

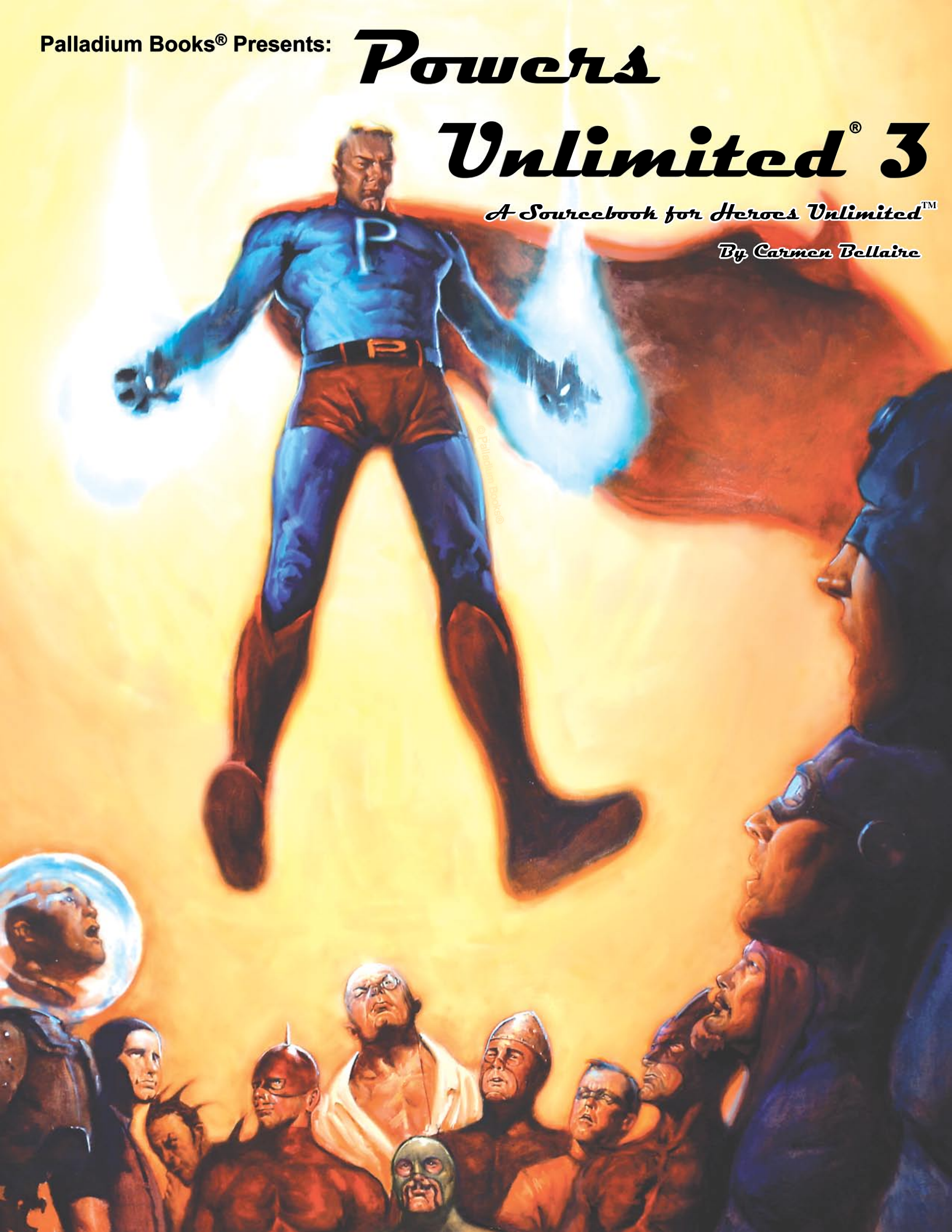
Palladium Books® Presents:

Powers

Unlimited® 3

A Sourcebook for Heroes Unlimited™

By Carmen Bellaire



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Violence and the Supernatural

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Palladium Books® Presents:

***Powers Unlimited*® 3**

A sourcebook for *Heroes Unlimited*™

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– *Kevin Siembieda, 2006*

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Powers Unlimited® Three

Well this is the third installment of the Powers Unlimited series, and I only hope it is as well received as the first two books in the series. Unfortunately, some of what I wanted to put in this book would not fit in the 96 pages originally planned for this book. In fact, Kevin had to increase the page count to 128 pages to squeeze in just the 134 new super abilities! Of course, this means there will have to be a **Powers Unlimited® Four** sometime in the future.

How do I come up with all these ideas for new super abilities? The gamer side of me makes dying to have new super abilities for my **Heroes Unlimited™** games and the just come to me. This book is designed to not only give your characters a vast new powers, but to take them and create new possibilities, adventures, heroes and villains.

I have always loved **Heroes Unlimited™**, and to be able to write a series of books that helps to expand the possibilities for the HU2 series has been a great thrill. I personally feel that, more than any other Palladium RPG, **Heroes Unlimited™** truly represents the *unlimited possibilities* in role playing, with more freedom to create the heroes of your dreams and more endless possibilities than any other RPG setting, period. Comic book RPGs give us all the opportunity to be the noble heroes that we all wish we could be. After all, that's why we play role-playing games, right?

Well, let's create some great new characters and set out on adventure with **Powers Unlimited® Three**. Have a super game!

– Carmen Bellaire, 2006

New Minor Super Abilities

- Anatomical Manipulation
- Awe Factor
- Bio-Aura
- Cellular Rot & Decay
- Corrosive Spray
- Defensive Will
- Dimensional Pocket
- Dispersal
- Dwarfing
- Energy Fists
- Energy Expulsion: Heat
- Energy Expulsion: Light Explosion
- Energy Expulsion: Particle Beam
- Energy Expulsion: Shadow Bolt
- Energy Expulsion: Sonic Boom
- Extraordinary Intelligence
- Fireworks
- Flight: Space (Reprinted)
- Focused Touch
- Force Strike
- Harmonic Resonance
- Immune to Illusions
- Immune to High Speed Kinetic Attacks
- Immune to Melee Attacks (Slow Speed Attacks)
- Immune to Super Abilities
- Knock Back
- Line Transit
- Linguistics
- Parabolic Hearing
- Pixie Dust
- Power Stomp
- Scan Powers
- Shadow Cloak
- Shadow Molding
- Shadow Trap
- Shrapnel
- Space Native (Reprinted)
- Sticky Globs
- Supervision: Angular Vision
- Supervision: Spectrum Vision
- Targeting
- Transfixing Gaze
- Underwater Propulsion
- Vocalization
- Windows
- Without Sustenance

Anatomical Manipulation

The super being possesses the unique ability to *rearrange* his own internal organs and tissue, enabling him to move vital organs to unexpected locations within his own body, as well as adjust the location of bones, cartilage and other internal structures, while maintaining the normal functioning of all his internal systems.

The character can also make *flesh pockets* within his own body to *hide* small items inside his body without any discomfort or damage. Such internal rearrangement is rarely visible to the naked eye, disguised by the character's own skin and body shape. Only if the character physically moves his exterior features (nose, lips, ears) is there an obvious distortion to his body.

1. Shifting Internal Organs: The hero can shift the location of his internal organs inside his chest, abdominal cavity, pelvis, thighs, neck and head to prevent attacks from striking vital organs; other locations within the body are just too small to support an internal organ. The exact location is dependent upon the character and the organ(s) he is shifting around. For Example: The hero could move his brain into his belly or pelvis, swapping it for his small intestines. Such a change would prevent a head shot from killing the character, but a good kick to the pelvis/crotch has a 01-50% chance of stunning the character (reduce all combat bonuses and attacks per melee by half for 1D6+1 melee rounds), or even knocking him out (01-10% chance). Luckily, any organs swapped around within the body become more resistant to damage due to some innate aspect of this strange power.

Duration: The shifted organs can be maintained in their new locations indefinitely, but it takes 2D4 melee rounds to swap a given set of internal organs around.

Attacks per Melee: No other actions are possible while shifting organs; it takes 2D4 melee rounds to swap out an organ for another.

Effect: Once the character has shifted his brain, heart, lungs and liver to new locations within his body, he becomes immune to critical strikes and death blows directed at the "normal" areas and suffers only normal damage. Additionally, if the brain is moved, the character cannot be knocked out by a blow to the head (as in the Boxing skill), but if an opponent somehow knows the location of the brain (via the Living Anatomy ability, X-ray Vision, a medical scan, etc.), the character can be knocked out as normal when an attack is directed at the new locations; the same applies for critical strikes and Death Blows.

2. Shifting Sensory Organs: The character can also shift and move his sensory organs. This is normally done with an eye(s), but an ear(s), the nose or the tongue could also be moved. A common tactic is to place an eye on a hand, in order to see around a corner by sticking the eye-hand around the corner. Another is moving an eye to the back of the head, to prevent being surprised. But similar tricks can be done with any of the sensory organs.

Duration: The shifted sensory organs are harder to maintain; five minutes per level of experience, but it still takes 2D4 melee rounds to move a given set of sensory organs around.

Attacks per Melee: No other actions are possible while shifting organs.

Penalties: If the character has shifted his eyes around, it will be more difficult to see due to the strange overlapping images and unusual perspectives. -2 penalty to strike, parry, dodge, and all other combat moves. If the character has an eye looking in both directions, he cannot be surprised.

3. Flesh Pockets: By moving and altering the body's tissues, a natural pocket can be created within the character's own body. The size of these pockets is limited to about twelve inches (0.3 m) cubed in total available volume, but the dimensions can be altered to fit the whim of the character. This would allow the character to hide away a small object, like a pistol, hand grenade, knife, computer disk, pocketbook, keys, etc., but nothing bigger than a handgun. The outside of the flesh pocket looks like normal skin, which it is, with no obvious openings or access. Only the character himself can access the inside of the pocket without cutting him open like a fish.

Duration: Easy to maintain, with a duration of one hour per level of experience, but takes 2D4 melee rounds to create one.

Attacks per Melee: It takes two melee actions/attacks (about 5 seconds) to insert or remove an item from a flesh pocket.

Maximum Number of Flesh Pockets: One at levels 1, 4, 8, and 12.

4. Other Abilities & Bonuses: The character can manipulate and alter his joints and bones, enabling him to easily slip out of handcuffs or manacles, wiggle out of ropes, chains or straightjackets; +25% to Escape Artist skill. If that skill is not known, then the character has a base 40% chance of slipping his bonds. +2D6+3 to Hit Points.

Awe Factor (optional)

Awe Factor works the same as Horror Factor, only people are so impressed or amazed whenever the super being makes his initial appearance, all who see him, including other superhumans and villains, must roll to *save vs Awe Factor*. To save, the characters must roll a D20 and get a number equal or higher than the super being's Awe Factor. A successful saving throw means that the character is *not* awestruck and attacks/reacts without hesitation or penalty, and does not have to roll to save again until their next meeting.

A failed roll means the awestruck individuals lose initiative and one melee attack/action for that one melee round. All subsequent melee rounds the individual(s) functions as normal.

The Awe Factor only applies whenever this impressive being makes his initial appearance that day, and when he does something amazing or very heroic regardless of how many times the same individuals may have seen him in the past.

Awe Factor: 1D4+10, +1 at levels 4, 8, and 12.

Bonuses: A super being with this power is, himself, +3 to save vs Awe and Horror Factor.

Bio-Aura

The Bio-Aura protects and affects the character's equipment and clothing from his other super abilities. Thus, if the character can *Alter Physical Structure: Fire*, his clothing, gun and gear will not be incinerated when he transforms. If he can *grow* or *shrink*, so will his clothing and gear. Likewise, a character capable of shape shifting will not change out of his clothing, and his clothing or body armor changes (stretches, expands, transforms) with the character, maintaining its protective properties. In some cases, the clothing and gear seem to vanish when he takes on his *Alter Physical Structure* (i.e., not visible when he turns to rock, or fire, or water, etc.), but really are still there. The armor's S.D.C. and A.R. remain unchanged, but the clothing or armor also takes on the same super-powered traits as the character, so if the character is impervious to fire and heat, the clothing or armor is too.

Simple weapons and tools also take on the traits of the character. As a result, a *sword* would grow to match the new giant-size hero. (The giant weapon does only 1D6 extra damage, and a shrunken weapon does 1D6 less damage). **Note:** Personal items such as clothing, wedding ring, necklace, watch, wallet, glasses, etc., are affected and protected by the ability, but there is a limit to the amount of armor, weapons and equipment – restricting the character to just *100 pounds' (45 kg)* worth of total clothing and gear. Also note that any item(s) that are dropped or thrown by the character, instantly lose all the Bio-Aura's protective properties and return to their normal state of being.

Complex weapons and equipment, like firearms, energy weapons, electronics and mechanical devices do *NOT* change with the super being, but neither are they harmed by a transformation.

Range: Self.

Cellular Rot & Decay

The super being is able to begin the process of cellular deterioration in any organic matter, both living and processed, including humans, animals, plants, and wood, cotton and wool clothing, fur, leather, paper, bones, food, organic polymers, etc. The damage done is unique, because the cellular structure of the target is broken down (at least at the point of contact) and decay immediately sets in. The wounds inflicted on living creatures take twice as long to heal, and the damage done to non-living organic materials cannot be repaired (but the piece can be removed and replaced, or patched). **Note:** This power only works on organic matter, and "life forms" made of minerals or other inorganic substances are not affected, likewise metals, ceramics, machines and energy forms cannot be affected by this super ability.

1. Rotting Wood, Clothing, Leather, Paper, Bones & Other Processed and Unliving Materials: Organic matter that is already dead and processed such as a wooden door, leather straps, etc, are easier to rot and weaken. In this case, deterioration/rotting begins immediately. An oak door or a three foot (0.9 m) diameter of wood flooring is

reduced to soft, crumbling wood, easily punched through (two S.D.C.) in less than three minutes.

Range: Initiated by touch, but the deterioration continues only as long as the super being is within range; 10 feet (3 m) per level of experience.

Limitations: A three foot (0.9 m) diameter, or 30 lbs (13.5 kg) *per touch*, whichever is greater. The super being can affect one entire object if light or small enough, or part of the item, like one leg of a table or chair, one particular board, etc. Touching a large area of wood, such as a fence, wall or hull of a boat will affect one board/slat. Furthermore, the super being can limit the size from the maximum to the size of a peephole pushed through by his finger. The super being may also touch a larger, heavier item, like a door or table, more than once in several different places to affect the entire object.

Duration: The rotting/deterioration process takes place for two melee rounds per level of experience, per touch. So a first level super being touching an object once will reduce its S.D.C. by 20% in two melee rounds (10% per melee).

Damage: *Processed, nonliving material* (wood, leather, rope, clothing, paper, bone, etc.), loses 10% of its original S.D.C. every melee round, so most materials are reduced to a fragile two S.D.C. in 10 melee rounds (two and a half minutes). This power will also affect rubber. Most oil products, rubber and organic polymers will be completely rotted away in one to four minutes.

Attacks per Melee: Each use of the rotting touch counts as one melee attack.

2. Wither Flesh: Affects all living, organic material, including people, animals, plants, trees, and other living organic matter, also by touch. The only difference is that living beings can heal back the damage inflicted by this attack.

Range: Touch only.

Duration: Instant. To cause further damage the character must touch his victim again.

Damage: 2D6 +1 additional point per level of experience. Damage is first inflicted upon S.D.C. and then Hit Points when S.D.C. are depleted, but H.P. cannot be reduced to less than 6 points. Although this attack can be used to weaken and hurt people, it cannot kill them outright.

Attacks per Melee: Each use of this power counts as one hand to hand attack for that melee round.

3. Bonuses: +1 to strike using this power in hand to hand combat, +2 to save vs disease, including spoiled meat, food and drink, and is impervious to the Cellular Rot and Decay power.

Corrosive Spray

Characters with this ability generate a spray of highly corrosive acid that can be released from either the palms of the hands or from the character's mouth, but not both. The only problem with this corrosive acid is that it is harmless against people, animals and organic targets. It is limited to damaging metal, plastic, rubber, wood and ceramics, but not glass, flesh or other living materials (plants, etc.). Does half damage to stone, brick or con-

crete. Thus, it can be used to damage an opponent's body armor, destroy a gun or piece of equipment, melt the lock off a door or a tire off a car, and similar uses.

Range: Touch or sprayed up to 10 feet (3.1 m), +2 feet (0.6 m) per level of experience.

Area of Effect: Aimed at a specific target (gun, knife, laptop, etc.), or can cover a 3 foot (0.9 m) diameter.

Duration: Instant, but the corrosive liquid continues to inflict damage for 2D4 melee rounds (up to two minutes) or until washed away with water or any cleaning solution.

Damage: 5D6 damage immediate damage +3D6 damage per each subsequent melee rounds for 2D4 rounds. Remember, the acid only effects inorganic material; no damage to living beings, plants or other living organic material (not even if shot into an opponent's eyes).

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

Bonus: +2 to strike on an Aimed Shot, +5 to disarm by targeting the weapon held in the opponent's hand when using the Corrosive Spray attack. No bonus to strike if shooting wild.

Defensive Will

Defensive Will is a power that temporarily heightens the super being's senses and reflexes for the exclusive purpose of defense. When activated, the character turns all his attention toward defending himself or others under his protection. This power must be used at the beginning of a melee round and the super being is unable to attack and inflict damage for the entire period he is on the defensive. However, his defensive abilities are magnified to give him agility and speed.

Range: Self; close combat.

Duration: Two melee rounds (30 seconds) per level of experience.

Bonuses when the Defensive Will is in place:

+3 on initiative.

+2 to automatic dodge (roll to dodge as usual, but the act of dodging does not use up an attack).

+2 to parry.

+3 to roll with impact.

+4 to entangle or pin.

+5 to pull punch.

+5 to disarm.

+6 to Spd attribute.

+10 to S.D.C.

Can dodge bullets and energy blasts with absolutely no penalty to dodge.

Can deflect arrows, spears, thrown knives and other thrown objects with his bare hands at half his usual bonus to parry and without injury to his hands or arms.

Penalties: The character must remain purely on the defensive for the entire melee round. After a feat of Defensive Will, the character's usual bonuses and Spd are reduced by half for 1D6+1 melee rounds.

Dimensional Pocket

The character can create a true "pocket" dimension that only the hero can access at will. To access the Dimensional Pocket, the super being must put *his* hand into a real pocket or small bag of some kind. When the power is activated, a glowing soft white light radiates from the opening of the pocket or bag. To those watching, it is as if the character's hand disappears as it enters the pocket, but in reality, he is just reaching into his personal dimensional pocket. When he removes his hand from the pocket, it comes out holding whatever object the hero was attempting to retrieve. Putting an object into the dimensional pocket is done the same way.

Since the Dimensional Pocket requires an actual pocket or small bag – limited to the size of a woman's pocket bag or man's trouser pocket – the items that can be placed inside the dimension must be handheld and able to fit through the opening. The advantage is that many small items can be contained within the dimensional pocket, such as a note pad, pen, marker, pencil, calculator, PDA, cell phone, digital camera, wallet & money, wrench, screwdriver, knife, gun, hand grenade, bottled water, can of soda, and similar. To retrieve a particular item, the super being must remember the item and concentrate on removing it from the pocket. If he forgets what is in the pocket, he is unable to mentally summon up that item when he reaches into the pocket. There is no limit to how long the character can store items safely inside the pocket.

Range: Touch, and must reach into a real pocket to use this power.

Duration: The Dimensional Pocket is permanent and its contents are locked in stasis, frozen in time.

Damage: None. The character cannot use the Dimensional Pocket to harm others and cannot place even tiny living creatures, like a mouse, into the pocket.

Attacks per Melee: Retrieving an item takes 7 seconds and uses up half the character's attacks for that melee round. If there are more than 12 items contained inside the pocket, it will take a full melee round (15 seconds) to locate and remove a specific item.

Dispersal

This strange power enables the super being to disincorporate and disperse his molecules over a large area, effectively becoming intangible and invisible (invisible even to heat, motion and other sensors). The character can hear and see everything that transpires within the area he is dispersed over, but cannot move, fight, talk, speak, use psionic powers or cast spells while dispersed. All he can do is hide or observe. While dispersed, the character is also invulnerable to all kinetic and energy attacks, including fire, heat, electricity, lasers, bullets, punches, kicks, etc. He is, however, still vulnerable to most psionic attacks and magical spells, and can be detected via Presence Sense and telepathic probes/scans (registering only as an unseen presence).

This power is primarily used to avoid combat, to hide, or to spy on a particular location by dispersing over an area that the character wants to keep under observation. When the character reforms he can pull himself together at any spot within the radius he covers.

Range: Self.

Area of Effect: The hero's body disperses up to a 20 foot (6.1 m) radius.

Duration: The dispersal can be maintained for 5 minutes per level of experience.

Attacks per Melee: Dispersing takes place in a couple seconds and counts as only one melee attack/action. Re-materializing takes a bit longer and counts as two melee attacks.

Bonus: Dispersal can be used as a *dodge* maneuver with a +3 bonus to dodge.

Dwarfing

At first glance, this oddball power seems similar to the major super ability *Shrink*, but unlike that power, the character with dwarfing can only reduce his height by 50%; exactly by half, no more or less. Strangely, the character's normal weight/mass is *tripled* when Dwarfed (no less than 300 lbs/135 kg), increasing his relative density and strength. His clothing, but not his equipment, also shrinks with him, to match his diminutive new size. This power turns the character into a small, but tough runt, rather like a classic dwarf from fairy tales and role-playing games.

Attacks per Melee: It takes only one melee attack/action to shrink to his dwarf-size, or to return to his normal size.

Bonuses: Gains a Natural A.R. of 10 when dwarfed, +1D6x10 S.D.C., +5% to Prowl, +2D4 to his P.S. attribute. However, the P.S. is not "super" unless one of the Super Strength abilities is also taken. Due to the hero's compact muscles and added strength when dwarfed, he can leap a distance equal to his P.S. x2 feet (0.6 m), or x4 for those with Supernatural P.S. Leaps can be made horizontally or vertically from a standing start, so a normal P.S. of 12 can jump 24 feet (7.3 m).

