the surface of the skin (not bio-systems or artificial internal organs). Such concealed or obscured items can be identified by their shape and heat pattern. Success Ratio: 40% +5% per level of experience.
- This ability can also help the psychic to locate secret compartments and trap doors. Success Ratio: 25% +5% per level of experience.
- See the infrared and ultraviolet spectrums of light.
- See heat signatures: can tell if an engine has been recently used or a weapon recently fired (within the

last 15 minutes), follow recent footprints or vapor trails (within the last five minutes), see heat signatures in darkness and so on.

- Hyper-sensitive to movement. The psychic can not be surprised by movement or attacks within the 500 foot (152 m) radius or confines of the area under psionic scrutiny (may be substantially smaller indoors; closed off by walls and doors).

Limitations: Although keenly aware and alert while using Psychic Omni-Sight, the psychic cannot take physical action, not even to speak, nor use most psionic powers unless he cancels/ends the ability. He can awaken the instant the psi-ability ends and leap into action.

While entranced by Omni-Sight, the character can only use the following psionic powers: Empathy, Telepathy, See Aura, Empathic Transmission and Telekinesis. The number of psionic attacks/actions per melee round are half those normally available when not entranced.

Psychosomatic Disease (Super Psionics)

Range: 10 feet (3 m) and verbal suggestion.

Duration: 1D4 days per level of the psychic.

I.S.P.: 30

Saving Throw: Standard.

This power employs the principles of mind-over-matter and mind control by inducing the victim to believe he suffers from a particular disease, although no actual physical cause can be found. It is all in the victim's mind.

This is done in a similar way to Hypnotic Suggestion, requiring the psychic to "suggest" that the character looks ill or that a particular disease is in the area, as well as mention the name of a specific disease along with the most notable (and debilitating or frightening) symptoms. Within 2D6 minutes, the intended victim will begin to come down with those symptoms. He will suffer from the affliction with all its pain and penalties, until one of the following occurs: The psychic who caused the affliction removes it, the character is healed by a psychic healer, a successful magical or priestly Remove Curse spell or ritual is performed, or the psychosomatic disease runs its course (see duration above).

In the meantime, the character will suffer from physical trauma and symptoms (fever, vomiting, coughing, convulsions, skin rashes, hives, etc.) associated with that disease, as well as emotional anguish. In most cases, the disease is debilitating for days, but sometimes it can be deadly, causing the victim to die from dehydration, starvation, injury, etc., brought on by the symptoms and/or fear of the psionic illness.

Precognition (Sensitive Power)

Range: Self.

Duration: 2 melee rounds.

I.S.P.: 8

Note: Rare and unusual even among psychics, most common among supernatural beings.

The ability to pick up psychic emanations and glimpse a few moments of the future. This future insight may be a few moments or a couple of hours; time is a very tenuous element caught up in continual change. This means the potential future can be altered and avoided.

Using Precognition on an unopened door may reveal what lays beyond. The psychic may actually see himself engaged in battle or working on something. **G.M.'s Note:** Try not to reveal the actual outcome of an incident or event, just the nature of the danger and the identity of the opponent. Perhaps describe the inception of a battle or the elements that may lead to danger, combat or success. The fewer hard facts the better, after all, the future is open to speculation.

Read Dimensional Portal (Sensitive Power)

Range: Touch or one foot (0.3 m) per level of experience.

Duration: One melee round per level of experience.

I.S.P.: 6

Saving Throw: Not applicable.

Limitations: Applicable only to active (open) dimensional portals and devices that can create a dimensional portal.

This power allows the psychic to get impressions from the portal or dimension spanning device, which instills the character with the following information:

- Whether the destination is relatively dangerous/hostile or safe to the psychic. This includes whether or not the environment can support human life.
- Whether there is a strong (or numerous) presence of the supernatural (i.e. alien intelligence, gods, demons, etc.) and whether that presence is evil.
- A psychic flash – a brief vision of who was the last person or persons to use the portal, if any (may be none if it is a random portal that hasn't been used by any living force).
- Intuitively sense whether the portal or machine leads to another location on Earth, to a parallel Earth or an alien realm.
- If a mechanical gateway or device capable of dimensional travel/opening a dimensional portal, whether it is a creation of magic or science, the psychic will get a basic idea of how to operate it in order to open or close a dimensional portal (similar to Object Read).