Penalties: The character's Speed attribute is halved when dwarfed, and the hero is also -2 to initiative, parry, and entangle.

Energy Fists

The hero is able to generate shimmering energy surrounding both of his arms and hands. With the energy fields in place the hero is able to perform amazing feats with them, creating energy bursts by clapping his hands, performing energized punches and parrying/deflecting incoming ranged and melee attacks with just his arms/hands. The energy fields (both arms must be energized at the same time) can be erected at will and maintained until cancelled.

1. Energized Punch: With the energy fields over his arms, the character can perform powerful energized punches, at least until he cancels the ability, but the energy fields prevent the hero from holding anything in his hands or performing delicate tasks.



Range: Hand to hand combat; self.

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

Damage: 2D6 per punch, or 4D6 for a power punch attack; plus any bonus for a P.S. of 16 or higher.

Attacks per Melee: Each punch counts as one melee attack, a power punch counts as two.

Bonus: +1 to strike with fists and arms.

2. Power Clap/Burst: The character can generate a burst of deadly energy by slamming his energized palms or fists together, like an explosion of energy that erupts and fires forward.

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

Duration: Instant.

Damage: 1D4 points per level of experience; always inflicts full damage.

Attacks per Melee: Each power clap counts as two melee attacks.

3. Parry/Deflect: The energy fields can be used to parry/block incoming ranged weapons such as arrows, bullets, lasers, energy beams/blasts, and similar attacks that are not area effect attacks (cannot parry a grenade or rocket blast). Cannot parry missiles, volley attacks, area effect attacks or bursts/sprays of projectiles. Roll a normal parry at +2, plus any P.P. attribute bonuses (no other parry bonuses apply). If successful, the attack is deflected and hits the ground 4D6 yards/meters away. The character cannot accurately deflect the attack into a specific enemy target or location. Such a deflection may hit an ally or innocent bystander (up to the G.M.) if used in a crowded area.

The protective Energy Fists also allow the character to parry melee weapons with his energy covered hands, even energy-based melee weapons, like a flaming sword, Psi-Sword, energy blade, plasma axe, etc., without fear of damage or injury.

4. Other Abilities & Bonuses: +1 to disarm and +3 to pull punch.

Energy Expulsion: Heat

The character is able to generate a beam of coherent heat waves, without any flames. The character can generate the heat beam from either his eyes, or one or both hands. The thermal energy from this power concentrates within its target as it passes through it. The nature of the heat beam is such that it is nearly impossible to see, appearing only as a shimmering, semi-visible, heat haze. The character with this power is also resistant to heat and fire himself, taking only half damage.

Range: 300 feet (91.5 m) maximum.

Duration: Instant.

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

Special: The more powerful and experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 damage. Unlike other Energy Expulsion powers, the heat beam cannot be divided between two targets.

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

Bonuses: As per the character's usually bonuses. The Heat Beam is nearly invisible, it looks like a ray of heat haze, making opponents -3 to parry or dodge.

Energy Expulsion: Light Explosion

The character glows for 1D4 seconds and boom, a powerful burst of light is generated in all directions with effects similar to a riot control flash grenade. This power is great for shaking off numerous assailants, or for creating a rather spectacular distraction. The character with this ability is naturally *resistant* to light-based attacks (takes half damage from any light or laser attacks) and he can see in the brightest of light; cannot be blinded by strong light or lasers.

Range: The light burst has a radius of effect centered on the character and affects everyone within a 30 foot (9.1 m) radius, +3 feet (0.9 m) per level. Range can be regulated by increments of one yard/meter.

Duration: Instant.

Damage: 1D4 damage to everyone in the blast radius; damage does not increase with experience.

The light burst also temporarily blinds everyone within the blast radius for 4D4 melee rounds. Victims are -10 to strike, parry and dodge, and those who panic and try to run have a 01-75% chance of falling on their face (1D6 additional damage) per 10 feet (3 m) they try to travel.

Attacks per Melee: Each light burst counts as two melee attacks.

Saving Throw: A saving throw can be made, but requires a roll of 16 or higher plus any P.P. bonuses, as the victim tries to shield his eyes before the light explosion goes off. Those who successfully save are not blinded. Those with cybernetic or bionic eyes are immune to the blinding light.

Bonuses: Everybody within the radius of the burst of light takes damage and is likely to be blinded from the attack.

Penalties: Careless use of this power may also blind and harm allies and innocent bystanders.

Energy Expulsion: Particle Beam

The character is able to project a raw beam of energized particles at his target, the beam is similar to that used in particle beam weapons. The character must always generate the particle beam from his eyes.

Range: 400 feet (122 m) maximum.

Duration: Instant.

Damage: 4D6+4; the damage *cannot* be modulated or decreased by the character.

Special: When rolling the D20 to strike with the particle beam, the normal rules are modified as follows. ONLY a *Natural roll* (not modified by bonuses) of 12-20 hits. An 11-18 is only a *nick*, doing the damage listed above, but a roll of 19 or 20 is a *direct hit* and inflicts 6D6+16 damage! A nick indicates that the particle beam merely grazed the

target, which probably means part of it is vaporized. A full on hit means that it was blasted for the full damage, and may have been atomized! The particle beam cannot be divided between two targets.

Attacks per Melee: Each blast counts as *three* melee attacks!

Bonuses: +1 to strike on Aimed Shots only.

Penalty: Limited number of shots per melee round and always inflicts maximum damage.

Energy Expulsion: Shadow Bolt

The super being is able to generate a blast of inky blackness, like an *energy beam of pure darkness*. The bolt is generated from his eyes or one or both of the hands.

The character can also generate shadows on his face and body to conceal his features and make himself slightly harder to strike in combat; attackers are -1 on initiative and -1 to strike the shadowy character when he seems to partially blend in with other shadows around him. The shadowy hero is resistant to other shadow based attacks (half damage), even if they are magical in nature.

Range: 400 feet (122 m) maximum.

Duration: Instant.

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

Special: Experienced characters (3rd level and higher) can regulate the strength of each blast in increments of 1D6 damage. Unlike some other Energy Expulsion powers, the Shadow Bolt cannot be divided between two targets.

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

Bonuses: +2 to strike if an Aimed Shot, only +1 to strike if shooting wild. The Shadow Bolt is nearly invisible at night, in heavy shadow or in unnatural darkness, so opponents are -2 to parry or dodge the bolts.

Energy Expulsion: Sonic Boom

A sonic wave of sound is generated by the super being, much like the sound of a jet breaking the sound barrier, accompanied by a wave of force pushing out from the character. The sonic boom radiates out from the super being in the direction he points at with his open palm(s). Those hit by the sonic blast feel as if they had been punched in the chest and knocked backward. Their ears also ring.

Range: 300 feet (91.5 m) +100 feet (30.5 m) per level of experience.

Duration: Instant.

Damage: 3D6 damage, plus there is a 01-70% +1% per level of experience likelihood the victim of the blast is knocked off his feet and backward 2D6 feet (0.6 to 3.6 m; flying characters are knocked back twice that distance). Getting knocked off his feet causes the victim to lose initiative and one melee attack. The amount of damage inflicted cannot be reduced or decreased by the character.

Special Attack: Blasting an opponent in the head at *close range* (within 10 feet/3 m) has a 01-80% chance +1% per

level of experience, of *temporally* deafening him. Only opponents with some form of hearing protection can escape deafness. A deafened opponent is -4 to strike, parry and dodge for the next 2D4 melees rounds and cannot hear anything but a rushing sound and ringing.

Attacks per Melee: Each sonic boom counts as two melee attacks.

Bonuses: Note that this character cannot be deafened by any means.

Penalty: Every time the power is used it makes a loud boom that can be heard at a distance of two miles (3.2 km). This will alert others to the character's presence, and continued use will let others triangulate his location by the sound of the booms.

Extraordinary Intelligence

The character is a highly intelligent and mentally flexible individual. His genius truly shines within his personal area of expertise, a category of skills which he grasps on an intuitive level. **Note:** The G.M. should ensure that the player selecting this super ability plays the character appropriately, as the Extraordinary I.Q. power is as much about role playing the character intelligently, as it is having a high I.Q. rating and the skill bonuses that come with it.

Bonuses: Increase I.Q. to 22 +1D6, and apply a +10% bonus to all known Language, Literacy and Mathematics skills. In addition, the character is +2 to save vs mind control, possession and illusions (including magical ones), and selects one additional Secondary Skill at levels 3, 6, 9, 12 and 15. Each new skill starts at level one with one additional skill program.

Area of Expertise (Special): The character's extraordinary intelligence shines in one particular area of expertise. To reflect this, the character's skill percentages in his area of expertise continue to increase with experience and go well beyond the normal 98% skill rating cap!

The player selects *two skills* from one of the following skill categories as his area of expertise: *Communications, Domestic, Electrical, Espionage* (excluding Pick Pockets, Sniper and Wilderness Survival), *Mechanical, Medical, Science, or Technical* (may include Computer Hacking found under Rogue skills), and gets a +20% bonus added to it in addition to any other bonuses from education, training and I.Q. bonus.

For the two skills within the character's *area of expertise*, the player must keep track of the character's total skill percentage, even beyond 100%, because this "extra" will help to offset skill penalties for tasks that are extremely difficult, executed under stressful conditions or involve alien technology. This is done by taking the skill over the top, say a skill with a 135% proficiency, and subtracting any penalties that might apply out of circumstance. Thus, if a penalty of -20% was applied to the skill with 135%, the character is not bothered by the penalty because he still has a 115% skill proficiency. However, to gauge the actual success, the character still has to roll percentile dice and roll 98% or under to execute the skill. There is always a chance that even a character with Extraordinary Intelli-

gence will make a mistake sometimes (maybe he's too overconfident, just fumbles, doesn't pay it enough attention because it is so easy, and so on). If the skill penalty was -60%, then the character with the skill of 135% would perform it at 75% proficiency instead of his maximum 98%, but he still has a tremendous advantage at getting it right.

Fireworks

An odd ability in which the character can generate pyrotechnic fireworks-like displays fired from his hands, complete with popping and whistling sounds. These fireworks can be used to create a distraction, to blind an opponent, signal for help, or light up an area with well timed flares.

1. Fireworks Display: The character can create a classic fireworks display by doing nothing more than pointing his hands to the sky and directing his power upwards. This display of pyrotechnics can be seen and heard up to two miles (3.2 km) away and the fireworks reach 1000 feet (305 m) in the air, allowing them to be seen easily. This ability makes for a great alarm, signal, distress beacon or distraction. The display can be shaped by the character to control the shapes, colors, spacing and pacing of fireworks bursts. Base Skill to Shape Fireworks: 45% +5% per level of experience.

Duration: The fireworks display can be maintained for up to five minutes (20 melees) per level of experience.

Damage: None, the display is harmless.

Attacks per Melee: Uses up all Attacks per Melee round.

2. Fireworks Blast: The super being can fire a shower of glittering white and green sparks at an opponent or target.

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

Duration: Instant.

Damage: 2D4, +1D4 at levels 2, 4, 6, 8, 10, 12 and 14.

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

Bonuses: +1 to strike if an Aimed Shot, no bonus to strike if shooting wild.

3. Flare Burst: A brilliant flare burst that hangs up in the sky for 1D4 melee rounds (15-60 seconds) before it slowly descends to the ground (takes another 1D4 melees to descend and burn out). This fireworks display illuminates an area bright enough to read. May be used as a signal beacon or to light up a battleground at night.

Area of Effect: 200 foot (61 m) radius.

Duration: 1D4 melee rounds of maximum illumination, +1D4 additional melee rounds where the light is half and the flare descends to the ground.

Damage: None; used to light an area or signal others.

Attacks per Melee: Each flare counts as one melee attack.

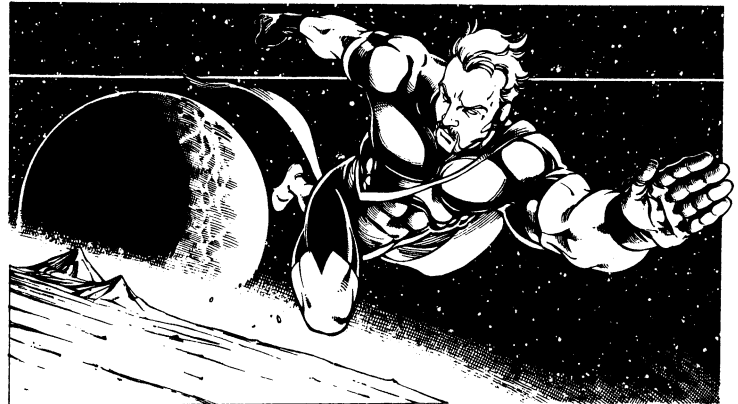
4. Ignite Flammables: By shooting white hot embers over flammable materials (dry grass, rags, dry wood, gasoline, etc.), the character can ignite fires with his fireworks.

Range: 200 feet (61 m) maximum.

Duration: Instant.

Damage: Just 1D4 damage, but there is a 01-75% of igniting flammable materials. Flammables must be present in order to ignite them and start a fire. Human body hair and flesh, green vegetation, damp clothing and similar materials cannot be set on fire with this power. This does not create a blazing fire, just a shower of hot embers that may ignite combustible materials.

Attacks per Melee: Counts as one melee attack or action.



Flight: Space

By Wayne Breaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

Flight: Space is a "space age" super ability in which, if not for the environmental limitations of working at full power only in outer space, would be a major super ability. Like **Flight: Wingless**, this power enables the hero to fly at impressive speeds in the *vacuum of space* and in *low gravity environments*. The higher the gravity, the *slower* the hero can fly. In a high gravity environment no flight is possible.

Earth gravity allows the character to glide in a manner identical to the *Flight: Glide* minor super ability (about 40-50 mph/64-80 km; see page 232 of **HU2**), but he enjoys none of the bonuses that come with that ability.

In low gravity the hero can race through the air at speeds equal to *Flight: Wingless* (200 mph/320 km; see page 233 of **HU2**), but speed does NOT increase with experience and the character enjoys none of the bonuses other than +4 to dodge when hovering and +6 to dodge when flying at 90 mph (144 km) or faster.

In outer space, the character is resistant to cold and radiation. He or she can survive in space with only a light radiation suit or spacesuit (with or without a helmet), can breathe without air for one hour per level of experience, is invulnerable to small bits of flying debris (has to avoid large chunks and spaceships or suffer injury), and can reach impressive speeds.

The speed starts at Mach Two (1520 mph/2432 km), and increases by Mach Two per level of experience, so a fifth level super being can fly through space at speeds of up to Mach 10 (7600 mph/12,160 km). Of course, the character can fly at slower speeds as he or she desires. Why great speed (and imperviousness to the conditions of space) is only possible in outer space is unknown.

Bonuses: The following bonuses only apply when in outer space.

+1 attack per melee round (due to speed and flight capabilities).

+1 on initiative.

+1 to strike, parry and disarm.

+6 to dodge.

+1 to roll with impact, punch or fall.

+2D6+6 S.D.C.

Amplified, keen vision - can see small objects up to five miles (8 km) away in space.

Half damage from cold and radiation (twice as hard to get radiation sickness: 01-15% chance instead of 30%; none if he uses a simple insulated space or radiation suit).

Special Combo: When combined with the *Weightlessness* minor ability (see page 50 of **Powers Unlimited One™**) the super being can fly twice as fast in an atmosphere.

Focused Touch

Focused Touch allows the hero to concentrate his entire strength into one powerful touch/strike. This touch can be delivered with a slap, the flick of a finger, or a light tap, but in any case inflicts damage at full force as if the character had just delivered a clobbering punch. The advantage of this attack is that the super being doesn't exhibit any obvious combat action while beating the snot out of somebody. In fact, he may look like a clumsy buffoon or even as if he's trying to help someone. In addition, the Focused Touch can deliver a full punch impact (ordinary punch or power punch) to a tiny area with a tap of his finger. This will punch through a glass window and plaster like a bullet, pound a nail into wood, shatter china and glassware, and inflict double damage to a lock, hinge, or any small object.

Range: Touch only.

Duration: Instant.

Damage: As per the character's normal punch damage or power punch damage with his full P.S. bonus, including any additional damage from having "super" strength.

In the alternative, a Focused Touch (and just a touch, like a pat on the back, a tap on the shoulder) can be used as a powerful pushing force to shove another character falling forward or backward as if he was pushed with great force. The victim is hurled 2D4 yards/meters, loses initiative and two melee attacks, but suffers only 1D4 damage from the fall. Great for creating distractions, pranks and causing trouble.

Attacks per Melee: Each Focused Touch attack counts as two melee attacks unless power punch force is used, then it counts as four melee attacks/actions.

Force Strike

By throwing a punch, kick, knee, elbow or head-butt in the direction of the opponent, the super being can unleash a force to strike the opponent without ever actually touching him. This ability creates a force attack that strikes the

opponent with all the power of the character's normal hand to hand damage. Force Strike can be used with normal hand to hand strikes, natural weapons (like claws or horns) and power punch attacks, but this ability cannot be used in conjunction with any type of weapon, even melee weapons.

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

Duration: Instant.

Damage: As per the character's normal damage for the type of punch, kick or other attack used.

Attacks per Melee: Each force strike counts as one melee attack/action, unless it's a power punch, which counts as two melee attacks/actions.

Note: Cannot be used to parry, but can be used to disarm.

Harmonic Resonance

The super being generates sympathetic vibrations in a nearby object, causing that object to vibrate at a harmonic resonance frequency that will cause damage and make the object eventually explode. This harmonic resonance power can be used on a large variety of objects, including items made out of glass, crystal, pottery, ceramics, plastics, cement, brick, stone, marble, etc., but objects made of metal or rubber are immune to this power (cars, guns, mailboxes, etc.), as are people, animals and organic materials (although they can be hurt by the exploding object). The more durable the object being affected, the longer it will take to make it explode and the more damage those in the area of effect will sustain. This makes the power most useful for shattering windows, mirrors, etc., to create a distraction, causing confusion, creating panic and hurting people rather than as a direct method of killing one's enemies.

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.

Area of Effect: The exploding object will do damage in a 12 foot (3.6 m) radius around it.

Duration: Instant to begin the harmonic vibrations, but the time it takes for the item to explode varies (see below).

Damage: The damage that is done is based on the nature of the object being made to explode.

Fragile glass objects, like a window, a vase, a glass or a mirror, etc., are so fragile that they explode instantly (during that melee attack/action), doing 1D6 damage with a spray of glass shards to everyone in the radius.

Pottery, crystal ware, ceramic statuary, and similar objects are fragile enough that they will explode after just one melee round (15 seconds) of harmonic resonance, doing 2D6 damage to everyone in the radius.

Modestly durable objects like hard plastic, heavy ceramics and high-tech composite materials with less than 50 S.D.C. take a lot longer to succumb to the harmonics (1D4+1 melee rounds), but when they do, they inflict 3D6 damage to everything in the radius.

Durable objects with 50-100 S.D.C. will take 1D4 melee rounds to explode for every 25 S.D.C. points (or fraction thereof) that they possess. When the object finally does explode it will do 5D6 damage to only 1D6 people/targets

in the area of affect. This is because the explosion will result in fewer, but heavier and more damaging pieces of debris.

Strong, heavy objects made of cement, brick, stone, marble, etc. can also be affected, but will take one minute (four melee rounds) to explode for every 10 S.D.C. points (or fraction thereof) that they possess. When the object finally does explode it will do 1D8 damage to everyone in the blast radius, hitting them with a small piece of debris, but does 1D4x10 damage to 1D4 people/targets in the area of effect with large chunks.

Remember, metal and rubber cannot be affected by this power.

Attacks per Melee: Uses up many attacks. It takes one melee attack/action to set up the harmonic vibrations in a solid object and another melee attack/action per melee round (15 seconds) to maintain the harmonic resonance, plus the time it takes to eventually explode the object.

Bonus: The character with this power is resistant to vibration and sound-based attacks, taking half damage from them.

Immune to Illusions

This useful power makes the character totally impervious to all forms of *illusion* where a saving throw is allowed, both psionic and magical. Automatically saves and realizes the images before him are false illusions. This allows the hero to spot an illusion (auditory, visual or others) instantly, and to see through it.

Note: The character can *NOT* see the invisible, nor see through camouflage, or super abilities that put in place disguises or concealment. Likewise, this ability can *NOT* see through ectoplasmic disguises, metamorphosis or other forms of transformation or shape-changing abilities because they are not "illusions" but physical transformations.

Range: Self.

Duration: Constant and automatic.

Bonus: +1 to save vs Horror Factor.

Immune to High Speed Kinetic Attacks

A form of limited invulnerability, this power makes the character impervious to all *high speed* physical (or kinetic attacks); they do *no damage* at all! This means that bullets, arrows, rail gun rounds, high speed car crashes, falls from great heights, grenade shrapnel, force bolts, and basically any physical impact that is traveling faster than 120 mph (192 km), does no damage.

However, *slow speed* physical attacks all do full damage, including punches, kicks, choking, crushing, bites, and attacks from melee weapons (swords, knives, clubs, baseball bats and even thrown knives, shurikens, balls, bricks, bottles and other objects), all of which move slower than 120 mph (192 km). **Note:** Even professional baseball pitchers rarely throw the aerodynamic baseball faster than 100 mph (160 km).

Range: Self.

Duration: Constant.

Penalty: Tends not to notice gunfire and may not realize that his friends and allies are in trouble when the shooting starts.

Immune to Melee Attacks

This is the reverse of Immune to High Speed Kinetic Attacks, above. In this case, the super being is immune to all types of (comparatively) slow physical melee attacks, such as punches, kicks, choking, crushing, bites, and attacks from melee weapons (clubs, swords, etc.). Such attacks do absolutely *no* damage at all to the character. Even punches from Extraordinary or Superhuman Strength don't hurt (no damage) and even Supernatural Strength does *half* the usual damage. Of course, super-strong attacks or impact from a vehicle moving slower than 120 mph (192 km) may still knock the character off his feet or backward several yards/meters with the usual effect (loses initiative and one or two melee attacks/actions). Likewise, while the character may not suffer physical injury from a collapsing building, he will still get pinned by the debris and could suffocate from lack of air. Meanwhile, bullets, arrows, force bolts, debris hurled by tornado or hurricane force wind, most car crashes, energy blasts, explosions, grenade shrapnel, fire, electricity, etc., all do *full damage*.

Range: Self.

Duration: Constant.

Penalty: Has some loss of feeling in his skin and fingertips, -10% on all skills that require a delicate sense of touch including Palming, Forgery, Surgical skills and most Electrical and Mechanical skills.

Immune to (Some) Super Abilities

This ability makes the character totally impervious to any *super ability* where a *saving throw* is allowed (but not against psionics, spells or magical powers); automatically saves. The hero is still vulnerable to other super abilities where a saving throw is not required, physical attacks and things like energy blasts, super-strong punches, etc.

Range: Self.

Duration: Constant.

Bonus: As above.

Penalty: Permanently reduce the character's S.D.C. by 10%.

Knock Back Attack

With every physical blow, the super being sends his opponents flying with a discharge of kinetic energy. While the character does not have to be super strong for this ability to function, the stronger the super being is, the more damage he does and the farther his opponents are flung. **ONLY** apply the amount of damage that would be inflicted by the character's physical blows/punches/kicks and *blunt* weapons (club, chair, tree, car door, etc.). Do not include the damage from blade weapons, bullets or energy blasts. **Note:** Calculate the damage that would

have been done, even if the opponent is resistant or immune to it, in order to determine the distance he is knocked back. If an opponent is knocked down, he loses initiative and one melee attack.

Range/Distance Thrown: Hand to Hand Combat. The distance that the opponent is knocked back on a successful strike is based on the damage done by the melee attack in question.

01-20 points of damage - target is knocked back 1D6 feet (0.3 to 1.8 m).

21-40 points of damage - target is knocked back 2D6 feet (0.6 to 3.6 m).

41-80 points of damage - target is knocked back 4D6 feet (1.2 to 7.3 m), and there is a 01-60% likelihood of being knocked down.

81-120 points of damage - target is knocked back 6D6 feet (1.8 to 11 m) and is knocked down.

121-160 points of damage - target is knocked back 1D6x10 feet (3 to 18.3 m) and is knocked down.

161-200 points of damage - target is knocked back 2D6x10 feet (6.1 to 36.6 m) and is knocked down. Those thrown and knocked down by this powerful attack lose initiative and two melee attacks.

201 or more points of damage - target is knocked back 3D6x10 feet (9.1 to 54.9 m) and is knocked down. Those thrown and knocked down by this powerful attack lose the initiative and two melee attacks.

Note: The distance knocked back is *doubled* if the hero has Supernatural P.S. Also note that the character can use handheld weapons in conjunction with this power, but doing so does not increase the distance knocked back.

Duration: Instant.

Damage: As normal for the hero's P.S. from melee attacks plus damage from blunt weapons. If the super being strikes with a large, heavy object, like a car, tree or brick wall, when knocked back the opponent will sustain an additional 4D6 points of damage from the impact.

Attacks per Melee: As per the character's normal melee attacks.

Bonuses: +3 to pull punch and inflict less damage than the maximum amount (any amount desired). Also roll to pull punch in order to hit an opponent without the subsequent Knock Back Attack taking place.

Linguistics

The character has a strange affinity for language, and a psychic kind of capability to intuitively understand and speak most forms of sentient communications within a matter of minutes (1D4 minutes) of listening to the language(s) in use. The character can understand any form of spoken or sign language (those based on hand signs or body language), but does *not* understand foreign *written* language/words, including text on the internet or computers. The Linguistics super ability does not apply to radio, television or other types of transmissions, nor audio, film or videotape recordings because the ability only works with living, speaking subjects right there in the presence

(or nearby) of the super being. Furthermore, the ability to understand and speak an alien tongue is temporary and only last as long as living people are speaking it around or to the character. **Note:** Does not apply to animal vocalization or talking to plants, etc., only living, sentient beings who speak to communicate.

Range: Must be able to see and hear the person(s) speaking, and requires the super being to do nothing else but focus on the sounds and words. For the first 1D4 minutes the character cannot engage in any other activity, but once the language is understood, he too may join in conversation, perform a skill while talking or listening, and so on.

Duration: As long as that particular language is being spoken around the super being, he remains fluent in it (90% ability to understand and speak it). 10 minutes per level of experience *after* the conversation or talking (from live people) ends. Talking to oneself does not work to extend one's ability.

A character with the Linguistics ability can also permanently learn a foreign and even alien language via the normal method of study and practice as a permanent skill, learns the language in one third the usual amount of time, and gets a +25% skill bonus.

Attacks per Melee: Cannot do anything but listen for the first 1D4 minutes in which the character acclimates himself to the new language.

Bonuses: The character starts with 1D6+1 additional languages and can learn two new languages for every level of experience. Note, the character does not have to immediately select a new language with each new level, but can store them up until he finds a language(s) that interests him, say, the Atorian tongue.

Line Transit

While touching a conductive material, the super being can become pure energy and travel along its surface. He becomes a flash of transmitted energy and moves through the conductive material (metal, wires work best at enormous speeds (1 mile/1.6 km per melee action/every 3 seconds). Of course, he is limited to locations where the wiring is connected.

With the invention of the telephone, cable television, electrical wires and fiber optic communications systems, this super ability enables the hero to travel from one corner of a city to the next in a matter of seconds. The super being has an innate sense of where he wants to go and how to get there, and is proficient in navigating through the local telephone exchanges and networks of wires. The easiest way, of course, is to call the place one wishes to visit, then travel through the phone lines and jump out of the receiver, or pop out of a computer modem!

The main limitation is the need for hard wiring/cable. This power does *not* work via wireless signals, radio waves or other form of *wireless* transmission. Furthermore, attempting to travel distances greater than 100 miles (160 km) is disorienting unless there is a direct connection and an open line he can follow. Traveling a dis-

tance greater than 100 miles (160 km) requires *line navigation* – Base Skill: 55% +4% per level experience (-5% penalty for every 300 miles/480 km of distance). A failed roll means the character emerges 3-18 miles (4.8 to 29 km) from his target location (roll 3D6 to determine the distance). If the location is unfamiliar, he is lost in a strange place and does not know where he is until he can get additional information and perhaps directions. The character will need to find out where he is at before he can try again.

The character also needs an outlet/exit point such as a receiver, open telephone line, modem, electrical outlet, etc., to exit at (or near) the destination point.

Range: Up to 100 miles (160 km) with little difficulty, but theoretically, thousands of miles if the connection is there.

Duration: Can be maintained for up to one melee round per level of experience.

Damage: None, the power cannot be used as a weapon.

Parabolic Hearing

The ability to focus on one or two specific sounds or frequencies and ignore all other sources of sound that interfere with hearing the specific targeted sound. The character can focus on a single person, so he can fully concentrate on what that individual is saying. The super being can even be in the noisiest environments, like a concert hall or convention center, and still zone in on one specific someone speaking from across the room. In short, the hero can *tune out* all other sources of sound and concentrate on one specific one. The Parabolic Hearing ability is wonderful for eavesdropping, collecting information, spying and espionage.

Range: Line of sight, when focusing on a specific sound/voice/frequency source. The character may also scan for a *familiar* voice/sound without visual target confirmation up to 200 feet (61 m) per level of experience, but he has to tune out all other sound sources around him and it will take 1D6 melee rounds to locate the sound.

Duration: 30 minutes listening without pause, per level of experience. In brief snatches of a few minutes here and there, unlimited use of the ability.

Attacks per Melee: Instant connection/targeting from a visible target, use up 1D6 melee rounds to locate an unseen or hidden audio target. Reduce the number of melee attacks/actions, bonuses and skill proficiency by *half* when the character is listening in on someone and taking some other action at the same time (distracted).

Bonuses: +2 on initiative, parry and dodge should the source of the parabolic focus attack the super being.

Penalty: Has no initiative and bonuses to dodge or parry are half while the character is so keenly focused on one sound source, leaving him open to attack or surprise from an outside force. Can only hear one or two voices/sounds as the object of hearing. Also see Range, above.

Pixie Dust

The super being produces a fine powder – a sort of “pixie dust” – that is able to make people or objects completely weightless. It works like something out of a fairy tale and defies all logic. The powder sparkles with energy and light when it is released on its target, and “poof,” the recipient of the dusting is weightless. Pixie Dust seems to work on any solid matter, both inorganic and organic alike. When the duration ends, the target(s) gradually return to their normal weight, slowly drifting to the ground in about three seconds. One of the best uses of this ability is to effortlessly move heavy objects, machinery, and debris, or to carry a heavy load by applying a “pinch” of the dust.

Weight Limit: The maximum weight that the Pixie Dust can make weightless is 1,000 lbs (450 kg) +100 lbs (45 kg) per level of experience.

Range: Touch, or thrown up to 8 feet (2.4 m; no bonuses to strike apply, natural die roll only).

Duration: The people and living creatures remain weightless for *two minutes* per level of the super being, or until the dust is removed via vacuuming, a power burst of air or washing or heavy blast of water. Intelligent beings also get a saving throw to resist the effect, but animals and inanimate objects do not.

Inanimate objects remain weightless for *twice as long* as a living creature (4 minutes per level of experience).

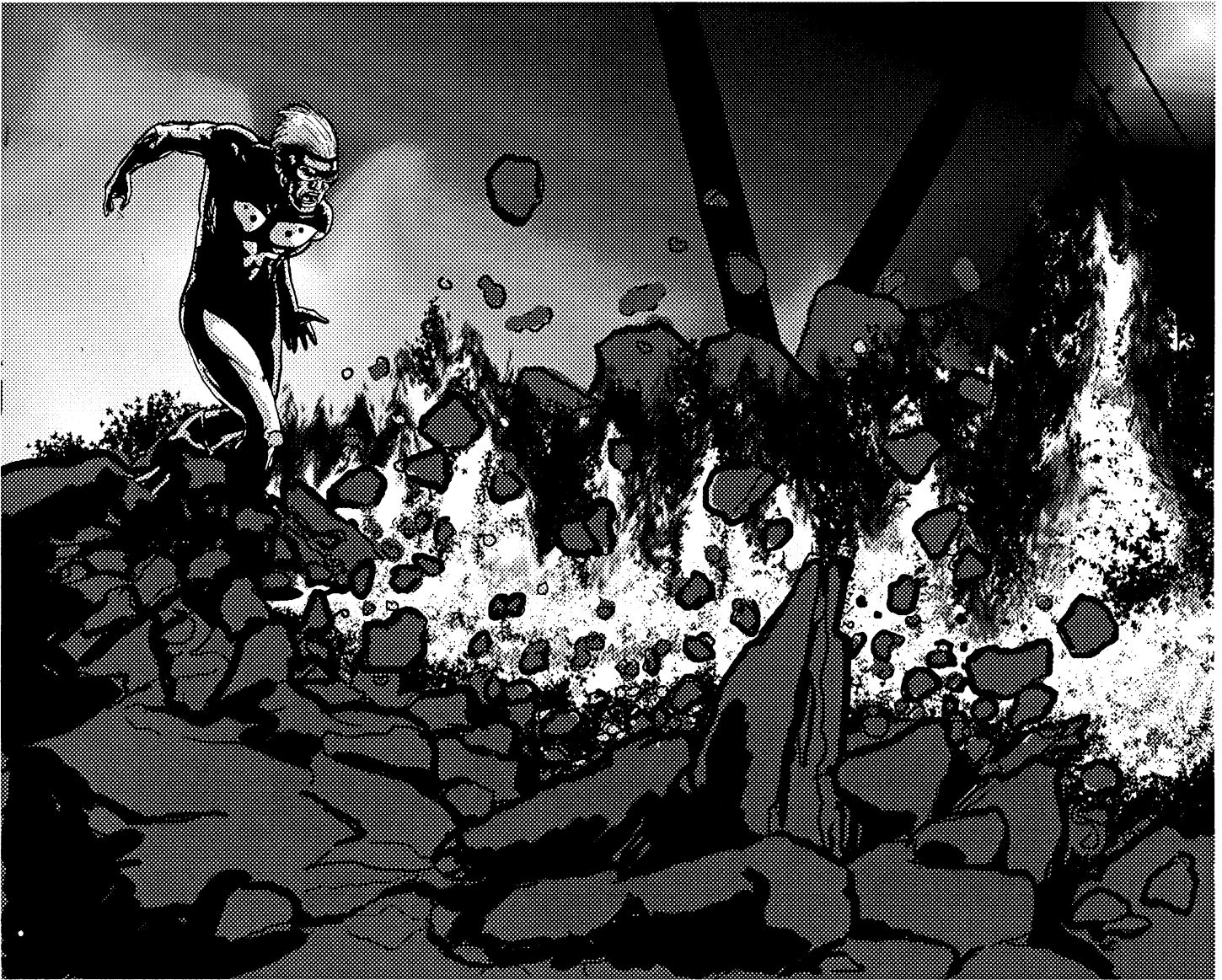
Damage: None, but the target becomes completely weightless and will float 3D4 feet (0.9 to 3.6 m) above the ground. In this weightless state of being, the victim will be swept away by wind or easily pushed or pulled along like a large balloon.

Being weightless is disorienting and victims made weightless by Pixie Dust are -4 on initiative, -3 to strike, parry and dodge, and speed is reduced to just 10% of normal and the person can only move by using a swimming or running motion. (The only exceptions are character skilled in Zero-G Combat; no penalties.)

Saving Throw: Intelligent beings can try to resist becoming weightless but need to roll a 14 or higher on a D20. Animals and inanimate objects get no chance to save.

Attacks per Melee: Each use or “pinch” of Pixie Dust counts as one melee attack/action and requires the super being to successfully sprinkle the dust on the intended target.

Payload/Quantity: The super being can generate (as if by magic) 10 “pinches” of dust (+5 additional per each subsequent level of experience) within a 24 hour period. Once he has spent his daily payload or supply, the character can't generate any more till the next day/24 hour period begins. **Note:** The dust can NOT be collected and stored as it becomes inert and powerless within a few minutes after its release.



Power Stomp

The super being generates a field of energy from his legs and feet. The energy can be released by stomping one of his feet or via kicks, unleashing shockwaves and super-powered kicks and leaps. The energy fields (both legs must be energized at the same time) can be erected at will and maintained until canceled.

1. Shockwave Stomp: Stomping one of his feet on the ground, the character can generate a shockwave of his energy that ripples along the ground toward a specific target. This attack can only be done if the character is standing on the ground or a stable floor, like inside of a building or on the deck of a large ship.

Range: 20 feet (6.1 m) per level of experience.

Area of Effect: The shockwave hits everything along the ground in a straight line until it strikes the intended target or runs its full range, whichever comes first. Each target along the path of the shockwave takes damage unless they make a successful dodge.

Duration: Instant.

Damage: 4D6 points per stomp to everyone and everything in its path.

Attacks per Melee: Each stomp counts as one melee attack.

Bonus: +1 to strike with the shockwave at levels 1, 3, 6, 9, 12 and 15; no other combat bonuses, even other bonuses to strike, apply to this attack.

2. Energized Kicks: When the legs are energized, the character can perform powerful energized kicks.

Range: Hand to hand combat, self.

Duration: Instant.

Damage: 3D6 damage per kick or 6D6 for a power kick attack.

Attacks per Melee: All single action type kicks count as one melee attack/action, but a power kick counts as two.

Bonus: The character's usual hand to hand combat bonuses to strike apply to Energized Kick attacks.

3. Energized Leaps: 12 feet (3.6 m) high and across, increase distance by 50% with a running start.

Scan Powers

The character can sense the nature (types of powers) of any super being he tangles with in close combat for more than one melee round (15 seconds). Furthermore, he can identify the super abilities possessed by any subject he deliberately targets for *scanning*.

Only a single target can be scanned at a time and requires line of sight, close proximity (100 feet/30.5 m) and 1D6+1 minutes of focused scanning for the super being to know if the subject has super abilities and which ones they are. The character can *NOT*, however, know the level of experience, his subject's Power Category (Alien, Experiment, Mutant, etc.), Hit Points, S.D.C., skills, current condition/health, age, or anything else about the character. A scan will also indicate if a character is psionic, but not the specific psychic abilities.

The Scan Powers ability can *NOT* detect *magic*, *artificial augmentation* such as bionics or robotic exoskeleton, or abilities acquired through *Physical Training*, *Special Training*, *Hardware (Genius)*, or *skills*. Nor can this ability be used to sweep a room looking for super beings, each person must be scanned one at a time.

Range: Close combat or line of sight up to 100 feet (30.5 m) away.

Damage: None.

Duration: 15 seconds of close combat or 1D6+1 minutes to conduct a scan on a specific individual.

Attacks per Melee: Not applicable.

Saving Throw: Psychics (who will sense they are being scanned by somebody, get to roll a save, and *may* be able to identify said individual if they can see him obviously looking at them) and any other character who *knows* he is being scanned, can try to block the scan with force of will. Psychics need a 14 or higher to save vs Power Scan, all other super beings need to roll an 18 or higher, without the benefit of any bonuses to save. Furthermore, super beings can only roll to save *if* they realize they are being "scanned." A successful save means the super being with the Scan Powers ability can't tell if they have super abilities or not and the assumption will be that they do not.

Shadow Cloak

The character can wrap himself in natural shadows and pull them around him to create a cloak of darkness that conceals his identity and helps to shield him from attacks.

1. Cloak of Darkness: The character can wrap himself in shadows to the point of creating a flowing, cloud or mist-like cloak of inky blackness around him. The shadows mask his face and true appearance and hide much of his body. Opponents only see a partial face and a hand, portion of an arm, leg or foot that seems to fade in and out of the shadowy darkness as the super being moves. This makes shooting the character with guns and even punching and close melee combat difficult. (**Note:** All attackers see their bonuses to strike, parry, dodge, disarm, and entangle, as well as initiative and perception reduced by *half*.)

In areas of shadow and total darkness, the cloaked character gains +20% to Prowl, but can still be seen by infrared, heat sensors, thermal-imaging optics, motion detectors, radar, sonar or similar sensors/abilities.

Cloak of Darkness is ideal at night and for ambush, hiding, and escape, especially against enemies who don't possess high-tech sensory equipment or night optics. In the daytime or under bright lights, the shadow cloak may look menacing, but the super being stands out against the illuminated local background, actually making it easier to see him (no Prowl bonus and -20% on the Prowl skill, and no penalties to strike, parry or dodge).

Range: Self or self and one other if the other is held close (like a hug) and the two are trying to hide in darkness.

Horror Factor: 10 when Cloaked in Darkness.

Bonus: As noted above.

2. Protection of Shadows: The character's Cloak of Darkness renders him resistant (half damage) to light and laser attacks as the shadows bleed away and dissipate some of the light.

Impervious to all shadow-based attacks when the cloak is in place.

3. Eyes of the Night: When the character is cloaked in darkness he has Nightvision 60 feet (18.3 m) +5 feet (1.5 m) per level of experience.

Shadow Molding

The super being is able to reach his hands into any nearby shadow and mold that shadow into a variety of simple, useful weapons and objects. Limited to simple one-piece objects like a sword, mace, club, pole, crowbar, cup, and so forth. The object created cannot be high-tech in nature and cannot have any moving parts or multiple pieces at all. This means that the character cannot mold the shadows into guns, armor or even weapons or items with joints or flexibility, so no nets, sheets, rope, chains, whips, bows, handcuffs, etc. The objects of shadow are rigid and solid with 20 S.D.C., but cannot be destroyed because they are nothing but shadow, except by magic or light based weapons/lasers (the latter does half damage). This ability might be a major power if not for the fact that its creator must remain in contact with his shadow objects at all times or they simply vanish back into the shadows they came from.

Range: Touch, the object(s) must remain in contact with its creator.

Duration: The shadow object remains until the direct contact/touch is lost.

Damage: Inflicts the same damage as the real life equivalent. A weapon made of shadow is still a shadow, and as such, will do additional damage to anyone vulnerable to shadows or darkness.

Attacks per Melee: Each shadow object created requires three melee attacks/actions to create. The character is only limited by the number of shadow objects that he can physically hold and carry on his person.

Bonuses: +1 to strike and parry with any shadow weapon.

Shadow Trap

This super ability causes a single shadow (per use) within range of its target to transform into a patch of shadowy energy, capable of doing damage to anyone who stumbles into the Shadow Trap.

The trap, itself, is immobile and can be dodged or avoided if it is seen in time, but the trap usually appears to be no different than any other shadow. As a rule, the victim won't know it is there until he has stepped into it. Although the damage feels like a burning sensation, the wounds caused by it resemble frostbite. The trap only harms the living (people, animals, plants, etc.), which means that inanimate objects, machines and the undead are all unharmed by the Shadow Trap, and can move across it without activating the trap. As the super being grows in experience, he can create multiple Shadow Traps. The Shadow Traps are best used as stationary defenses and are only usable in areas where shadows naturally exist, but cannot be used in absolute darkness or under bright lights.

Number of Shadow Traps: The character can simultaneously create one Shadow Trap at levels 1, 3, 6, 9, 12 and 15.

Area of Effect: A Shadow Trap may be no larger than 10 feet (3 m) in diameter, although the shadow does not actually have to be circular in shape, in fact the shape of the shadow trap is the same as the existing shadow it was created from.

Range: Created by touch, or up to 10 feet (3 m) away per level of experience starting at level two. But once created, its maker does not need to remain within the range area for the trap to remain in place.

Duration: Each Shadow Trap will remain for 5 minutes per level of experience.

Damage: 4D6, plus an additional +2 damage per level of experience. In addition, the trapped individual feels confused and will remain in the Shadow Trap, momentarily stunned for several seconds, and loses 1D4+1 attacks/actions for that melee round (or the next round depending on when the trap is activated). While in the trap, the victim cannot use any of his powers, perform a skill or attack. The trap will remain in place even after its victim staggers out of its embrace and quickly regains his senses, which means the same character and others may repeatedly fall victim to the same trap. **Note:** A Shadow Trap can be effectively *disarmed* by exposing it to strong light, such as overhead light, bright headlights, bright lantern, light-based super abilities or a magical Globe of Daylight spell, provided the light is strong enough to eliminate all or most of the shadow.