Remote Viewing (Super Psionics)

Range: Self.

Duration: 2D6+6 second flash of insight or vision of current events.

I.S.P.: 10

Saving Throw: Special. Other psychics can feel or sense when somebody is trying to observe them and can try to resist it by concentrating (uses up one I.S.P.); standard save vs psionic attack (in this case, psionic intrusion). Failure means the psychic is seen via Remote Viewing. Success means the psychic trying to view is blocked, and he knows that the target has deliberately done so. The target of this power gets no impression from being viewed remotely and has no idea why he is being watched or by whom.

To use this power, the psychic needs a photo or video image to focus on, even if he knows the person or place intimately. When focused on a particular person, the psychic can see in his mind what the person is doing at that moment for 2D6+6 seconds. The image appears as if the character were looking down through a skylight. He sees only a glimpse of things and may not remember all details. Likewise, he may not see other people outside his line of vision, because the focus is a particular person, not the entire room. If the target is moving, walking, or driving, the remote viewer will know this and follow along for a few seconds, although he may not have a clear idea of his surroundings, but enough of an impression to recognize it if he sees it personally.

The character may also Remote View a specific place such as a small to medium room, a corner in a playground or field, a specific entrance to a building, a particular section of an alley, etc., but not an entire house, office building, stadium, street, etc. As before, he must have a photograph, video or frame of film to focus upon. For 2D6+6 seconds, the psychic will see whatever occurs in that small area of that particular place.

In the alternative, the psychic can use Remote Viewing to catch glimpses/images that tell something about the subject of the viewing. In this instance, he must have 2-4 specific questions, such as, "is so and so alive . . ." Then the image of the character smiling as he walks through the area appears, or flashes of a brutal attack, blood, and a falling body (indicating death), and so on, appear for an instant in answer to his query. In either case, the psychic cannot look at the same person or place via Remote Viewing again for another 24 hours.

Sensory Link (Sensitive Power)

Range: Touch to establish the link, one mile (1.6 km) per level of experience to maintain the link.

Duration: 10 minutes per level of experience.

I.S.P.: 10

Saving Throw: Not applicable, but - 2 for an animal.

A sensory link can only be established with a willing person or animal, but only if the beast fails a saving throw vs psionics or is a pet.

Once the sensory link is established the psychic can see through the eyes of the person or animal he is linked to, as well as hear, smell, and feel. In short, whatever the individual or animal experiences, so does the psychic "linked" to him. This is great for spying but little else as the psychic cannot speak or use his psionic powers or communicate with the individual he's linked to.

During this time, the psychic falls into a trance-like state and can take no action of his own unless he breaks the link, which instantly puts his awareness back into his own body. Any threat to his body, while linked, is known to him and he can zip back and respond accordingly in a fraction of a second. Additionally, the "link" can be let go/broken whenever the psychic desires.

Steal Memory (Super Psionics)

Range: Four feet (1.2 m) per level of experience.

Duration: Instant.

I.S.P.: 6 per each thought.

Saving Throw: -2 to save.

This is a limited, but powerful form of mental telepathy. The psychic can focus on a very specific thought, such as a secret code word or number, combination sequence to a lock, a name, an address and similar, up to four words or a 24 number sequence, and pluck it from a person's mind. Similarly, the character can concentrate on what the person is about to say and know or say the last one to four words of the statement a second before the speaker does. This can be an excellent means of pretending to know about things that the psychic really doesn't really know anything about. The only absolute defense against Steal Memory is a Mind Block, otherwise the intended victim rolls to save vs psionics as usual.

Steal Skills (Super Psionics)

Range: Touch or line of vision at four feet (1.2 m) per level of experience.

Duration: Five minutes per level of experience.

I.S.P.: 15 per each skill.

Limitations: Non-combat skills only.

Saving Throw: Standard.