Attacks per Melee: Each Shadow Trap takes two melee attacks/actions to create.

Bonuses: The super being with this ability is immune to his own traps and is resistant (half damage) to other shadow-based attacks.

Shrapnel

The character has a lesser form of Matter Expulsion, but one with all the subtlety of a fragmentation grenade. The character can hold in his hands and explode any solid object to release a blast of shrapnel flying out in a 180 degree arc in front of him. Unfortunately the shrapnel hits and damages everyone and everything in the area of effect.

Range: 30 foot (9.1 m) area in front of the character in a 180 degree arc, plus 5 feet (1.5 m) per level of experience.

Duration: Instant.

Damage: 1D6 points of damage per level of experience, and the damage cannot be reduced or decreased by the character. Anyone hit by the shrapnel blast has a 01-40% chance of being knocked down, losing initiative and two melee attacks/actions.

Attacks per Melee: Each blast of shrapnel counts as two melee attacks/actions.

Limitations/Penalties: Area affect blast, which means no aimed shots or long-range attacks are possible, and innocent people or allies might get hurt in the blast.

Bonus: The super being is resistant (half damage) to explosions, flying shrapnel and bullets.

Space Native

By Wayne Breaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

This ability borders on being a Major Super Power, enabling the character to survive and function in the *vacuum of space* as if it were his normal, natural environment. It also enables the character to survive ocean depths (unlimited) or atop frozen mountains with minimal air and frigid temperatures. The character is impervious to cold, depressurization, and radiation, breathes without air, can actually speak in a vacuum, and is invulnerable to small bits of flying debris (has to avoid large chunks and spaceships or suffer injury).

Can survive in space completely unprotected for three days (72 hours) per level of experience without ill effect. Speculation is that the character's body somehow absorbs solar energy and radiation in place of food and water. After this period has elapsed, the Space Native can survive an additional two days per P.E. point, but slowly weakens and suffers from dehydration and starvation the same as anyone else deprived of food and water.

Bonuses: The following bonuses only apply when in outer space.

+1 attack per melee round, +2 on initiative, +1 to strike, parry, disarm and pull punch, +3 to dodge and +4D6+12 S.D.C.

Cold based magic does half damage; impervious to all other types of cold attacks (may be immobilized by being encased in ice, but suffers no damage from it). *Gravity Manipulation* attacks are half as effective (reduce damage, duration and other effects by half) and is impervious to radiation attacks.

Special Combo: When combined with the Weightlessness minor power (see page 50 of **Powers Unlimited® One**), the Space Native power becomes viable in an atmosphere, adding its full bonuses (in addition to the normal Weightlessness bonuses) to the character when weightless. But for this to be possible the Weightlessness power must be activated.

Sticky Globs

The character can generate sticky globs which can be fired from his hands or mouth (one or the other, not both). The impact of the sticky globs is strong enough to knock most people's arm or leg against a nearby object or wall, gluing the person's limb in place. Or the glob may stick an arm to the side of the person's body, immobilizing it, or one leg to the other (reduce Speed by 95%) or a foot to the floor, gluing him to the spot. The glob can also be used to glue a weapon or piece of evidence to the perpetrator's hand or to clog the barrel of a gun to prevent it from firing (not effective against energy weapons, which burn right through the goop).

Each Sticky Glob is about the size of a softball or grapefruit and spreads out to cover a two foot (0.6 m) area on impact with the target. The sticky balls of super-adhesive will adhere firmly to anyone who is struck or who touches it after it has been expelled (except for the character who created it).

The victim stays stuck until the Sticky Glob disintegrates, or until the victim is pulled free by another person. The sticky globs will stick a person to the floor, table, wall, door, etc., or just to his own body.

Once stuck in a Sticky Glob, freeing the character requires a combined P.S. of 50 (and uses up two melee attacks/actions), or a Supernatural P.S. of 27 or greater to pull the victim free. Otherwise, the victim will have to wait until it dissolves naturally. Trying to shoot through the adhesive to free the victim will not work, and using fire, heat or energy attacks will also see half the damage inflicted to the glob also inflicted to the stuck victim!

The adhesive globs may also be used to temporarily mend/hold together broken support beams, bridge girders, railings, the side of a crumbling wall, and similar structures, but the repair will be very short-lived, making it good only in emergencies where people are evacuated quickly.

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.

Duration: Five minutes (20 melee rounds) per level of experience, or the creator can make the globs disappear at will by touching them.

Damage: None, but anyone trapped in a Sticky Glob will be held in place and lose the use of whatever limb then is glued to something else. G.M.s, use common sense in the use of this power.

Attacks per Melee: Each Sticky Glob counts as one melee attack.

Bonuses: Any hand to hand combat and P.P. attribute bonuses apply to the firing of Sticky Globs, but such bonuses are half when shooting wild or when moving and shooting.

Note: This is the super ability possessed by the villain *Sticky Pete* in the **Gramercy Island™** sourcebook.

Supervision: Angular Vision

Characters with this ability are able to warp light in such a way as to look around corners, like being able to look through a straw after it has been bent. The light can be warped from around a corner with an angle of 30° or more, and with experience, one can warp light around more than one corner (+1 at levels 4, 8, & 12). This power lets the hero spy on, or monitor others from a safe or concealed position.

Range: 300 feet (91.5 m) +10 feet (3 m) per level of experience.

Bonuses: Has perfect 20/20 vision.

Supervision: Spectrum Vision

Super beings with Spectrum Vision are able to perceive energy that is outside of the normal human range of vision. This includes various ranges of the electromagnetic spectrum, including: radio waves (Broadcast TV, AM, FM, Citizen's Band, Short Wave, Walkie Talkies, etc.), electricity (active power flowing inside power lines, outlets, vehicles and devices, the charge in batteries and generators, static electricity, etc.), microwave frequencies (communication relays, cell phones, microwave ovens, etc.), both phase and force fields (both normally invisible), X-rays (produced by X-ray machines and super beings using X-ray vision), gamma rays and all forms of radiation (any radioactive isotopes, transuranic elements, nuclear reactors and weapons, contaminated areas; note that the level of radiation, the danger, intensity and type will all be clearly seen by the character).

This ability includes seeing the magnetic fields of the Earth, as well as individual magnetic fields around magnetized items and iron/steel objects. Always knows where magnetic north is and can see magnetic streams much like dolphins and whales, and can use them as invisible landmarks and even as a sort of highway to find his way around like a homing pigeon.

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 radiation and electromagnetic interference.

Bonuses: +5% to Electrical skills, +10% to Navigation and Wilderness Survival skills, and +20% to Land Navigation skill.

Targeting

The character perceives distances differently than the rest of us, allowing him to focus with more precision on distant targets. He can also intuitively predict ballistic trajectories of arrows, thrown weapons, bullets and other projectiles.

Bonuses: By judging the trajectory and firing arc of bows, crossbows, and thrown weapons, the character can increase his normal firing range by 50%.

All ranged attack penalties are halved, including penalties for firing at extreme range.

Ranged Weapon Bonus (Guns): +1 to strike under any condition.

Bows & Thrown Weapon Bonuses: +1 to strike at levels 2, 5, 10 and 15 for Aimed or Called Shots when using a bow, crossbow or thrown weapon.

Bonus Melee Attack: +1 attack per melee round when only a gun, bow or thrown weapons are used for all the attacks for the entire melee round.



Transfixing Gaze

Like the eyes of a cobra, the character can transfix his opponents with a mesmerizing stare. The gaze holds the victims frozen in place, unable to move or attack, and even mental/psionic abilities or spells are impossible to use while transfixed. The only problem with this power is that the super being is himself locked in this stare down with his victim. This leaves the super being vulnerable to attacks from other villains not locked in his transfixing gaze, or to those outside of the power's effective range.

Anything that breaks the eye contact between the character and his victims instantly ends the gaze's effect, releasing the victim from its influence. It is quite possible for one person to be pulled away from the gaze while others remain under its influence. Likewise, if the character with the Transfixing Gaze is knocked down, blinded or forced to move, his gaze is broken. The effect is also broken if the transfixed individual(s) is attacked.

Range: *Eye contact* with a range up to 200 feet (61 m). The victim must meet the character's gaze for the power to take effect. This can happen quite easily in combat simply by attacking a victim and forcing him to turn to confront the super being.

Duration: The gaze can be maintained for four melee rounds (60 seconds) per level of experience.

Damage: None, but those caught in the transfixing gaze are unable to take any actions until the gaze is broken.

Maximum Number of Targets: The hero may transfix up to two victims per level of experience at any one time, provided each looks him in the eye. Looking into an opponent's face/eyes is typical just before someone attacks. Furthermore, a character with this ability has probably learned how to draw attention to himself and get more than 1-3 people to look him in the eye/face, however, this requires a public address or making a spectacle of oneself.

Attacks per Melee: Neither the character using the gaze or those transfixed can take any action while the gaze is in effect.

Saving Throw: The victim(s) may make a save vs mind control (needing 14 or higher) to resist the effects of the gaze attack.

Bonus: The character is immune to the Transfixing Gaze of others (including vampires) and is +1 to save vs Horror and Awe Factor.

Underwater Propulsion

Instead of adapting the hero to a life underwater (see Underwater Abilities in HU2), Underwater Propulsion rockets the super being through the waves in a similar manner as a torpedo, but without any apparent means of propulsion. Unless the character also has Underwater Abilities, he will have to rocket across the surface of water, come to the surface often, or use a SCUBA tank to avoid drowning.

Water can be as shallow as two feet (0.6 m) for this ability to work and have the character skim along the surface in a prone position.

Speed Traveling in Water: 150 mph (240 km), plus 10 mph (16 km) per level of experience whether it be on the surface, just below the surface or deep underwater. Can also leap up out of the water to 40 feet (12.2 m).

Bonuses when Underwater: Hold breath underwater for up to two minutes (8 melee rounds) per level of experience.

Can withstand underwater depths up to 320 feet (97.5 m; needs Underwater Abilities to endure greater depths).

+1 to initiative (even when just floating in the water).

+1 to strike, parry and dodge (even when just floating in the water).

+2 to dodge when traveling faster than 50 mph (80 km) underwater.

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

+20% bonus to any and all swimming skills.

+15 to S.D.C. (all the time, not just when underwater).

Vocalization

The character has a strong, clear voice and is a natural public speaker able to hold the attention of an audience.

The super being can manipulate his voice to produce a variety of unusual effects.

1. Amplify Speaking Voice: The character can amplify his voice to sound deep and booming, equivalent to using a bullhorn or loudspeaker, but not loud enough to hurt eardrums or cause deafness. The amplified voice remains clear and easy to understand even at great ranges. The volume of the character's voice can be controlled at will.

Range: Heard up to a half mile (0.8 km) away.

Awe Factor: +2 to the character's Awe or Horror Factor (H.F.).

2. Speak in a Wider Range of Sound: The character can "speak" in both the ultrasonic and subsonic range of sounds, enabling him to speak to dogs and other animals and artificial means of listening on frequencies that cannot be heard by humans. (**Note:** Characters with Parabolic Hearing or bionic hearing should be able to tune into this audio frequency without anyone else being able to overhear what he is saying unless they have a wider range of hearing too. Unfortunately, the Vocalizing character does not automatically hear into these ranges of sound, unless he has another power or mechanical means that allows him to.

Range: Can be heard up to 100 feet (30.5 m) away, +30 feet (9.1 m) per level of experience.

3. Modulate Voice: The character is able to change the pitch and tone of his own voice to sound deeper (male) or higher (female or child-like), and generally sound different than his natural speaking voice. Great for helping to conceal his identity and for making crank telephone calls. Seriously, he can easily disguise his voice (86% +1% per level of experience).

Range: Normal speaking range or in conjunction with Amplify Speaking Voice.

4. Mimic Sounds and Whistles: The character can mimic most natural and common sounds in a way similar to people who train their ears and voice to do bird calls, make animal noises or sound effects. This ability cannot be used to speak to animals or machines, but to create sounds that sound convincingly real (especially over a radio or cell phone). The super being has perfect pitch and vocal control so he can whistle a tune at a professional level of quality and sing beautifully (if he has the Sing skill). **Base Skill:** 70% +3% per level of experience.

5. Power of Command: Once per minute (every fourth melee round), the character is able to issue a single, simple command, with no more than two words. The command is generally issued to a crowd and cannot be anything complex, or intricate in nature. Simple statements like "Run," "Stop," "Freeze," "Surrender," "Listen," "Get out," "Release him," "Help him," "Call 911," etc. Everyone who hears the simple command, and fails their saving throw (12 or higher), must comply with the simple command for the next 1D4+1 melee actions/attacks (6-12 seconds). **Note:** Commands that encourage violence, vio-

lence on others, self-destruction, or suicide, such as "kill him," "kill yourself," "shoot him," "jump" (off a rooftop), etc., do NOT work.

Range: 100 foot radius (30.5 m) of the speaker.

Duration: 1D4+1 melee actions/attacks; the victim feels they must perform a single, simple action, as per the command given at least for a few seconds, but sometimes a few seconds is all one needs to make a difference.

Damage: None, just issues a simple command.

Attacks per Melee: Each use counts as two melee attacks/actions and may only be used once every 60 seconds.

Saving Throw: 12 or higher (M.E. bonuses applicable) means the person(s) does NOT have to obey the command. Furthermore, characters with an M.E. of 24 or higher and characters with mind control abilities of their own are impervious to the verbal command. Master psychics need only roll a 10 or higher to save.

6. Bonuses (as applicable): +10% to Sing, Impersonation and all spoken Language skills, +5% to Interrogation and Seduction.

Windows

The super being can look through one window, but choose to see the view out of any other window within range of this ability. The character does not have to alter or even touch the window to use this power, he just concentrates for a moment and looks through the window. The second window must be within range of the character's power and he must be within 5 feet (1.5 m) of the window he is looking through. Any other characters looking over the super being's shoulder can also see what the super being sees, as this ability alters the light coming through the window, not the character's sight. This power is ideal for spying within a city as there are windows everywhere, looking into and out of almost every room in every building. It is also important to note that those looking through the second window can also see the super being (and anyone with him) as if he was actually looking through the window; the two windows are linked as long as the power is in effect. Smashing or splashing coffee, ink, paint or other opaque substance or covering it, automatically cancels the two-way effect.

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

Duration: One minute per level of the super being.

Damage: None, this effect cannot be used as an attack.

Attacks per Melee: Use all melee attacks/actions until the character stops concentrating on viewing or the window is smashed or covered.

Without Sustenance

This benign super ability allows the character to exist without any type of outside sustenance or protection from the elements, allowing him to survive in any Earth environment.

The character is never hungry or thirsty, does not need to eat or drink to survive (nor expel waste products) and can survive on half the air or air quality of a normal human. He can also tolerate and survive temperatures as hot as 110 degrees (43.3 C) or as low as 10 degrees Fahrenheit (-12 C) without ill effect (no heat exhaustion or frostbite/freezing), and can function normally under such adverse conditions (no penalties). Nor will the character suffer from decompression. **Note:** The character is still vulnerable to airborne gasses, poisons, and truly extreme environments, but he can survive better than the average person or even many super beings.

Range: Self only.

Duration: Two days (48 hours) per level of experience. As long as the character gets the usual required amount of

food and water, rest and warmth required by humans for one day at the end of his period Without Sustenance, he can function indefinitely on a fraction of what an ordinary person needs to survive. So a third level character can go six days without any food or water without ill effect. On day seven, he will feel as if he has gone one day (24 hours) without proper nourishment and suffers the corresponding penalties (if any). However, if on day seven the character eats at least two good meals, drinks 64 ounces (1.89 liters) of water, rests for eight hours and sleeps for at least 7, he suffers no penalties or discomfort and can then go another six days without food and water (or out in hot or cold weather). **Note:** Sleep deprivation is NOT part of this ability, and the character needs to get at least six hours of sleep a day to function without penalties.

New Major Super Abilities

Absorb Matter	Enlarge Items	Rocket Charge
Aerodynamics	Flesh Works	Self-Explosion
Alter Physical Structure: Air	Force Manipulation	Shadow Manipulation
Alter Physical Structure: Ash	Grant Powers	Slime Generation
Alter Physical Structure: Blood	Gravity Waves	Stretch Time
Alter Physical Structure: Bone	Illusions	Sub-Zero
Alter Physical Structure: Coral	Immobilization Ray	Super-Regeneration (Reprinted)
Alter Physical Structure: Energy	Indestructible	Superluminal Flight (FTL) (Reprinted)
Alter Physical Structure: Foam	Inhabitation	Swallowing Limbo
Alter Physical Structure: Human Force Field	Jinx Power	Swarm-Selves
Alter Physical Structure: Glass	Junkyard	Techno-Form
Alter Physical Structure: Goo or Gel	Life Leech	Transmutation
Alter Physical Structure: Magnet	Machine Merge (Reprinted)	Zombie Flesh
Alter Physical Structure: Mercury	Massive Damage Capacity	
Alter Physical Structure: Pebbles	Matter Expulsion: Bone	
Alter Physical Structure: Plastic	Matter Expulsion: Plastic	
Alter Physical Structure: Rag Doll	Matter Expulsion: Wood	
Alter Physical Structure: Sponge	Mega-Tail	
Alter Physical Structure: Vines	Merge Bio-Mass	
Alter Physical Structure: Void (Reprinted)	Metal Manipulation	
Alter Physical Structure: Wax	Molecular Compression	
Animal Abilities (New Types)	Monstrous Form	
Animate Objects	Orbital Spheres	
Bulletproof	Pause Temporal Flow	
Control the Void (Reprinted)	Personal Recognition	
Copy Energy Pattern	Pestilence	
Defensive Immunity	Petrification	
Dismantle Machines	Polymorph	
Earth Possession	Portals	
Ectoplasmic Armor	Prodigious Limbs	
Ectoplasmic Webbing	Prodigious Multiple Arms	
Energy Conversion	Rainmaker	
Energy Wings	Re-Channel Kinetic Energy	



Absorb Matter

This weird power enables the superhuman to temporarily absorb inanimate objects and material into his own body, making them disappear completely. When this happens the super being bulks up, becoming heavier and more formidable looking. If the bulk of the matter is stone and concrete, the skin may take on the rough appearance of those materials, if half or more was metal, the skin takes on a metallic tinge. The power is limited to inanimate objects, the hero cannot absorb living creatures, but can absorb once living materials like objects made from leather, rubber, bone or wood. Absorbing an object into himself enables the character to draw upon the object's S.D.C. and A.R., enlarging, strengthening and reinforcing his own body to superhuman levels. The character can absorb any object (or combination of objects) equal to his P.E. attribute number times 20 in pounds (or x9 in kg), plus 50 lbs (22.5 kg) per additional level of experience, starting with level two. For example: Kid Absorber has a P.E. of 15 and is a level 7 Experiment, so he can absorb up to 600 pounds (270 kg) of objects at one time.

Once an object(s) is absorbed, the super being gets the object's weight/bulk, S.D.C. and A.R. *temporarily added* to his own, but the character's physical size doesn't increase more than 10%, although the muscles become those of a bodybuilder and hard as iron.

Armor Rating & S.D.C.: The Absorbed A.R. is always the A.R. of the material that is the *majority* of all matter absorbed. So if concrete, steel and wood were all absorbed, whichever represents the greatest percentage is the A.R. and S.D.C. used, all the other weight (and cumulative S.D.C.) counts as the dominant material. So if 40% was ordinary concrete, 30% steel and 30% wood, the A.R. is that of concrete, A.R. 15.

The S.D.C. listed with the A.R. is the amount per 100 lbs (45 kg) of weight, so if 100 S.D.C. is listed for the dominant material absorbed, and the character has absorbed 370 lbs (166.5 kg) of weight, he has 400 bonus S.D.C. (always round up).

Paper or Cardboard – A.R. 6 – 40 S.D.C. per 100 lbs (45 kg).

Clothing/Carpeting/Vinyl – A.R. 8 – 50 S.D.C.

Glass or Porcelain – A.R. 7 – 60 S.D.C.

Leather – A.R. 10 – 70 S.D.C.

Common Plastic or Bone – A.R. 13 – 80 S.D.C.

Rubber – A.R. 13 (old tires perhaps) – 90 S.D.C.

Wood – A.R. 13 – 100 S.D.C.

Loose Dirt/Sand/Gravel – A.R. 14 – 120 S.D.C.

Soft or Light Metal (tin, aluminum, nickel, copper, gold, etc.) – A.R. 14 – 140 S.D.C.

Brick, Stone or Ordinary Concrete – A.R. 15 – 150 S.D.C.

Reinforced Concrete (with steel) – A.R. 16 – 170 S.D.C.

Steel/Iron/Titanium – A.R. 16 – 200 S.D.C.

Diamonds – A.R. 18 – 220 S.D.C.

Miracle Alloys or Super Plastics (like the plastic Boeing is planning to use that is one third the weight but 100 times stronger than the conventional aluminum sheeting they are currently using) – A.R. 17 – 240 S.D.C.

Note: Liquids, ice, living matter and intact organic material (plants, animals, dead bodies, etc.) can NOT be absorbed.

The *additional S.D.C.* provided by the “absorbed” materials is used first, the character's natural S.D.C. next, followed by Hit Points.

There is usually no point in absorbing small objects like tin cans, books, bones, toasters or guns, because they don't provide enough weight and S.D.C. to make much of a difference, unless they can be absorbed in large quantities from a huge pile. Large objects like cars, refrigerators, scrap metal, chunks of concrete, steel beams, doors, lampposts, etc., offer the best “fuel.”

Note: Absorbed objects do NOT work while inside the character's body, and devices no longer function after they are released from the character's body (typically battered and broken). If all or most of the *extra S.D.C.* provided by the object was used up while absorbed, then the objects were destroyed in the process and only broken bits and pieces are released. If the absorbing super being is slain, any objects inside of him are released, but any working objects were destroyed by whatever killed the character.

Range: Touch. To absorb an object, the super being must touch it.

Duration: Five minutes per level of experience, but the process can be repeated as frequently as every 10 minutes after the last absorption ended. Once the duration of the absorption ends, or the object(s) is released, the super being returns to his normal level of power.

Weight that can be absorbed: The character can absorb any object or combination of objects equal to his P.E. attribute number times 20 in pounds (x9 in kg), plus 50 lbs (22.5 km) per additional level of experience, starting with level two. Remember, S.D.C. listed above is per 100 lbs (45 kg).

Other Bonuses: Increase punch and kick damage 2 points per every 100 lbs (45 kg) of materials absorbed and +1 to roll with impact per every 100 lbs (45 kg) absorbed.

Aerodynamics

The ability to shape and control the forces of aerodynamics. While the power does not actually alter the shape of an object or control the air itself, it does create an energy field around the object being affected which alters the air flow to lower resistance. Manipulation of this field can make non-aerodynamic objects – like a carpet, phone booth or car – fly.

1. Increase Aerodynamics: The most basic aspect of this power is to increase the aerodynamics around an object already capable of flight under its own power. Doing so increases the object/vehicle/creature's possible speed by 10% per level of the super being's experience. Its lifting power (the load it can carry while flying) and maximum altitude are all doubled. **Note:** Underwater this ability func-

tions as above, but the target's speed is only increased by 5% per level of experience.

Range: Touch or line of sight up to 40 feet (12.2 m).

Duration: 10 minutes per level of experience.

Attacks per Melee: It takes only one melee attack/action to initiate this effect on a single object/vehicle/creature.

Bonuses: +10% to piloting skill and evasive maneuvers.

Number of Targets Affected: Only one object per every three levels of experience can be affected at any one time.

2. Decrease Aerodynamics: The manipulation of aerodynamics means the power can be used to make an airplane, bird or other flying object *lose* its aerodynamics and decrease its flight capabilities. Doing so decreases the object/vehicle/creature's speed by 10% per level of the super being's experience. Lifting power and maximum altitude are not affected, but -40% on the piloting skill or evasive maneuvers. **Note:** For crash landings, see page 89 of the **HU2** rule book. Underwater this ability will reduce a target's hydrodynamics, decreasing its speed as above.

Range: Touch or line of sight up to 40 feet (12.2 m).

Duration: 10 minutes per level of experience.

Damage: None, unless the flyer crashes.

Attacks per Melee: It takes two melee attacks/actions to initiate this effect on a single object/vehicle/creature.

Number of Targets Affected: There is no limit to the number of targets that can be affected at one time.

3. Pinpoint Defense: By focusing the full force of his power against a *single, small target*, the character can give a single projectile the relative aerodynamics of a brick. This will cause a single projectile (bullet, grenade, arrow, spear, missile, etc.) to simply drop from the air, inflicting no damage to him or anyone else. This ability is used just like a normal parry, but at +4 (include any P.P. bonus to parry, but no other bonuses). If the parry fails, the projectile strikes its target and inflicts its normal full damage.

Range: Line of sight; must be able to see the object or the weapon firing it to use the Pinpoint Defense on it.

Duration: Instant.

Attacks per Melee: This ability takes the place of the character's normal parry when the projectile is fired at him, but counts as one melee attack when focused on a projectile aimed at somebody else.

Number of Targets Affected: Only one; not effective against bursts, sprays or volleys.

4. Enhance Thrown Weapons: This power cannot accelerate a bullet, missile or other modern projectile weapon, but can be applied to a thrown weapon or arrow to increase its range by 10% per level of the super being. Damage remains unchanged. Not effective underwater, except when applied to spear guns.

Range: Touch or line of sight for a single thrown weapon, arrow or crossbow bolt.

Duration: Instant.

Damage: As per the weapon as usual.

Attacks per Melee: Counts as one melee attack/action in addition to the act of shooting or throwing the weapon.

Number of Targets Affected: One projectile; not effective on bursts, sprays or volleys.

5. Feather Fall: When the hero finds himself in the unfortunate position of falling from a great height he can use this power to give himself the aerodynamic drag to glide or float gently to the ground like a feather. It can take quite a while for the character to reach the ground though, as he falls at only one foot (0.3 m) per second. So the character may make an easy target on the way down. **Note:** If used in water this ability will cause the character to float on the surface of the water like an air-filled balloon and pop to the surface if the character was underwater when it was initiated.

Range: Self or one other within line of sight.

Duration: Lasts until the hero successfully reaches the ground/safety.

Attacks per Melee: Initiating Feather Fall counts as one attack, and the character cannot use any other aerodynamic abilities while this one is in effect.

6. Generate Flight: While the power cannot let the hero fly directly, it can be used to make an object the hero is sitting on, riding in or holding, fly under his power. It works by altering the aerodynamic field rapidly around the object in a circular pattern, with an effect similar to a helicopter's rotor blades, but without all that noise. **Note:** Not effective underwater.

Range: Affects a single object no larger than your average automobile in size and weight.

Duration: 10 minutes per level of experience.

Maximum Speed: 100 mph (160 km) + 10 mph (16 km) per level of experience.

Maximum Attitude: 20,000 feet (6096 m).

Attacks per Melee: The super being must spend half his attacks per melee round to maintain flight. Failure to do so means the object loses its flight properties and crashes to the ground like a stone.

Number of Targets Affected: One.

Alter Physical Structure: Air

With a thought, the character can become a vapor or a gaseous cyclone of swirling wind and dust. This grants the hero the ability to fly, makes him impervious to most physical attacks and grants him several special 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. Cold based attacks do half damage.

Suffers full damage from radiation, electricity, gasses, diseases, magic, psionics and energy-based attacks.

Vulnerabilities: Fire, which consumes oxygen, does double damage, and being caught in a sudden vacuum or in outer space is incredibly damaging to the air form hero, causing him to take 1D6x10 damage per melee round exposed. Of course the character can change back to human to prevent further damage.

Explosions have one of two possible outcomes on the character's body (roll percentile dice). **01-30%** Blows the

character 4D6x10 yards/meters away (no damage), or **31-00%** Disperses and spreads the body over a large area. The character takes 10% of the damage from the force of the blast, but requires 2D4 minutes to reform his body of swirling air, and he must do that before he can turn back into a human.

Note: The character cannot pick up, lift or touch anything while he is in air form, nor can he make any kind of melee attack.

2. Air Form and Conditional Invisibility: While in gaseous, vaporous form, the character is completely invisible, provided he remains totally still and is indistinguishable from the rest of the air around him. Once the character moves, he is clearly visible as a floating vapor with a vague human shape, or becomes a swirling mass of air, like a mini-whirlwind in humanoid form. Note that there is a continuous rush of air when the air-based character moves, which is clearly audible and can be felt on the skin of everyone in the area, making any type of prowling impossible in his air form.

As a vapor or swirling wind, the super being can 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 vapor/mist to enter. **Note:** The character cannot pass through solid objects or through airtight doors or containers, nor through force fields.

3. Hovering and Flight: As a being composed of nothing but air, hovering and flying is the character's natural state. Hovers up to 10 feet (3 m) high even when just resting. The character can fly at any speed up to 300 mph (480 km) +20 mph (32 km) per level of experience in his air form, but can also float and fly at up to 20 mph (32 km) even when in his normal human form. Maximum Attitude: 30,000 feet (9144 m).

4. Wind Blast Attack: The character can unleash a short, powerful blast of wind from any part of his body (mouth, hands, arms, legs, etc.).

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

Duration: Instant.

Damage: 3D6 points of damage, plus a 01-50% chance of knocking an opponent weighing less than 200 lbs (90 kg) off his feet.

In the alternative, the gust of wind can be used to knock a weapon or device out of an opponent's hand, knocking it 2D6 yards/meters away; +3 to disarm, but a disarm attack only does 1D4 points of damage.

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

Bonus: +2 to strike, +3 to disarm (as noted above). Cannot be used to parry incoming attacks from others.

5. Wind Push Attack: The character can also unleash a powerful air blast that pushes an opponent (or chair, cart, statue, etc.) back 3D6 yards/meters and has a 01-88% chance of knocking a person off his feet and flying on his backside. Damage is light, one point, but if knocked off his feet the victim loses initiative and two melee ac-

tions/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.

Range: 100 feet (30.5 m).

Duration: Instant.

Damage: 3D6 damage.

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

Bonus: +2 to strike.

6. Wind Blind Attack: With a Called Shot (at -3 to strike), the character can blind an adversary with a blast of wind that contains grit or dust, blinding the individual (-10 to strike, parry and dodge) for 1D4 melee rounds.

Range: 20 feet (6.1 m).

Duration: Instant.

Damage: Blinds opponent, unless the eyes are protected by goggles, helmet and visor, or wraparound sunglasses.

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

7. Tornado Transformation Attack: The character can spin his body composed of air, dust and small objects into a small tornado.

Range: Self. In this form his winds directly affect a 20 foot (6.1 m) diameter, and are felt at up to 100 feet (30.5 m) away.

Duration: Five minutes (20 melees) per level of experience, but he can stop the tornado attack at any time before that, should he desire to do so.

Attacks per Melee: Once the character becomes the tornado (costs two melee attacks/actions), all he is capable of doing is using his melee attacks to move around the battlefield and attack/affect people with his tornado from.

Damage: At the outer edge of its radius, out to 100 feet (30.5 m) away, the tornado creates a strong wind but does no damage. Within its main 20 foot (6.1 m) diameter, the tornado does 1D6 points of damage per level of experience to everything it hits/touches. Each tornado strike counts as two melee attacks. Double that damage for a power strike that uses up all attacks for that melee round.

An Alternative to Outright Damage: The super being can use the tornado to pull people in and keep them there, swirling around within his cyclone body. 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 the center 20 foot (6.1 m) diameter of it. In this capacity, the tornado is an area effect attack that snatches up and incapacitates everybody around it. Note that those caught in the tornado only take 1D4 points of damage per minute.

8. Wind Thrown Objects: The character can use his tornado vortex to pick up and hurl objects at a specific tar-

get. These can be small items like knives, bricks, bottles, and similar items (one per level of experience) flung up to double their normal range and each doing an additional 1D6 damage, or a medium-sized item such as another person, garbage can, dumpster, mailbox, park bench, chair, small table, and similar objects weighing under 500 lbs (225 kg) launched up to 200 feet (61 m).

Range: Double the usual range for small items, up to 200 feet (61 m) for an object up to 500 lbs (225 kg).

Duration: Instant.

Damage: Small items: Their usual damage +1D6 additional, each.

Medium-sized item: 4D6 per 100 pounds (45 kg); 2D4x10+15 for a 500 lb (225 kg) item! Damage to a human being or animal getting picked up and tossed is 4D6 damage if tossed comparatively gently, or 8D6 (or 1D4x10) if thrown hard. In addition, those struck by a medium item or picked up and tossed as a weapon, lose initiative (the attacker has it), lose two melee actions/attacks (the time it takes to get his wits and back on his feet) and have a 01-80% likelihood of dropping whatever they were holding at the time. Characters who can fly, teleport, or become weightless (and perhaps a few others) can stop themselves from hitting before impact and avoid taking any damage, but lose one melee action. Likewise, an opponent who has a garbage dumpster hurling toward him can attempt to dodge.

Attacks per Melee: Each Wind Thrown Object (or volley of small items), small or medium, counts as two melee attacks/actions.

Bonus: None.

9. Additional Bonuses and Abilities: Can accurately measure air/wind speed and sense changing weather conditions at 45% +5% per level of experience. The character can't be seen on infrared, thermal vision or heat sensors when in air form. The character does not breathe in the conventional sense, the character's altered form is composed of air which includes oxygen, so he cannot be suffocated or drowned in air form. The hero speaks in a raspy voice while in air form, and retains his normal sense of sight, hearing and smell, but cannot touch or taste anything in air form.

Alter Physical Structure: Ash

The character can turn himself into a pile of burnt ash and soot, like something scraped out of the bottom of one's fireplace. With the properties of ash at his command the soot character can perform a variety of surprising feats.

1. Limited Invulnerability: Projectile weapons such as bullets, arrows, or thrown objects do no damage, passing right through the super being. Likewise, physical blows (hand to hand punches, kicks, cuts, stabs, clubbing, etc.) do NO damage. Explosions will blow the character apart, but he suffers NO damage and the super being can reform within 2D4+2 melee rounds. Smoke, gasses, poison and toxins also do NO damage to the character.

Fire, heat, plasma, and even magical fire, do *one third damage* to the character; after all, he is already burnt ash. Magic and psionic attacks, as well as water, laser, light, sound, and other energy-based attacks all do *full damage*. Cold-based attacks do *double damage* to him, and a powerful wind, 100 mph (160 km) or greater, will prevent the character from turning into ash, lest he be blown into a million particles over a 50 mile (80 km) radius. If that should happen, it will take 3D6+6 hours for the super being to reform. Also see Penalties and Limitations (#10).

2. Alter Shape in Ash Form: The body of ash can be pushed through openings as small as a keyhole, the crack under a door, and small pipes or narrow openings as small as an inch wide, but it will take a little while to force through such a small opening (1D4 melee rounds). The character can push right through bars, cages, fencing, barbed wire, chains, ropes, handcuffs, even fine wire screen, etc. and reform on the other side (counts as two melee actions). Only airtight confinement can contain this character. **Note:** Movement in ash form leaves a residue of fine powder on any material the character was forced to squeeze through, as well as dusty footprints wherever he walks (the same as if he had just walked through a pile of ash).

3. Hovering and Gliding: The Ash altered body can turn into a cloud of ash with a vaguely humanoid shape to the upper torso in order to hover and blow about on the wind. An Ash super being has only 10% of his normal weight when he transforms into ash. This means the character can hover up to 10-20 feet (3-6.1 m) above the ground and can glide on winds up to 20 mph to 50 mph (32 to 80 km) in his transformed state.

4. Blinding Attack: The ash character can *temporarily* blind another person or creature with a well placed blast of soot to the head, but such a shot is done without benefit of bonuses to strike and the target can attempt to dodge.

Range: 30 feet (9.1 m) +5 feet (1.5 m) per level of experience.

Duration: Instant, see *Damage* for the duration.

Damage: Those blinded by the attack are -10 to strike, parry and dodge for 1D4+1 melee rounds after the attack or until the eyes are rinsed with water to get the irritating ash and soot out of them. They will also have dust and soot on their clothing and in their hair. Not effective against adversaries wearing a helmet, visor, gas mask, goggles or wraparound sunglasses/eyewear.

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

5. Gag Attack: The ash character can *temporarily* make a victim gag and cough for one melee round (15 seconds), by firing a blast of ash at their open mouth. This can be used to prevent someone from casting a spell, calling for help or talking on a communications device (cell phone, radio, etc.). Such a shot is done without benefit of bonuses to strike and the target can attempt to dodge.

Range: 30 feet (9.1 m) +5 feet (1.5 m) per level of experience.

Duration: Instant, see *Damage* for the duration.

Damage: Those struck get a mouthful of fine ash that sticks to the roof, tongue and sides of their mouth and tastes disgusting, causing them to gag, cough, and spit it out or find something to rinse out their mouth. Victims lose 1D4+1 melee attacks and cannot speak for one full melee round (15 seconds). Not effective against adversaries wearing a helmet or gas mask.

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

Bonus: Only P.P. attribute bonus is applicable to strike.

6. Cover a Victim in Ash: Instead of firing a blast of soot, the character can cover his victim in a spray of ash and soot that is irritating and distracting. The victim loses initiative for that melee round, plus all combat bonuses are at -1 for 1D4 melees, and the character looks an amusing mess, reducing any attempts at seduction, charm, disguise, impersonation, public speaking, and interrogation by -20% until he gets a shower and clean clothing (dusting oneself off does not get rid of all the fine power).

Range: 30 feet (9.1 m).

Duration: As noted above.

Damage: Penalties and dirtiness.

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

Bonus: P.P. attribute and skill bonuses are applicable.

7. Cloud of Ash: The hero can turn his own body into a cloud of ash. Everyone inside the cloud will cough and have trouble seeing unless they have a gas mask, the appropriate bionics, or similar environmental protection of the head, eyes and throat. Optic systems cannot see through ash so everyone else in and outside the cloud looks like shadowy shapes without color or detail; -5 to strike, parry and dodge while stuck inside the cloud.

Range: Can cover up to a 15 foot (4.6 m) diameter, but since the ash form is so lightweight, the super being can hover and stay with his victim, provided he isn't traveling faster than 20 mph (32 mph) or able to rise up higher than, or fly out of, the ashen dust cloud.

Duration: One minute (4 melee rounds) per level of experience.

Damage: None other than obscured vision and related penalties.

Attacks per Melee: The character cannot perform any other attacks/actions while in cloud form, because he is the cloud.

8. Turn Invisible in Ash, Soot or Smoke: The character can turn completely invisible by merging with soot and ash, or in any kind of smoke. This makes burnt out buildings, smoldering forests, fires, and the sites of a recent fire perfect battlegrounds and hiding places for this unusual character as he can blend in perfectly with the environment and strike without warning. In such an environment the ashen character is +2 on initiative, +1 to strike, parry, dodge or any other combat maneuver, +20% to Prowl (doesn't leave any footprints and blends in with surroundings).

Range: Self only.

Duration: As long as desired.

9. Additional Bonuses and Abilities: The character still has to breathe, and is susceptible to drowning, suffocation and disease in the same situations as normal humans; however, he can hold his breath for three times as long as a normal human.

Impervious to the effects of smoke, can see through it and has no difficulty breathing smoke even in the middle of a raging fire. The character can't be seen on infrared, thermal vision or heat sensors.

The character cannot be blinded by any type of irritants to the eyes when in ash form. Add 2D4x10+20 to S.D.C. in ash form only.

10. Penalties & Limitations: Ash absorbs water and becomes heavy and thick, like mud. When this happens, reduce Spd, combat bonuses and the number of melee attacks by *half*. Furthermore, if more than half of his body is soaked, the ashen character cannot use any of his cloud or ash blasting abilities. He can still go through bars and small openings but oozes through them like a thin mud. Remains wet and penalties stay in place for 1D4 hours in ash form, or 4D6+3 minutes if the super being turns back to human form to dry off.

Ash is lightweight so punches and kicks from this character do only 1D4 damage regardless of the character's P.S. However, the character can still lift and carry the usual amount for his P.S.

Alter Physical Structure: Blood

While some may find this power of transformation disturbing, in the right hands, it is an effective and powerful ability. In the wrong hands, the power to become a being of pure blood is a nightmare waiting to happen.

1. Increased Weight and Strength: Flowing blood in a humanoid shape, his weight is doubled and increase P.S. by 1D4+2 points (roll one time to determine how strong the character is whenever he transforms), which is considered to be Extraordinary (same as the Minor Super ability); can carry 100 times P.S. in pounds (or x45 in kg) and can lift 200 times. Fatigues at half the rate of normal humans.

2. Limited Invulnerability: Projectile weapons such as bullets, arrows, or thrown objects do no damage, passing right through the bloody being. Likewise, physical blows (hand to hand punches, kicks, cuts, stabs, clubbing, etc.) do NO damage.

Electricity, lasers, light, energy, fire and heat do full damage, as do psionics and magic.

Explosions will blow the character apart, but he suffers no damage and the super being can reform within 2D6 minutes. Intense cold able to freeze the blood, causes a chemical change that hurts the super being (inflicts the usual damage, but also reduce Spd and bonuses by half).

3. Manipulate Shape: The blood being can squish, mold and puddle his physical form. This means he can pour himself through the crack under a door, through a keyhole, down a drainpipe, or squeeze through bars, chains, ropes, etc. If there is a crack water can get through, so can this bloody being.

4. Blood Pool: The character can “puddle” (cover a 12 foot/3.6 m radius) and cover hard surfaces such as wood flooring, linoleum, tile, painted surfaces, even concrete. Blood is slippery, so anyone walking through it has a 01-60% likelihood of slipping and falling (victim suffers 1D4 damage, loses initiative and two melee attacks/actions); 01-85% likelihood when characters run through the pool. **Note:** Since blood is also generally perceived as gross and disgusting, some people will not dare go through it, and will wait or go around it whenever possible; Horror Factor 11.

5. Boil the Blood: The super being can cause others to feel as if their blood is *boiling*. What is actually happening is that the character is causing the victim’s blood to move and vibrate under his command.

Range: Touch, or line of sight up to 30 feet (9.1 m) per level of experience. Can affect one visible victim at level one, +1 at levels 3, 6, 9, and 12.

Damage/Penalties: The sensation is terrifying, disorienting, and a little painful, inflicting the following penalties (no physical damage):

-2 attacks/actions per melee round, -4 to initiative, -2 to strike, parry and dodge, all skills become difficult to perform (penalty of -20%), and skills that require fine dexterity are at -50%. Furthermore, any action that requires intense concentration (like casting spells, using psionics, or using super abilities that require the victim to maintain control of its effect) becomes difficult to perform, requiring an additional melee attack/action to be spent.

Duration: Penalties last only as long as the super being concentrates on boiling his victim’s blood. During this time the super being can defend himself, follow his victim, walk and run, but he cannot use other powers, perform skills or engage in conversation. The instant his attention is turned elsewhere, or he engages in active combat, or he stops the attack, the sensation stops and penalties vanish.

Attacks per Melee: Each use counts as one melee attack/action, but no other powers can be used while the character manipulates his victim.

Saving Throw: 15 or higher (P.E. bonuses applicable). A successful save means the intended victim remains completely unaffected, but the blood being has spent a melee attack nonetheless.

6. Life Draining Attack: The blood being can drain the life essence of another, flesh and blood, living humanoid (not animals) to heal himself.

Range: Touch.

Damage: 1D6 points of damage direct to Hit Points! For each 1D6 points of damage inflicted this way on his victim, the blood being heals back 1D6 S.D.C. and one Hit Point of damage.

Duration: Instant.

Attacks per Melee: Each Life Draining attack counts as two melee attacks/actions.