The psychic can temporarily syphon another character's skills and level of skill proficiency/experience. As many as one skill per level of experience can be stolen, but each costs 15 I.S.P. and they fade relatively quickly.

In this case, *stealing* skill knowledge means the psychic has it and the character it was stolen from does NOT. It's completely gone. This can be bad if a skill is *stolen* at a pivotal moment, like while driving a vehicle, about to pick a lock or pocket, or use a particular device (radio, computer, etc.) and might lead to other problems and complications.

When the duration expires, the psychic completely forgets the stolen skill(s) and the person who was robbed of it suddenly has it back.

Telemechanic Mental Operation (Super Psionics)

Prerequisite: Psychic must also have the Telemechanics power.

Range: 20 feet (6.1 m) +5 feet (1.5 m) per level of experience.

Duration: 2 melee rounds per level of the psychic.

I.S.P.: 12

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Mental Operation. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This power is a step beyond the mere understanding of machines granted by Telemechanics, it allows the psychic to telepathically operate machines with his mind! As long as the machine functions, he knows how to use it, and it is turned "on," the psychic can manipulate it with his mind as if his fingers were on the controls! This means he can operate computers, key pads, set/program an alarm clock, change the radio station, operate a VCR or television, drive a hover car (even if there is already a driver, but at -30% when usurping the pilot), cook something in a microwave, turn off (or on) a surveillance video camera, and so on.

The Telemechanic Mental Operation power will only work on machines that have an electronic or other power source. This power does not work on artificially intelligent machines (i.e. intelligent computers, robots, etc.), nor on cybernetics, bionics, or magic items. **Note:** Also see *Machine Ghost* and *Telemechanic Possession*.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep control of the machine. During this period he is -1 melee attack/action and -5% on skill performance. He must also stay within range. If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Paralysis (Super Psionics)

Prerequisite: Psychic must also have the Telemechanics power.

Range: Touch or 40 feet (12.2 m)

Duration: One minute per level of experience.

I.S.P.: 20

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Paralysis. Cybernetics and bionics attached to living flesh, sentient machines and magic items and devices are impervious.

This is a form of techno-manipulation whereby the psychic is able to psychically bond with the machine and momentarily prevent it from functioning. The psychic blocks the transmission of signals along the machine's "nervous system," effectively incapacitating it. This means the power is only effective against machines that require an energy source. Simple devices like wind-up toys, scissors, old revolvers and pistols, swords, knives, crossbows, and similar items cannot be affected. The paralyzed machine freezes in place and does not respond to any of its controls until the psionic influence comes to an end.

The psychic can use other psionic powers and engage in other activities, but must maintain some level of mental concentration and contact to keep the machine inactive.

During this period, he is -1 melee attack/action and -5% on skill performance. He must also stay within range (40 feet/12.2 m). If he steps out of range or loses concentration, the machine returns to normal in 1D4 seconds.

Telemechanic Possession (Super Psionics)

Prerequisite: Psychic must be a Master Psionic and also have the powers of Object Read and Telemechanics.

Range: Touch or 10 feet (3 m) per level of experience.

Duration: Two minutes (8 melees) per level of experience.

I.S.P.: 50

Saving Throw: Special. Regular, non-intelligent machines cannot save vs Telemechanic Possession. Artificial Intelligences (sentient robots and androids) need a 15 or higher to save and sentient machines require a 12 or better to save. Artificial Intelligences and sentient machines also get to save when being forced to do something that is contrary to their programming. Cybernetic and bionic devices attached to living tissue can NOT be possessed. Neither can magic items.

This ability is identical to the psionic power, Mentally Possess Others, in every way, except that the psychic possesses a machine rather than another person. The character overrides the programming/controls of the machine, even in the case of sentient machines, and controls it like a living robot. Essentially, the possessing psychic is an immaterial pilot who controls the machine as he desires; computers, factory equipment, vehicles, robots, empty power armor, a toaster, etc.