Saving Throw: The victim can fight back and resist with his own force of will, but requires a saving throw of 15 or higher (P.E. bonuses applicable) to save. A successful save means the blood being spends two melee attacks

and gets nothing from it; the intended victim suffers no damage.

7. Blood Rage: The super being can send himself into a Blood Rage, both when in his human form and in his blood form. During this violent frenzy he cannot tell friend from foe and will attack anyone around him until the duration of the bloodlust ends.

Duration: Each Blood Rage lasts for 1D4 melee rounds.

Bonuses while in Blood Rage: Impervious to Horror Factor and fear, including psionic or magically induced fear. +2 attacks/actions per melee round, +3 to initiative, +2 to strike and parry, -3 (minus) to dodge, +2 on all saving throws. +2D6 to hand to hand damage, and adds 60 points to S.D.C. for the duration of the Blood Rage.

8. Transfuse Others: Can provide blood for transfusions to others as a universal donor (anyone, regardless of type, can use his blood) without damage to himself. The amount available for transfusions is limited to providing no more than 10 pints per level of the character’s experience. The transfusion can be performed through medical means or the blood being can give a transfusion simply by touching the person in need.

Range: Touch.

Duration: Instant transfusion.

Attacks per Melee: Each transfusion counts as one melee attack.

Notes: This ability can be used in human or blood form. This power can also be used to feed vampires, the undead or other blood drinkers without doing damage to the character.

9. Clot Blood (for the purpose of healing others): Can stop bleeding from cuts and open wounds in others, by touch. This prevents blood loss and restores one Hit Point per wound; each wound must be touched to stop the bleeding.

Range: Touch.

Duration: Instant.

Attacks per Melee: Each touch counts as one melee attack.

Note: This healing power can *NOT* be used to send a blood clot into the bloodstream to cause injury or damage to another person (i.e., stroke or heart attack).

10. Additional Bonuses & Abilities: +2D6+40 to S.D.C., heals twice as fast as normal, can accept any type of blood, himself, in a transfusion, and has a Horror Factor: 15 in blood form.

Alter Physical Structure: Bone

The super being has the ability to change himself into a *walking skeleton* or cover himself in a bony exoskeleton (pick one, can’t do both). A character with this power can be truly frightful.

The character retains all five senses (sight, hearing, touch, etc.) even though he appears to be nothing more than a skeleton. Simply by laying down and not moving (he can remain as still as a corpse) the character can feign death (96% proficiency). But when the hero is active

in his skeletal form, he is a terror to behold and has a Horror Factor of 15.

The bone exoskeleton looks like someone in a suit of armor made of bone; has growable weapons and may have horns and spikes as well. The exoskeleton may have an organic-tech appearance (Horror Factor 8), or look demonic and monstrous (Horror Factor 11).

1. Increased Weight and Strength: Reduce weight by half for skeleton form, increase weight by 50% for exoskeleton, in both cases increase P.S. 1D6+1 points (roll one time to determine how strong the character is whenever he transforms); considered to be Extraordinary Physical Strength (same as the Minor Super Ability) and can carry 100 times P.S. in pounds (45x in kg) and can lift 200 times.

2. Armor Rating 13 and S.D.C.: Whether a skeleton or a bony exoskeleton, the bone character has an A.R. of 13 and 213 S.D.C. This means an attacker must roll a 14 or higher to strike and inflict damage. Any roll to strike equal to or under the A.R. is harmless, even if it's from a gun or energy blast. Rolls above the A.R. 13 inflict full damage to the S.D.C. When all 213 S.D.C. are gone, damage is done to Hit Points. Even in bone form the character is vulnerable to attacks involving gas (he still breathes, even though it may not look like it), magic and psionic attacks, but is impervious to hypodermic needles (no flesh to inject) and drugs, unless they are eaten.

Cold-based attacks do half damage, and the hero can function in temperatures as low as 5 degrees Fahrenheit (-15 C) or as hot as 120 degrees (49 C). Fire, however, inflicts double damage.

Explosions, falls and similar high impacts do half damage.

3. Bone Horns, Claws and Blades: The bone character can, at will, grow spikes on the knuckles (4D4 damage), claws on its fingers (3D6 damage per claw strike), one large, sword-like blade from each forearm (4D6 damage) and a pair of horns on the head (2D6 damage from head butts). Can also grow spikes on the shoulders, thighs and head, but they are cosmetic and designed more to look ominous than to use as weapons. **Bonuses:** +1 to strike, +2 to parry, +3 to disarm; also include any P.S. damage bonuses to Bone Horns, Claws or Blade attacks.

4. Bone Shards: The character can grow and throw shards of bone that resemble small knives.

Range: 40 feet (12.2 m) +10 feet (3 m) per level of experience.

Damage: 1D6 per single bone shard, or 3D6 from three simultaneously thrown shards.

Duration: The blades turn to dust after one melee round.

Attacks per Melee: Each creation of 1-3 shards counts as one melee attack/action and throwing them counts as a second.

Bonus: +3 to strike.

5. Heal Bones: The super being can mend broken bones by touching the injured part of the body and concentrating. Each fracture to be healed (most serious bro-

ken bones have 1D4+1 fractures/breaks) uses up one entire melee round (15 seconds) and all the character's attacks/actions for that round, but instantly mends the break and restores 1D4 Hit Points. The person healed still feels the pain and subsequent penalties from the injury, but only for 24 hours!

Range: Touch.

Duration: Instant.

Attacks per Melee: Each healed fracture uses up all the character's attacks/actions for the entire melee round.

Note: This healing power can *NOT* be used to break bone, only heal.

6. Additional Bonuses & Abilities: The character's own bones are unbreakable and he is immune to diseases of the bones! Explosions, impact from falls and car crashes do half damage, +2 to roll with impact (reducing damage by half again), +3 to save vs Horror Factor.

Alter Physical Structure: Coral

The power to transform into the red or pink, limestone and calcium based material that composes dead coral. As such, the super being can breathe underwater, is hard as stone and can grow coral spikes and spines in and out of the water. While the character has a definite affinity for warm, ocean waters, he is capable of using his powers in most environments.

1. Increased Size and Strength: The character's mass/weight is doubled, he becomes bulkier, and is covered with coral fingers, spines, and ridges.

Increase P.S. 1D6+6 points (roll one time to determine how strong the character is whenever he transforms) and is considered to be *Extraordinary Physical Strength* (same as the Minor Super Ability; can carry 100 times P.S. in pounds and can lift 200 times) whenever transformed into his coral form. P.S. increases to *Superhuman* (can carry 200 times P.S. in pounds and can lift 300 times) whenever the character is submerged in *warm, tropical* ocean waters (not cool or cold lakes, rivers or other cool seas).

2. Armor Rating and S.D.C.: The coral form has an A.R. of 11 and 350 S.D.C. This means, in most cases, an attacker must roll a 12 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the coral body (natural A.R.). Rolls above the A.R. 11 inflict full damage to the S.D.C. When all 350 S.D.C. are gone, damage is done to Hit Points.

When the roll to strike is 12 or higher, lasers, fire, bullets, punches, energy bolts, and most attacks all do normal damage. (None if the roll to strike is 1-11.) Likewise, gas, ingested drugs, magic and psionics have full effect.

Cold-based attacks do 50% greater damage.

Armor piercing bullets, grenades and explosives inflict half damage (to the 350 S.D.C.) even with attacks in the 4-11 range, and full damage if the roll to strike is 12 or higher.

3. Coral Spines and Growths: The coral spines that cover the character's body cut, stab, jab and scrape anyone trying to grappling or wrestle with the character (pin

maneuvers, crush/squeeze attacks or leap/pounce attacks) and inflict 2D6 points of damage.

The same spiny and jagged coral spines coat the super being's hands, feet, elbows, shoulders and knees, and add 2D6 damage to punches and attacks from punching fists, elbows, knees or shoulder blocks.

4. Create and Hurl Shards of Coral: The character can create and hurl 1-3 sharp shards of coral at will (counts as one melee attack or action) and can use them as thrown weapons or to slice or stab like a knife (counts as another attack/action). This ability can be used underwater or on dry land with no reduction in its power.

Range: 80 feet (24.4 m) +5 feet (1.5 m) per level of experience.

Damage: 1D6 per shard of coral, or 3D6 from three simultaneously thrown shards or shards held between the fingers and used like a slashing claw. As many as three shards can be thrown in a single action/attack (counts as one melee attack). Likewise, the character can create 1, 2 or 3 shards in a single melee action.

Duration: Creation is fast, three seconds.

Attacks per Melee: The creation of 1-3 shards counts as one melee attack/action and throwing them counts as another (two total).

Bonus: +2 to strike when thrown.

5. Create Coral Weapon: The character can grow a large sword, axe, hammer or club/mace in place of his hand (it's located in the handle) to use as a weapon.

Range: Hand to hand combat.

Damage: 3D6 per attack whether sharp or blunt.

Duration: As long as desired. When the weapon is no longer needed, the super being can have it meld back into his forearm, revealing the hand once again.

Attacks per Melee: Creation counts as one melee round, and each attempt to hit an opponent with the weapon counts as one melee attack.

Bonuses: Usual attribute, combat and W.P. skill bonuses apply.

6. Grow Reef Barrier: The super being can grow a hard, reef-like barrier for the purpose of temporary defense, shelter or fortification. These barriers are strongest when grown underwater, but can be created on dry land as long as the reef has something to be anchored to (floor, ground, wall, etc.). Thus, a barrier could be grown in the middle of a sewer, an office, a hallway, a busy street or on the ocean floor.

Range: Can be made to appear up to 100 feet (30.5 m) away +20 feet (6.1 m) per level of experience.

Maximum Size and S.D.C. of the Reef:

Small size up to 10x5x5 feet (3x1.5x1.5 m): A.R. 10 and 100 S.D.C. (only half the S.D.C. on dry land).

Medium size up to 20x10x10 feet (6.1x3x3 m): A.R. 11 and 200 S.D.C. (only half the S.D.C. and -1 to A.R. on dry land).

Large size up to 40x10x10 feet (12.2x3x3 m): A.R. 12 and 250 S.D.C. (only half the S.D.C. and -2 to A.R. on dry land).

Huge size up to 100x20x20 feet (30.5x6x6 m): A.R. 14 and 450 S.D.C. (only half the S.D.C. and -4 to A.R. on dry land).

Note: Always created as a horizontal wall structure. The maximum length is noted above, but a reef barrier could be grown to fill an open door or a shorter length depending on the needs and desires of its maker. Likewise, the height can also be controlled. The barrier may be a solid, stone-like wall or a dense, semi-transparent mess of fan coral, or a jagged field of finger coral; all have the same S.D.C., just a different appearance.

Damage: None, it is a physical barrier/wall.

Duration: 20 minutes per level of experience before the construct turns brittle and crumbles to sand; triple the duration when made underwater.

Attacks per Melee: Depends on the size of the reef barrier. Small: two melee attacks/actions, Medium: four melee attacks, Large: all melee attacks/actions for one melee round, or Huge: all attacks/actions for two melee rounds (30 seconds). If construction is interrupted, the barrier stops at the place/size when the interruption took place. To continue its expansion the creator must start again at the point of interruption.

7. Limited Underwater Abilities: Can breathe indefinitely underwater (breathes both air and water), cannot swim, but can walk along the sea floor. If the Swimming skill is taken, the character swims at the usual speed and ability as per the skill. Maximum depth tolerance is 1000 feet (305 m; reefs grow in ocean shallows). Sense the direction and speed of water currents and tides, changes in the currents and tides, weather patterns and dramatic underwater disturbances within 10 miles (16 km) at 66% +2% per level of experience.

8. Additional Bonuses and Abilities: Impervious to the sting and poisons of jellyfish, anemones, and similar "reef" sea creatures, +2 to save vs all other types of poisons, and can sense the condition and health of a natural reef equal to a skill of 66% +3% per level of experience.

Note: The character still has to breathe, and is susceptible to gases, suffocation, disease and chemicals in the water.

Alter Physical Structure: Energy

The super being turns into a being composed of raw energy. His appearance can be any color (red, yellow, blue, green, blue-white, etc.) and he can take the form of a sphere or humanoid shape made of energy. Abilities include flight, firing energy bolts, impervious to energy, and having a semi-intangible body.

1. Semi-Intangible and Impervious to Most Attacks: All physical attacks such as punches, kicks, clubbing attacks, sword strikes, arrows, bullets, poison, and even explosives, simply pass harmlessly through the energy character. However, the character himself is incapable of normal physical attacks or the ability to pick up or carry physical objects while a creature of pure energy. Also note that the energy hero is effectively weightless when transformed.

Gasses, poison, drugs and disease do NO damage to the character while in energy form.

Cold, heat, fire, plasma, electricity, and all other energy-based attacks do *half* their normal damage to the energy being.

Magic and psionic attacks, as well as light, laser, force field, sound, and shadow-based attacks, all do *full* damage. Not only do force bolts and blasts do full damage, but a force field can hold and contain the energy being.

2. Energy Flight: Hovering and flying is the energy character's natural state and he can fly at a speed of 200 mph (320 km) +10 mph (16 km) per level of experience in his energy form. Cannot fly in human form.

Maximum Altitude: Effectively unlimited, due to the fact that he is weightless. Because the character does not need to breathe in energy form he is even able to fly into outer space under his own power. (On Earth, the edge of space starts at about 50 miles/80 km.)

3. Energy Punch/Strike: When in human form, the character can create an energy field around his fists that delivers 2D4 points of damage.

In energy form the character can strike out with his arms and hands (even though they are composed of energy) or with a tendril of energy that appears out of the energy sphere.

Range: Hand to hand combat.

Duration: Instant.

Damage: When in human form, 2D4 damage. In energy form, 3D6 damage. The character's P.S. bonus is not added to these attacks because it is a release of energy that does the damage, not any actual physical blow.

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

Note: An Energy Punch cannot be parried with an opponent's hand or arm, because if touched, the opponent takes damage from the energy. Trying to parry with a handheld weapon or item can be done, but even a successful parry means the character suffers *half damage* as the energy travels down and around the item to zap his body. Parrying/blocking with a force field is 100% effective (no damage), and characters who transform into any inorganic material (stone, steel, ash, etc.) or who are clad in power armor suffer half damage.

4. Energy Bolts: The character is capable of firing bolts of pure energy from his eyes/face, hands or energy tendrils. Point and shoot.

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

Damage: 3D6 damage +1D6 points of damage at levels 2, 4, 8, and 12.

Duration: Instant.

Attacks per Melee: Each energy bolt counts as one melee attack.

Bonus: +3 to strike with the energy bolt (no other bonuses apply).

5. High-Powered Energy Bolt: The character is capable of firing a heavy energy blast from his eyes/face, hands or energy tendrils. Point and shoot.

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

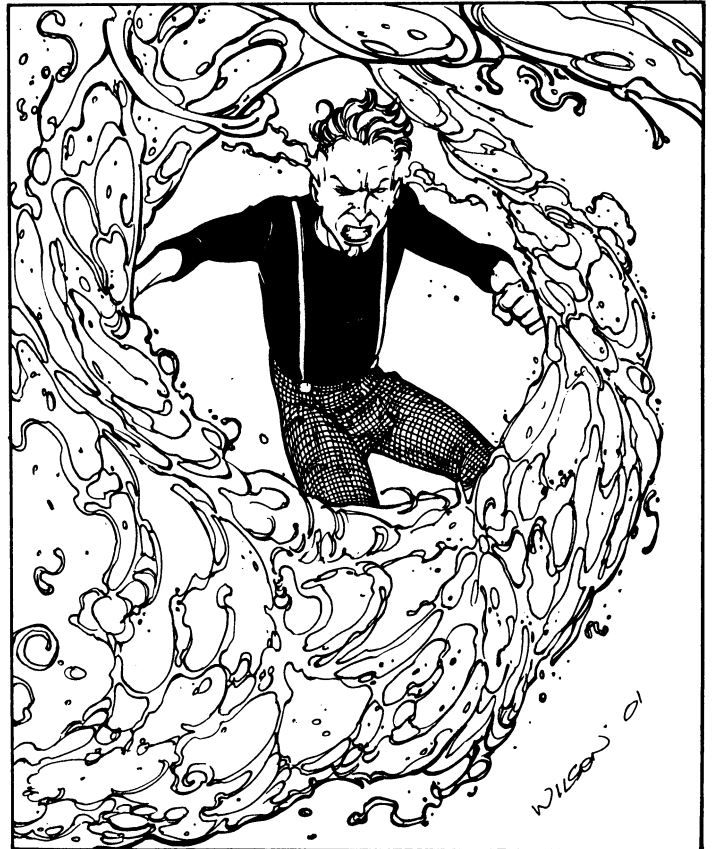
Damage: 6D6 damage +2 points of damage per level of experience.

Duration: Instant.

Attacks per Melee: Counts as two melee attacks/actions.

Bonus: +2 to strike (no other bonuses apply).

6. Additional Bonuses and Abilities: Impervious to radiation, does not need to breathe while in energy form, can fly through small openings, between bars, under doors where there is at least a quarter of an inch (6 mm) space between floor and door, and similar, etc., and +40 points to S.D.C. when in energy form.



Alter Physical Structure: Foam

The hero is capable of transforming himself into a mass of foam, like the stuff firefighters spread on a fire to put it out.

1. Partial Intangibility: The character's foam body cannot be struck or harmed by any solid objects; this includes punches, kicks, swords, blunt weapons, bullets, arrows, cars, force bolts, etc.

Explosions have one of two possible outcomes on the character's body (roll percentile dice). **01-50%** Blows the character 4D6x10 yards/meters away (no damage), or **51-00%** Disperses and spreads the body over a large area. The character takes 10% of the damage from the force of the blast, but requires 4D4 minutes to reform his foamy body, and he must do that before he can turn back into a human. Impervious to gasses, toxins, drugs and disease while foam.

Electricity does no damage.

Lasers, fire, heat, plasma and other types of energy attacks do one third damage.

Magic and psionics all do full damage. Freezing temperature reduces Spd by half and cold-based attacks do full damage, as do water based attacks.

Note: The foam character cannot pick up, lift, or carry anything in foam form, nor can he make any kind of physically damaging melee attack.

2. Manipulate Shape: The foamy body can be squished, molded and puddled as the character deems necessary or desirable. Consequently, he can pour himself through the smallest of cracks, openings, under a door, flow effortlessly through bars, fencing, screen mesh, chains, rope, etc. If there is a crack that water can get through, so can the foam being. The passage of the foam body, however, leaves a trail of soap-like residue anyplace he was forced to squeeze through.

3. Flame Retardant Foam: The foam character can cover a target in a layer of foam with his own body that smothers fires and suffocates people. The foam prevents oxygen from reaching the individual covered in it and causes them to choke, pass out and, if not rescued suffocate! Or the foam being can spray a fire retardant foam that is simply a fire retardant agent. Any person covered in the foam spray can simply wipe it from their face without threat of suffocation.

Range: Spray foam: 10 feet (3 m) +3 feet (0.9 m) per level of experience. Use foam body to cover and suffocate: Touch.

Area of Effect: Spray: 10 foot (3 m) diameter. Body: 30 foot (9.1 m) diameter.

Damage: Spray foam or using his own foam body will put out a fire. When sprayed on a fire, the flames go out in less than one melee round (3D4 seconds).

Suffocation Attack: However, the foam body can also be used to render living creatures unconscious in 2D4+2 melee rounds or suffocate a victim in 3D4+8 melee rounds. To do this, the foam being effectively wraps himself around his victim like a foam cocoon. Remember, this is *living foam* so the super being can gauge when an opponent is about to lose consciousness (stays knocked out for 2D4+2 melee rounds) or is about to *die* from suffocation. To prevent loss of consciousness or especially death, the foam being can simply move the foam to create an open space around the head or face. Likewise, others can try to pull a victim out of the foam and/or wipe it off his face (but the super being can keep moving foam to cover the face again or to cover the rescuer). **Note:** See the APS: Void power (Remove Air/Suffocation Attack) for details on the effects of suffocation.

If *sprayed* on a super being in APS: Fire, APS: Lava, APS: Plasma forms or a similar flame/plasma being, the foam will do 4D6 S.D.C. damage per each new spray attack. To do additional damage, another foam attack must be used as the foam is quickly burnt off by the high heat of these characters. Covering such an opponent with his own body does 6D6+10 damage per melee round, but the

foam being also takes 2D6 points of damage per round. When all the S.D.C. of a fire-based Alter Physical Structure (APS) being is lost via this attack, the APS fire being returns to human form and is knocked out for 1D6+1 melee rounds.

Duration: Sprayed foam bio-degrades in 1D6 minutes.

Attacks per Melee: Each spray counts as one melee attack. Covering an opponent with one's own body to suffocate takes multiple attacks/actions as noted above.

Bonus: +2 to entangle.

4. Slippery Foam: The foam being can create and spray an ultra-slippery foam to cover the surface of the ground or floor to make it slippery.

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

Area of Effect: 10 foot (3 m) diameter area.

Damage: None, but coating the ground causes anyone passing through the foam to reduce their speed by 75% or risk slipping and falling (01-80% chance). Those who fall lose initiative and two melee actions/attacks, and slide for 2D6 yards/meters. Vehicles hitting the slippery suds and foam at speeds over 30 mph (48 km) must roll to avoid skidding and crashing; the driver is -50% to maintain his control of the vehicle (roll on piloting skill) and even if control is maintained, he loses initiative and one melee attack from fighting to maintain control. A failed piloting skill roll means the vehicle skids and crashes (vehicle loses 1D4x10% of its S.D.C. and it takes 2D6 melee rounds to get the vehicle back on the road at half its speed).

Duration: 1D6 minutes.

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

5. Quick-Set Hardening Foam: The super being can generate a foam that hardens into a solid plastic-like substance, similar to some quick-set, spray-on insulating foams, only harder. This foam is best used to patch holes, hold loose parts together, shore up defenses, create quick restraints, or immobilize a captured target.

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

Damage: None, used to patch and restrain.

Amount: Up to one pound (0.45 kg) per attack.

Duration: Produced and hardens in just an instant (1-2 seconds).

Attacks per Melee: Varies, see below.

A.R. and S.D.C. of the Foam: In all cases this foam is not permanent, but it does take a long time to bio-degrade, up to 2D4 hours. If used to hold/restrain a captive, he can be freed by hacking away the foam but risks damage from a missed attempt.

Patching and Repairing Items: When used to fix armor or equipment, patch a door or seal a hole, one use of the foam (one melee action worth) restores 2D6 S.D.C. to the item per hole patched, but does not alter the item's A.R.

Restraints or Manacles: Takes two melee actions to create and are about 6 inches (15 cm) thick. These restraints have an A.R. of 10 and 25 S.D.C.

Encase a Handheld Weapon: A glob of hardened foam can be used to incapacitate modern or energy weapons. This counts as two melee attacks/actions and creates a glob that will cover the weapon and its barrel. A.R. is only 10 and the hardened material has 35 S.D.C.

Encase a Victim's Arms: Covers the torso and arms up to the neck, so the joints are held in place by the hardened foam. This counts as five melee attacks/actions and creates a foam with an A.R. of 11 and 50 S.D.C. The victim is effectively wearing an armored straitjacket, his limbs frozen in whatever position they were in when the foam hardened. Speed and balance of the victim are reduced by half, all combat bonuses (if any) are reduced by half, and -2 attacks per melee. Climbing and any use of the arms and hands is impossible, as is performing any skills that require their use.

Encase a Victim's Legs: Having one's legs and feet encased in hardened foam makes mobility impossible. This counts as five melee actions and creates a foam with an A.R. 11 and 50 S.D.C. The victim's speed is zero, and all combat bonuses are reduced by 25%. Obviously, running, leaping, dodging, acrobatics and gymnastics are impossible; swimming is -30%. The only climbing one can do is rappelling at -10%.

Encase a Victim's Head: Even if the head is encased in foam, the victim will **NOT** suffocate, because the foam is naturally porous and lets air in, but the eyes will be covered, effectively blinding him (-10 to all combat rolls). This counts as four melee attacks/actions and creates a foam with an A.R. of 10 and 20 S.D.C.

Encase an entire Victim: Counts as 10 melee attacks/actions and is really only effective if the victim is already unconscious, bound, or unable to move, otherwise the intended target can simply run away or keep wiggling to make the foam cocoon loose and ineffective. A.R. of 11 and 85 S.D.C. The victim is completely immobilized, unable to move at all, completely blinded and unable to hear because he is totally sealed in (but he can still breathe).

6. Shoot Ball of Hardened Foam: Using a tiny amount of his quick-set foam the character can produce a ball of hardened foam about as hard as a ball of slush made from snow and ice. This ball is not thrown at the target, so much as it is fired at the target, hardening on its way to the victim. After the ball of foam strikes the target it can be picked up and thrown by anybody; bio-degrades in 1D4 minutes.

Range: 40 feet (12.2 m) +10 feet (3 m) per level of experience.

Damage: 2D4 points of damage each.

Attacks per Melee: Each ball counts as one melee attack.

Bonus: +2 to strike on an Aimed/Called Shot.

7. Additional Bonuses and Abilities: The character can't be seen on infrared, thermal vision or heat sensors, and +3D6+18 to S.D.C. in foam form.

Alter Physical Structure: Human Force Field

An impressive transformation that turns the character into a semi-transparent living force field. The super being retains his normal shape and appearance although features are impossible to see as his force field essence makes him appear as if he were made of transparent glass. He is visible but without distinct features or color, and tends to blend in with the surrounding background. To use his force field powers, the character assumes different shapes, from walls to bridges, to domes and so on.

1. Size and Strength: Unchanged.

2. S.D.C.: As a living force field, the character's altered form has an A.R. of 14 and 700 S.D.C. This means, in most cases, an attacker must roll a 15 or higher to strike and inflict damage! Any roll to strike under the Armor Rating (A.R.) bounces off without harm. Rolls to strike that are above the A.R. 14 inflict full damage to the S.D.C. force field. When all 700 S.D.C. are gone, damage is done to Hit Points.

The force field S.D.C. regenerates at the impressive rate of 2D6 points per melee round, allowing him to quickly recover from any damage taken.

Projectiles, arrows, bullets, explosions, force bolts, punches, kicks and most physical attacks do only half damage even when the force field's A.R. is exceeded. However, blows from Extraordinary Physical Strength, Superhuman Strength and Supernatural Strength all do full damage, provided the roll to strike is 14 or higher.

Lasers and light-based attacks do half damage, but all other forms of energy, fire, plasma, heat, cold, and energy attacks do full damage. Magic, psionics, and shadow powers also do full damage.

The character does not need to breathe at all while in force field form.

Because the character is, himself, a walking force field, he is immune to radiation, poison, drugs, and disease in his non-human form.

Note: Although a force field entity himself, the character can NOT walk through force fields/force constructs created by other super beings or advanced technology.

3. Manipulate Body Shape: The character can alter the shape and dimensions of his force field body form to turn himself into a wall/barrier, bridge, ramp, dome or other simple, physical structure. This is often done to block a passageway or road, protect others from attack, bridge a gap or river, or to slow the enemy, including trapping an enemy(s) or protecting innocent people under a force field dome.

If trying to shape into a wall/barrier before an adversary strikes a nearby ally, bystander, or other target, both the attacker and the force being roll for initiative again. The high roll wins, so if the force being matches or betters the roll of his adversary, the barrier is created a split second before the attack hits its intended target. Of course, the attack hits the force field that is the body of the super being and he will take damage if the roll to strike was 14 or

higher. However, in most cases he knows he has S.D.C. to spare, and will regenerate lost S.D.C. quickly.

The force being can also stretch his body upward to look on a rooftop or to see up in the branches of a tree or to get a bird's eye view (40 feet/12.2 m plus 10 feet/3 m per level of experience).

Range: Self shape-shifting to protect or stop others.

Maximum Size of Force Field Barrier: Approximately a 40 foot (12.2 m) square, plus 10 feet (3 m) per level of experience. The actual shape can be any simple forms like a sphere, ramp, pillar, box, dome, doughnut, wedge or other basic shape. **Note:** Cannot use a force field to crush or suffocate anyone.

Duration: Can maintain the form for as long as desired or until all S.D.C. is depleted. If the character loses all of his force field S.D.C., he returns to his human form and must wait at least 45 minutes before he can use his power again. Of course, the S.D.C. available will be only what has been recovered (8D6 or 1D4x10+3 per minute).

Damage: None per se, becomes a barrier or protective shield.

Attacks per Melee: Each shape-shifting transformation counts as one melee attack/action. So does taking a particular location or trying to form around an enemy or innocent bystander.

4. Shape Force Weapons: The character can transform his hands and forearms into any type of blunt melee weapon, like a club, hammer, mace, ball and chain, boxing glove, and so on. These weapons are made by varying the shape of his force field body.

Range: Hand to hand combat, as if using a normal melee weapon.

Damage: The weapon inflicts the same amount of damage as the real weapon of the same type, plus any damage bonuses from P.S. attribute or applicable skills.

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

5. Bolts of Force: The character can fire bolts of force generated from his own internal force field. This is an offensive attack and cannot be used while the super being is using his body as a barrier (must be in humanoid shape). These bolts hit an opponent or target like a sledgehammer, but to strike an opponent, the character must see his target, have a clear line of fire, point and shoot. The force blast is typically emitted from the character's hands/finger-tips, but can also be fired from his eyes.

Range: 100 feet (30.5 m) +20 feet (6.1 m) per level of experience from the hands.

Damage: 3D6 points of damage +1D6 at experience levels 2, 4, 7, 9 and 12.

Duration: Instant.

Attacks per Melee: Each bolt of force counts as one melee attack.

Bonus: +4 to strike on an Aimed/Called Shot.

6. Full Body Force Bolt: The super being can "fire" his entire body at a single target, much like a flying body block/tackle performed at high speed, slamming into it like

a human cannonball. Note that the force field form of the hero prevents him from taking damage from this attack.

Range: Up to 500 feet (152.5 m).

Damage: 1D6x10 +2 points of damage per level of experience.

Duration: Instant.

Attacks per Melee: This attack may only be performed once per melee round and counts as two melee attacks/actions.

Bonus: +3 to strike.

7. Other Bonuses: +10% to Prowl when in force field form, +30% to Prowl skill when hiding in or traveling through water.

Alter Physical Structure: Glass

With a thought, the super being can convert his human body into a humanoid made entirely of clear or colored glass. Talk about not throwing stones in a glass house! While this does make being shattered a real possibility, it provides the character with a number of unique powers and abilities innate to his glassy form.

1. Increased Weight and Strength: The character's weight is doubled, but the glass man's height remains the same. The physical strength does not increase, but it is considered to be Extraordinary Physical Strength (same as the Minor Super Ability) whenever the character is transformed into a man of glass, and he can carry 100 times P.S. in pounds and can lift 200 times. Fatigues at one-third the rate of normal humans.

2. Armor Rating and S.D.C.: The man of glass has 200 S.D.C. (similar to bulletproof glass) and when all the S.D.C. are gone, damage is done to the character's Hit Points. The glass being has an A.R. of 12 against ordinary punches, kicks, arrows, and low caliber bullets, but an A.R. of only 9 when up against metal, stone, other weapons made of such materials, and heavy caliber weapons (rifle, machine-gun and higher), as well as any super-strength attacks. Furthermore, impacts from heavy, blunt metal weapons, heavy caliber guns, explosives and falls have a 01-20% chance of shattering the body provided the A.R. is penetrated and at least one point of damage is inflicted. A shattered glass character can reform and turn back to normal, but it will take 2D4 melee rounds to completely reform (3D4 minutes if the shattered parts are scattered).

Lights, lasers and light-based attacks, even magical light, do *no* damage, and the glass character can NOT be blinded by light.

The character is resistant to cold and heat-based attacks, including magical cold or heat, taking only half damage from these attacks, but fire, lava, plasma and similar attacks do full damage.

Energy weapons and most physical attacks, as well as gas, ingested drugs, magic and psionics have full effect.

3. 360 Degree Vision: Being made of glass means light enters from all directions, giving the character 360 degree vision. Furthermore, he can even "see" through his

own hand, arm or body parts. The glass being can, in effect, see in *all directions* at once and catch glimpses of things going on all around him. However, he can only focus on, target or react to one thing or person at a time. Still, this provides a number of combat bonuses.

Bonuses: +2 on initiative, +1 additional attack/action per melee round, +1 to parry, +3 to *automatic dodge* (the act of dodging does not use up a melee attack), and cannot be surprised from behind or above, except from high-speed, long-range attacks like a sniper's bullet, energy blast or mini-missile fired from a distance away.

4. Break Glass: The character can shatter any type of glass, by touch, without making a sound. He simply traces his finger in the shape, size and location he desires to break from a larger pane of glass (typically a circle, square or rectangle; making an X from corner to corner breaks the entire pane), and the glass falls away as quiet as snowflakes. Used for breaking and entry, snatch and grab jobs, vandalism and mischief.

5. Create and Hurl Glass Shards: The character can generate and hurl 1-3 razor sharp shards of glass.

Range: 80 feet (24.4 m) +20 feet (6.1 m) per level of experience.

Damage: 1D6 per single glass shard, or 3D6 from three shards simultaneously thrown at the same target.

Duration: A created shard lasts for 1D6 minutes.

Attacks per Melee: The creation of 1, 2 or 3 shards counts as one melee attack/action and hurling 1-3 shards counts as another melee attack.

Bonus: The usual bonuses from attributes, other skills and W.P. Knife (as applicable).

6. Manifest a Slashing Limb: The character can transform his hand and forearm into a bladed weapon that extends his reach 4-5 feet (1.2 to 1.5 m) and is used like a knife, sword or spear.

Range: Hand to hand combat, as if using a sword or spear.

Damage: 3D6 plus damage bonuses from P.S. attribute, skills and applicable other powers.

Attacks per Melee: Each slash or stab counts as one melee attack.

Bonuses: +1 to disarm and +2 to pull punch.

7. Shatter-Self Ploy: A way to fake one's own destruction, but the character remains aware of everything being said and done around his shattered body. Can reform in one melee round (15 seconds).

8. Redirect Light and Lasers: Like a prism, the glass character can capture and redirect light. This means he can change a laser beam passing through his glass body into a harmless light beam or redirect the laser at another target or back at the person who shot it! He can also turn ordinary, harmless light into a focused beam of white, yellow or colored light to use as a searchlight/flashlight or beacon.

Range: Maximum distance for light beams and redirection is 500 feet (152 m) +100 feet (30.5 m) per level of experience.

Damage: As per laser beam redirected.

Attacks per Melee: Each redirection of light or laser, or turning ambient light into a light beam counts as one melee attack/action.

Bonus: +3 to strike on a redirected laser/light beam attack, but no other bonuses (except P.P. attribute) apply.

9. Additional Bonuses and Abilities: The character can't be seen on infrared, thermal vision or heat sensors, is +15% to Prowl underwater, and is +30% to Prowl by remaining motionless or moving slowly (Spd 9 or less) underwater. Heals two times faster than a normal human. Has to breathe and is susceptible to gases, drowning, suffocation and disease in the same situations as normal humans.

10. Limitations: This character cannot also have the powers of Intangibility, Invulnerability, Bulletproof, or Force Fields, nor any power that is contrary to his glass nature.

Alter Physical Structure: Goo or Gel

The super being can turn himself into a being composed of either a sticky goo or a slimy gel. The *goo* form is much like a child's school paste, while *gel* (the character can switch from one to the other) is like a thick automotive gel or grease. Switching between the two forms takes one melee attack/action and may be done as often as desired. In goo form the character is able to stick to just about anything, while in gel mode he is incredibly greasy and slippery. In either form he has a vaguely human shape.

1. Partial Invulnerability: Because the character's body is composed entirely of goo or gel, objects such as bullets, arrows, knives, and swords that penetrate its smooth, slimy hide have nothing solid to strike and do little damage. As a result, projectiles and stabbing weapons do only one quarter their normal damage and those left or stuck inside the super being eventually fall to the ground in one or two melee rounds. Punches and kicks against this slogging mess feel like hitting a giant water bottle and also do only one quarter their normal damage; Superhuman and Supernatural P.S. attacks do half damage.

Explosive force does no damage, but may blow holes in the character (or even blow him apart), causing the goo or gel to pour out, coating anyone nearby. Ironically, the character himself is barely injured at all and will reform in 1D6 minutes.

Cold and heat based attacks do half damage.

Lasers, fire, electricity and other energy blasts do full damage, as do magic and psionic attacks.

2. Sticky Goo Body: When in goo form there's a good chance that anyone attacking the character will get stuck in his sticky 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 Strength – but even then the attacker loses 1D4 melee attacks pulling himself loose. If stuck, the super being can, himself, attack the trapped individual. 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 super being can pummel his captives with relative impunity. **Note:** The gooey character can will his victims to be released at any time.

3. Spray Sticky Goo: The character can create and spray an ultra-sticky, glue-like mixture.

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

Area of Effect: 30 foot (9.1 m) area.

Damage: None, but coating the ground causes anyone who walks on, rides over, or falls in the glue to become stuck to the floor. The super being may also target hands to glue a weapon or object to it or the feet to adhere an adversary to the ground where he stands, but this requires a Called Shot.

Once stuck, freeing the character requires a combined P.S. of 50 (and two melee attacks/actions), or 40 for Superhuman P.S., 30 for Supernatural P.S., to pull the victim free. If not the victim will have to wait until it dissolves naturally. Trying to shoot or burn through the adhesive to free the victim will not work, and the victim may take damage from the attempt.

The adhesive goo can also be used to temporarily mend/hold together broken support beams, bridge girders, and similar structures, but the repair will be very short-lived, limiting the sticky goo's usefulness for repairs.

Duration: The goo rapidly bio-degrades in only 4D6+4 melee rounds (2-7 minutes).

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

Bonus: The character's usual bonuses to strike apply.

4. Slippery Gel Body: When transformed into gel form the super being can slide along the ground at a speed of 40 mph (64 km) +5 mph (8 km) per level of experience. This innate slipperiness gives the super being certain advantages, one being that the gel character cannot be grappled, pinned, held in a body hold/lock, or tied up (he slips and squeezes out of any physical restraints in 1D4 melee actions), nor can he be picked up and thrown. He simply slips free of all attempts to grab him. However, the gel form also prevents him from being able to pick up, hold or carry anything because it will simply slip out of his hands.

The character can perform a sliding body block/ram attack that does 2D6 +4 damage per 20 mph (32 km), with a 01-70% chance of knocking down his opponent. If knocked down the opponent loses the initiative and two melee attacks/actions.

The gel being can squish, mold, and flatten his body as he 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 very wet mud can get through, so can this character. **Note:** The goo form cannot manipulate its shape in this manner because it sticks to whatever it is forced through.

Bonuses for being Gel: +1 to dodge, +3 to roll with punch, fall or impact.

5. Spray Slippery Gel: The character can create and spray a slippery mixture.

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

Area of Effect: 30 foot (9.1 m) area.

Damage: None per se, but coating the ground causes anyone passing over it to reduce their speed by 75% or risk slipping and falling (01-80% chance). Those who fall lose initiative and two melee actions/attacks, and slide for 2D6 yards/meters. Vehicles hitting the slippery gel at speeds over 30 mph (48 km) must roll to avoid skidding and crashing; the driver is -60% to maintain his control of the vehicle (roll on piloting skill) and even if control is maintained, he loses initiative and one melee attack from fighting to maintain control. A failed piloting skill roll means the vehicle skids and crashes (vehicle loses 1D4x10% of its S.D.C. and it takes 2D6 melee rounds to get the vehicle back on the road at half its speed).

Duration: 1D4 minutes per level of experience.

Attacks per Melee: Each gel spray counts as one melee attack.

6. Slime Bolt: The character can draw on moisture in his own form and fire a jet/stream of slime at his opponent. The impact is about twice as hard as a normal human's punch, and leaves a slimy residue and grease stain even after it dries (washes out). May be cast in either gel or goo form.

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

Damage: 2D4 +1 point of damage per level of experience.

Duration: Instant.

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

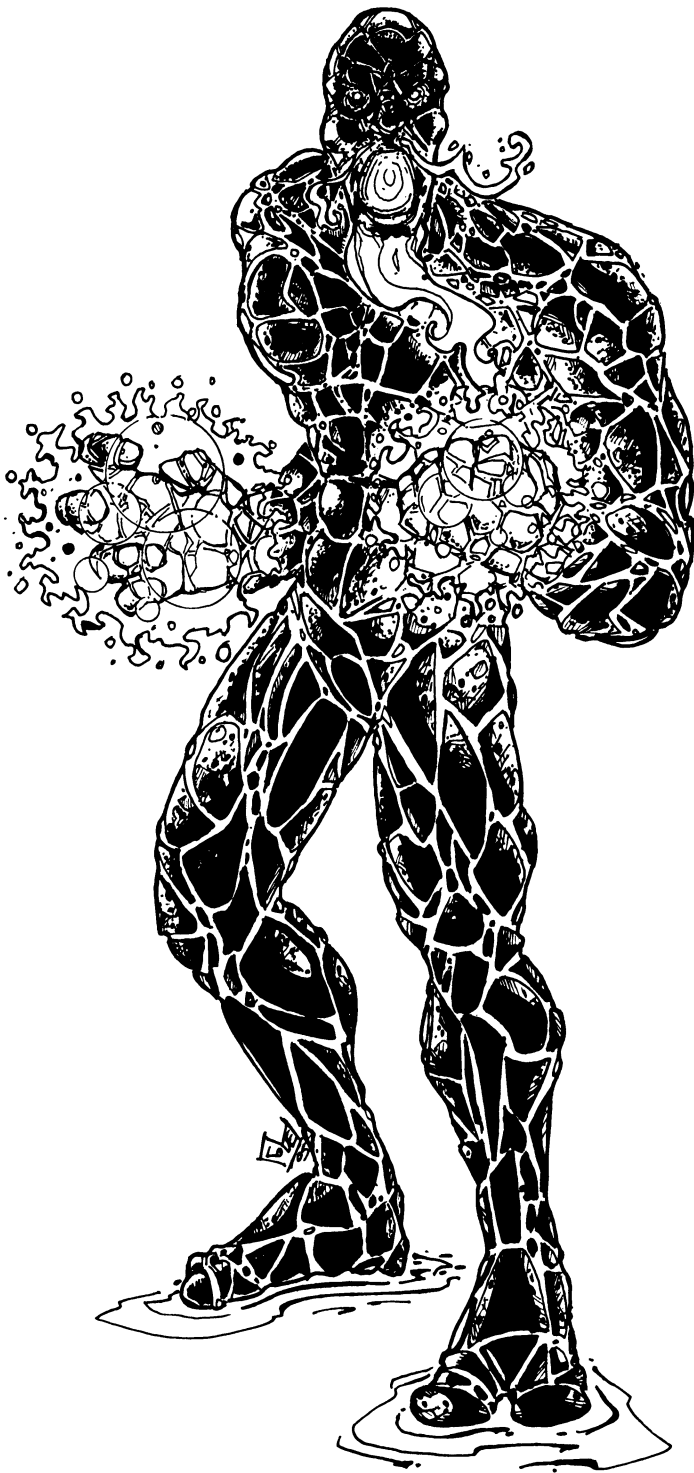
Bonus: The character's usual bonuses to strike apply.

7. Additional Bonuses and Abilities (in both forms): The character can't be seen on infrared, thermal vision or heat sensors; he does not breathe in the conventional sense, the character's altered form contains suspended oxygen, so he cannot be suffocated or drowned in any manner; and add 40 to S.D.C. in both goo and gel form.

Alter Physical Structure: Magnet

The super being can transform into a natural, living lodestone with skin that looks like grey, smooth stone or metal when this ability is used. As a living magnet, he radiates a continual magnetic field. While the character does not gain any special control over magnetism, his own natural magnetic field provides the character with a variety of special abilities in his altered state.