While the psychic possesses the machine, it responds to the character's thoughts and does whatever he desires. Of course, physical, mechanical limitations still apply. The machine needs a power source and cannot do anything it is not normally capable of doing. For example, the psychic may be able to take possession of an energy rifle and make it shoot (or not) seemingly of its own volition, but he cannot make the rifle aim, move or hop around. Likewise, if the device is unplugged, or runs out of fuel, the machine is deactivated with no ill effect to the psychic, except his possession comes to a premature end. Likewise, if it needs wheels to move, destroying the wheels will cripple it, etc.

If the machine he possesses is destroyed while the psychic's essence is still inside it, the character loses one third of his Hit Points from the shock and pain of the destruction of his surrogate machine body. Furthermore, he is stunned for 1D4 minutes (reduce attacks per melee, speed, combat bonuses, and skill performance by half while stunned).

During the period that the machine is possessed, the psychic's natural body falls into a coma-like state and is vulnerable to attack unless protected by others.

While in mental possession of a simple machine, the psychic has only a vague awareness of his surroundings and can see, hear and feel things around him but as if in a

cloud or haze. However, if the machine has optics and/or sensors, he is able to use them like his own natural eyes and senses. The machine, regardless of its capabilities and programming, has attacks and actions equal to those of the character possessing it.

Wound Transfer (Healing Power)

Range: Touch.

Duration: One melee for transfer and relief.

I.S.P.: 12

Saving Throw: Standard.

Note: The psychic can take away pain and injury in increments of 10% to a maximum of 50%.

The psychic character can reduce the suffering of another person by taking that character's pain onto himself. This is done through a debilitating psionic melding. The psychic touches his patient, linking himself to the wounded or sick individual and drawing part of the wounds to his own body (this takes one melee round of concentration). As much as half of the suffering character's *damage* can be taken on by the psychic, reducing his own Hit Points and S.D.C. accordingly, and transferring his own to the injured character, effectively healing him to at least some degree. Once done, the process cannot be reversed.

Thankfully, the psychic's sacrifice is rewarded in that his wound/injury/sickness heals two times faster than usual, three times when in a meditative trance. The severity of illness can also be diminished this way, reducing duration and penalties by as much as half.



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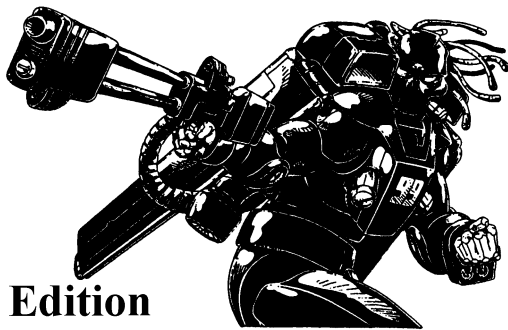
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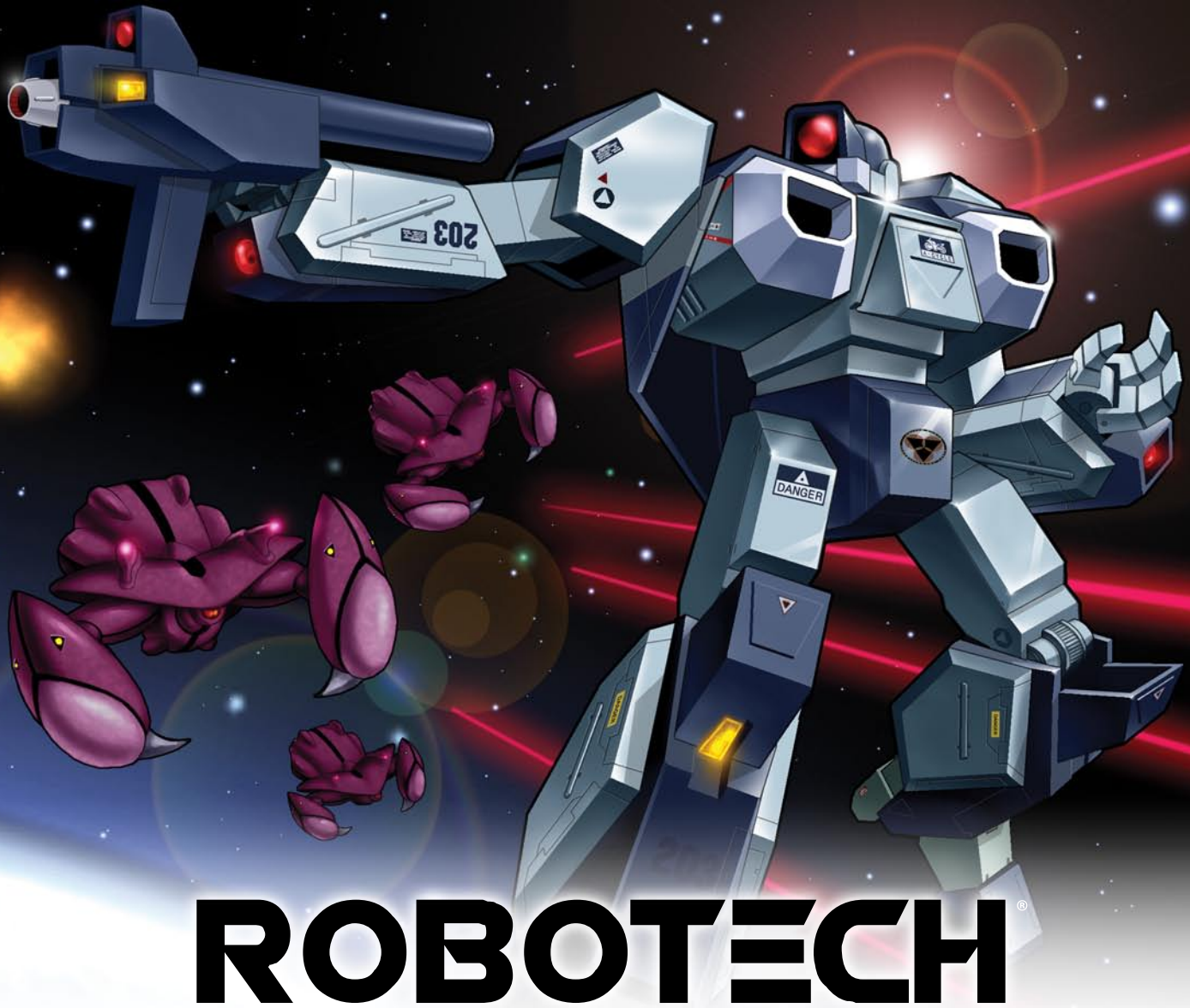
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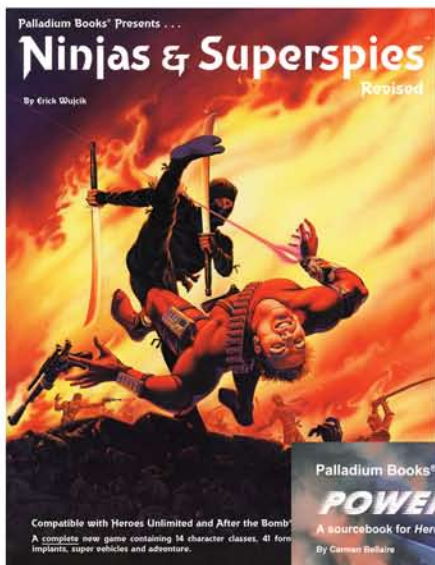
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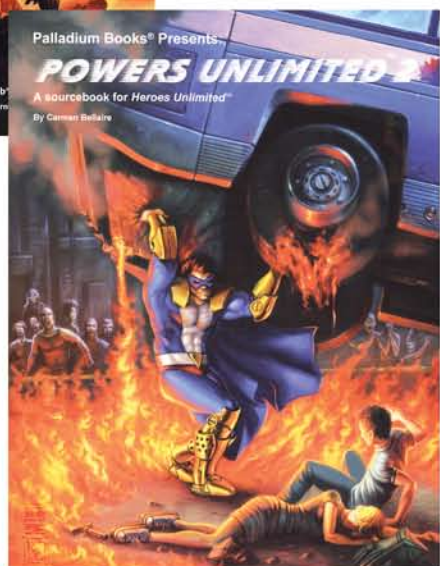
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