1. Increased Size and Strength: Weight remains unchanged but he adds 1D4 feet (0.3 to 1.2 m) to his height,



and physical strength is increased by 2D4 points (roll one time to determine how strong the character is whenever he transforms). P.S. is considered to be Extraordinary (same as the Minor Super Ability) whenever he is transformed, and he can carry 100 times P.S. in pounds and can lift 200 times.

2. Armor Rating and S.D.C.: The character has an A.R. of 13 and 150 S.D.C. (plus body armor; see #4). This means, in most cases, an attacker must roll a 14 or higher to strike and inflict damage. Any roll to strike under the Armor Rating of 13 bounces harmlessly off the altered body. Rolls to strike of 14 or higher, inflict full damage to the S.D.C. When all S.D.C. are gone, damage is done to Hit Points.

Lasers, fire, energy bolts, explosives, guns and most weapons, punches and kicks do normal damage when the roll to strike is 14 or higher.

Impervious to electricity (no damage), and even magical lightning does half damage.

Gas, ingested drugs, magic and psionics have full effect.

Can function in a vacuum until his air supply is gone.

3. Magnetic Field: The character is continually surrounded by a strong magnetic field that will erase any magnetic tapes (computer and video tapes included), and disrupt electrical frequencies (including television and radio frequencies) around him. Small metal items will continually be attracted to the character, clinging to his body in the most embarrassing ways.

The character can also use the field to pull himself toward any iron object that is greater than his own body weight. Maximum speed of travel is about 20 mph (32 km), and has a very limited range of 100 feet (30.5 m) plus 10 feet (3 m) per level of experience. **Note:** The character cannot reverse this effect, it is only an attractive magnetic field.

The hero's magnetic field allows him to *cling to metals* (steel girders, vehicles, doors, gates, towers, etc.) that have at least 25% iron. This magnetic grip is equal to triple his normal P.S. making it difficult to pull him off or loosen his grip (P.S. of those trying to pull him off must exceed his tripled P.S. number by at least 5 points). Thus he can scale the outside of most buildings by using magnetism on the metal girders underneath the concrete or brick facade, cling or climb along the bottom of a helicopter, cling to the roof or hood of a speeding vehicle, and so on.

Range: A 20 foot (6.1 m) radius centered on the character.

4. Makeshift Metal Armor: The super being can use his magnetic field to cover himself with pieces of metal objects and scrap to create a suit of metal armor held together by his magnetic field and force of will.

Such armor has an average A.R. of 15 and 3D6x10+60 S.D.C.

Armor cannot be made unless there are metal objects and scrap metal to be used.

Range: Self only.

Duration: Can be held in place until all the armor's S.D.C. has been depleted or until the super being is rendered unconscious. May be dispelled at will.

Penalty: The character must will his armor in place, which means he loses one melee attack/action per round while the armor is in place.

5. Sense Iron: The character's magnetic field allows him to sense the presence (and vague location) of iron, steel and iron alloys within a 100 foot (30.5 m) radius. The exact size of the item or items is impossible to discern, but impressions will be felt as to whether there is much, little, or none. Location will be sensed as nearby or at the edge of the range. This ability can be used to detect objects and ore beneath the ground up to one foot (0.3 m) deep per level of experience.

6. Additional Bonuses and Abilities: Impervious to the effects of magnetism from other super beings; each one's power cancels out the other's.

Accurately sense magnetic north and can use his magnetic sense to tell his exact location to within 1D4 feet (0.3 to 1.2 m). Accurately sense the presence and location of magnets, natural magnetic fields, or magnetism in use up to 1000 feet (305 m) away.

The character still has to breathe, and is susceptible to gases, drowning, suffocation, heat, fatigue, and disease in the same situations as normal humans.

Alter Physical Structure: Mercury

The only metal on Earth that is a liquid at room temperature is mercury. This makes it behave similar to water, yet it has all the resiliency of other metals. A super being who can transform into mercury takes on these same incredible traits, but without being toxic to those who come in contact with him he remains completely safe to the touch.

1. Increased Weight and Strength: The hero becomes a being of flowing mercury, his weight is doubled and his physical strength is increased by 1D6+4 points (roll one time to determine how strong the character is whenever the hero transforms), whenever transformed.

2. Limited Invulnerability, Armor Rating, and S.D.C.: The liquid metal being has an A.R. of 15 and 300 S.D.C.,

however his liquid nature is such that any roll to strike *under* the Armor Rating (A.R. 15), whether it be a fist, club, bullet, arrow, knife, brick, goes right through the character, but does NOT inflict any damage.

An attacker must roll a 16 or higher to strike and *inflict damage*. All kinetic attacks (punches, bullets, etc.) that inflict damage (from a roll to strike of 16 or higher) only do *half damage!*

Explosions do only 10% their normal damage, but any explosive damage greater than 50 points blows the character apart. However, the super being can *reform* within 1D6 melee rounds (in under two minutes).

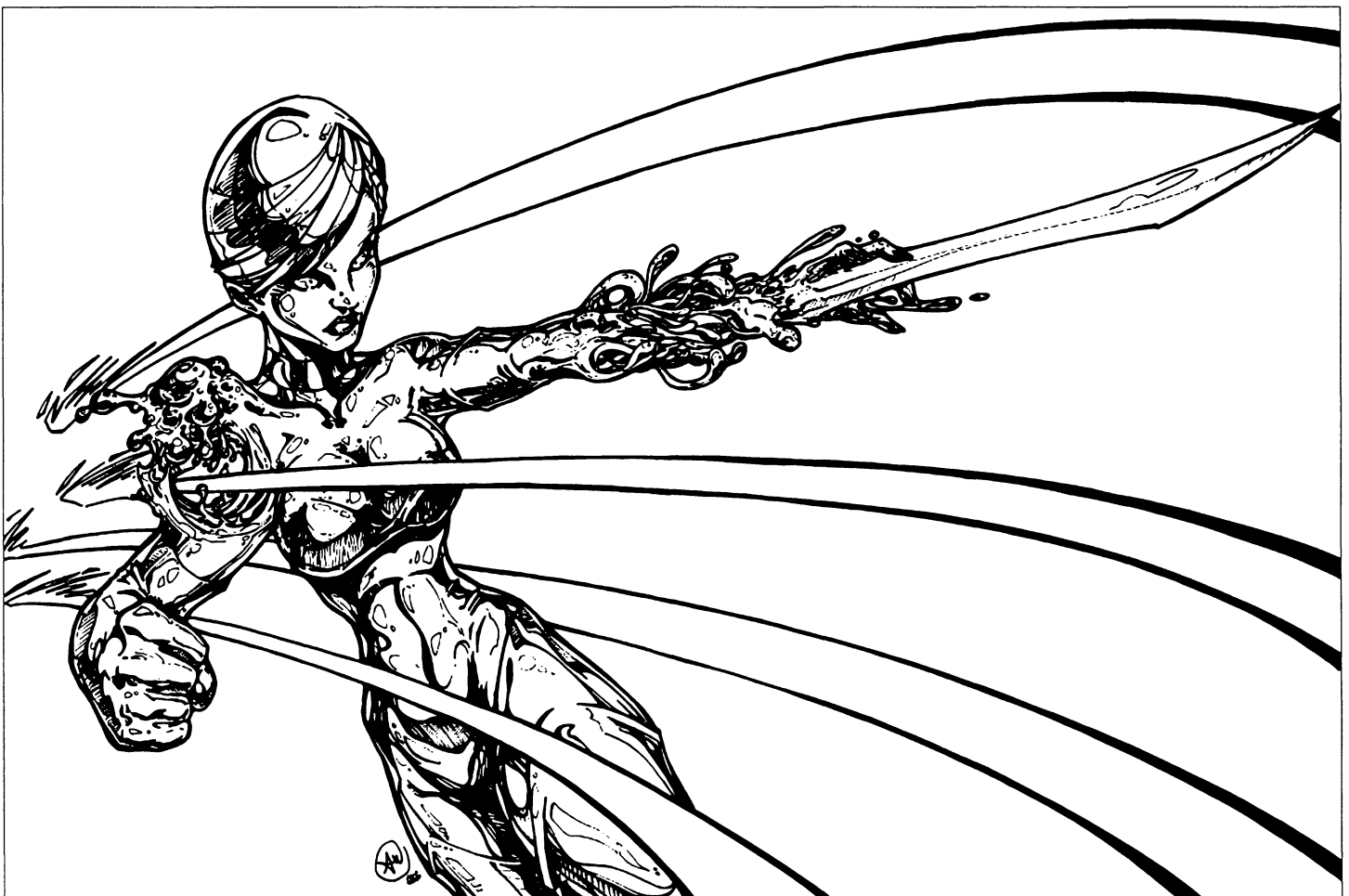
Fire, heat, electricity, lasers, and light attacks all inflict *full damage*, as do psionics and magic.

In all cases, damage is subtracted first from the S.D.C., and when all 300 S.D.C. are gone, damage is subtracted from Hit Points.

3. Manipulate Shape/Flow Like Liquid: The mercury being can squish, mold and puddle his physical form. This means he can pour himself through the crack under a door, through a keyhole, down a drainpipe, or squeeze through bars, chains, ropes, etc. If there is a crack water can get through, so can a character made of mercury.

4. Bolts of Liquid Metal: The character can fire pellets of liquid metal that impact as hard as the average pistol shot.

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.



Damage: 4D6

Duration: Instant.

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

Bonus: The character's usual bonuses to strike apply.

5. Body Weapons (modified): The character can turn his liquid limbs into a variety of ancient, melee weapons - i.e. elongate and transform one to all of his fingers into stabbing spikes, cutting knives, scythe-like claws, and so on; or the fingers and hand into a two or three pronged fork, sword, axe, scissors, club, hammer, metal ball, and so on. The "body weapon" is part of his body and cannot be removed. Limbs can be elongated up to double their normal length (i.e. a sword could be as long as the forearm and hand to twice as long).

Range: Limited to reach; up to double the reach of the normal limb.

Damage: Same damage as the real life equivalent, plus any P.S. damage bonus.

Bonuses: The character's usual bonuses to strike apply.

6. Extend Pseudopod: The mercury can extend two pseudopod limbs from his own body at first level and another one at levels 7 and 14. Each pseudopod can reach up to 10 feet (3 m) per level of experience. If a pseudopod is severed from the character, it will reform with the character within 2D6 melee rounds. They may be extended and retracted at will, and may be retained for as long as desired. Each pair of pseudopods adds one melee attack/action.

Damage: A slap/strike from a pseudopod does only 2D4 damage (plus any P.S. damage bonus), unless power #5 is used.

7. Additional Bonuses and Abilities: The character can endure underwater pressure to depths of 1200 feet (366 m) in mercury form.

The S.D.C. of the mercury (300) recovers at a rate of 2D6+6 points of damage per hour. Unless physically heated (metal, including mercury, holds heat well), the mercury form is cool enough to avoid detection as a living being by infrared or heat sensors.

8. Vulnerabilities & Limitations: Speed is reduced by half when in mercury form. It is worth noting that the mercury has no iron and is not effected by magnetism. The character still has to breathe, and is susceptible to gases, drowning, suffocation and disease in the same situations as normal humans. The character can function in a vacuum until his air supply is gone.

Alter Physical Structure: Pebbles

The character can turn himself into a large mound of pebbles, rocks and stones. While this is similar to the APS: Stone power, the character is not one solid mass. Thousands of pebbles and stones make up the character's body, many of which are round, almost like marbles, or smooth and oblong, and varying in size from a half inch round (1.2 cm) to two inches (5 cm) round. The pebbles are held together in a roughly humanoid shape, but the

character has control over his shape. This enables him to fire off small bits of his own mass in shotgun-like blasts, lets him roll his body through openings too small for a human or Stone APS to squeeze through, among a variety of other abilities.

1. Increased Weight and Strength: The character's weight is quadrupled and his physical strength is increased by 3D4+3 points (roll one time to determine how strong the character is whenever the hero transforms), and is considered to be *Extraordinary Physical Strength* (same as the Minor Super Ability) whenever transformed into pebble form; can carry 100 times P.S. in pounds and can lift 200 times, and fatigues at half the rate of normal humans.

2. Armor Rating, S.D.C. and Limited Invulnerability: The character has an A.R. of 14 and 300 S.D.C. This means, in most cases, an attacker must roll a 14 or higher to strike and inflict damage. Any roll to strike under the Armor Rating bounces harmlessly off the stony body even if it's an energy attack. Rolls of 15 or higher inflict full damage to the S.D.C. When all 300 S.D.C. are gone, damage is done to Hit Points.

Explosions will blow the pebble character apart, but he suffers no damage and the super being can reform within 4D6 melee rounds. Electricity, lasers, light, energy, fire and heat do full damage, as do psionics and magic, provided that such attacks beat the Natural A.R. (15 or higher to strike). The character can function in a vacuum until his air supply is gone.

Projectile weapons such as bullets, arrows, or thrown objects do *no damage*, bouncing right off the mass of stones. Likewise, physical blows (punches, kicks, clubbing, etc.) do no damage unless the attacker has Superhuman or Supernatural Strength (they do half and full damage respectively). Can endure underwater pressure up to depths of 2000 feet (610 m). Still has to breathe, and is susceptible to gases, drowning, suffocation and disease.

3. Manipulate Shape: The pebble being can flatten out his physical form, as well as bend and shape it as he desires. Thus he can roll himself through any space larger than two inches (5 cm) in circumference; through bars, fencing, down a drainpipe, out of handcuffs, chains, ropes, etc. This means he can escape even the strongest bonds by changing into pebble form.

4. Loose Marbles Tactic: By manipulating his shape the character can cover a floor, like a bag of kid's marbles, causing anyone who steps on them to slip and fall. Unfortunately, he cannot use his other powers while dispersed like this. This ability can also be used to hide, appearing as a patch of gravel, Zen stone garden, landscaping or among other loose rocks or debris.

Area of Effect: The character can spread his form over a 10 foot (3 m) diameter + 5 feet (1.5 m) per level of experience.

Damage: None, but covering the ground with small, smooth, often round stones causes anyone passing through the area to reduce their speed by 50% or risk slipping and falling (01-50% chance). Those who fall lose ini-

tiative, two melee actions/attacks and slide for 1D4 yards/meters. Vehicles, characters and creatures over 15 feet (4.6 m) tall are too large to be affected by this tactic.

Duration: As desired, but uses up all of the character's attacks for that period. However, although spread across the ground, the character is still aware of (sees and hears) everything going on around him.

Attacks per Melee: Uses up all of the character's attacks/actions for that melee round; can reform at the cost of two melee attacks the next round.

5. Shotgun Blast: The character can fire shotgun-like blasts of his own body at an opponent. The impact is also about as hard as the average shotgun blast. Fired from hands.

Range: 30 feet (9.1 m) +5 feet (1.5 m) per level of experience.

Area of Effect: As a shotgun-like blast, pebbles spread out to affect a 12 foot (3.6 m) area and may hit multiple targets.

Damage: This blast normally does 3D6 damage to all targets in the area of effect. But if the blast is used against a single target within 10 feet (3 m), there is no area of effect and the target suffers 6D6 damage from the blast!

Duration: Instant.

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

Bonus: The character's usual bonuses to strike apply.

6. Buckshot Blast: The character can fire off a blast of pebbles in all directions, like a shot of buckshot/scattershot. The damage is not as great, but the effect is similar. Fired from hands or mouth.

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

Area of Effect: As a scattershot-like blast, pebbles spread out to affect a 20 foot (6.1 m) area and may hit multiple targets.

Damage: 1D4 points of damage to each person/target caught in the radius. Damage is minor, but stings. Great for riot control and to frighten people away.

Duration: Instant.

Attacks per Melee: Each blast requires three melee attacks/actions.

Bonus: None whatsoever, unmodified die roll.

7. Rolling Rocks: Because the character is made up of a pile of loose rocks and pebbles, he can roll or skate along any hard, flat surface, the smoother the better (polished wood, linoleum, tile, ice, and similar, as well as loose gravel). This grants him a ground speed of 60 mph (96 km) +10 mph (16 km) per level of experience, half that speed along a concrete or asphalt road or highway because it is porous. (**Note:** Cannot roll/slide along soft earth/dirt, sand, grass or a debris field.)

The super being can perform a rolling body block/tackle delivering 4D6 damage on impact plus +4 damage for every 20 mph (32 km) he is moving. Plus the victim is likely (01-90% chance) to be knocked down and lose the initiative and two melee attacks.

8. Landslide Attack: Similar to his body block/tackle the character can perform a landslide attack against a single target. The target is then covered and trapped within the character's loose mass of pebbles, and cannot move. Most effective against small vehicles. Ironically, the victim or vehicle is not crushed or suffocated, but pinned under the stones.

Range: Line of sight up to 20 feet (6.1 m) away.

Damage: This attack traps the target inside the super being's body, and the character can only hold one such victim (three if they were standing close together) or a small vehicle at a time. The victim of this attack is completely helpless. Those trapped inside a vehicle can still speak and cast spells or use psionic powers. Those trapped outside of a vehicle can breathe but not speak; the use of psionics, energy explosion and other powers that don't require speech or movement are possible unless the character panics or is terrified (claustrophobic characters, for example, will lie there, panic stricken, or pass out). **Note:** This ability may also be used to cover and hide or protect a comrade or innocent person with any attacks on the surface inflicted only to the pebble being, those in his embrace are safe.

Duration: Can be maintained as long as the super being desires.

Attacks per Melee: The landslide attack counts as two melee attacks/actions to trap a target. How long the pebble being keeps his victim trapped is up to him, but he cannot use any other powers while using this one.

Bonus: The character's usual bonuses to strike apply.

9. Notes: The character can't be seen on infrared, thermal vision or heat sensors. Pebble S.D.C. regenerates at a rate of 3D6 per hour. Makes noise when he walks and moves like a clunking and grinding sack of marbles, -40% to Prowl.

Alter Physical Structure: Plastic

This super being can turn into solid plastic, much like a human-sized, kid's action figure.

1. Increased Weight and Strength: The character's weight increases by 50%, and he takes on a smooth texture to his skin, but otherwise stays the same. The physical strength is increased by 1D6+4 points (roll one time to determine how strong the character is whenever the hero transforms) whenever transformed into plastic form.

2. Armor Rating and S.D.C.: The plastic man has an A.R. of 13 and 320 S.D.C., with most physical attacks (punches, bladed or blunt weapons, ordinary bullets, etc.) which means the attacker must roll a 14 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the plastic body. When all 300 S.D.C. are gone, damage is done to Hit Points.

Cold attacks do half damage.

Lasers, fire and heat attacks do *50% greater damage* against a plastic man and *bypass the A.R.!* That means a roll to strike of 5 or higher hits and does increased damage unless the character can dodge.

Electricity and other types of energy blasts do normal damage when the roll to strike is 14 or higher, and half damage if 13 or below.

Armor piercing bullets, explosive rounds, grenades and explosives inflict full damage when their roll to strike is 14 or higher.

Gas, ingested drugs, magic and psionics have full effect. The character still has to breathe, and is susceptible to gases, drowning, suffocation and disease in the same situations as normal humans.

Can endure underwater pressure up to depths of 400 feet (122 m) and function in a vacuum until his air supply is gone.

3. Enhanced Flexibility: Like a giant kid's action figure, the character's limbs can twist, bend, turn and fold themselves into normally impossible directions and positions for any normal human. The character can also turn his arms and legs completely backwards in their sockets/joints. These flexible joints help the character to slip out of handcuffs or manacles, wiggle out of ropes or straight jackets, as well as fit into small areas (suitcase, trunk, etc.). Can attempt to escape any bonds once per melee round with the following chance for success: Hands and/or feet tied with rope, handcuffed or chained - 80% likelihood of escape. Hands, arms, legs and body bound with rope, chains, straps or straight jacket - 56% chance to escape. Being locked inside a room, trunk or a compartment will trap/hold the plastic man. However, a jail cell or compartment with an opening may allow the character to escape.

4. Manifest a Bashing Limb: The character can transform his hand and forearm into a blunt weapon that extends his reach 4 feet (1.2 m) or simply extend his reach. Can also stretch the length of his legs to increase height by 6 feet (1.8 m).

Range: Hand to hand combat.

Damage: 2D6 plus damage bonuses from P.S. attribute and combat skills.

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

5. Additional Bonuses and Abilities: The character can't be seen on infrared, thermal vision or heat sensors. Recovers lost plastic S.D.C. at a rate of 2D6 per hour. The character's plastic form floats on water.

Alter Physical Structure: Rag Doll

The super being can transform into a human-shaped bundle of cloth, rags, straw, cotton stuffing, string, and similar materials, as if he were a living scarecrow. His real face is obscured, appearing either like a featureless sack or with sewn on features like a Raggedy Ann or Andy doll (mouth and eyes move, however, as if they were real). The appearance may be fairly ordinary, cutesy, or scary. What the individual looks like is chosen when the player creates him and does not change.

1. Reduced Weight and Increased Strength: Reduce weight by half, but general shape and size remain the same. Increase physical strength by 2D6 points (roll one time to determine how strong the character is whenever

the hero transforms) and is considered to be Extraordinary (same as the Minor Super Ability) whenever transformed. Can carry 100 times P.S. in pounds and can lift 200 times. Fatigues at one-tenth the rate of normal humans.

2. Armor Rating and S.D.C.: Has an A.R. of 8, so most attacks (a roll to strike of 9 or higher) will hit and do some measure of damage, except as noted below. 210 S.D.C. in his rag doll form and when all the S.D.C. are gone, damage is done to the character's Hit Points.

Impervious to sound, shadow and cold-based attacks, gasses, poison, drugs and disease.

Projectiles like bullets and arrows do no damage at all, and go right through the rag character.

Clubs and blunt attacks, punches and kicks, as well as stabbing attacks and falls from great heights, only do 10% their normal damage.

Knives, swords, and other "cutting" weapons do full damage. Lasers, light, electricity and other energy-based attacks do normal damage to the strange character.

Wind and water-based attacks do half damage.

Explosions have one of two possible outcomes on the character's body (roll percentile dice). **01-40%** Blows the character 2D6 yards/meters away (no damage), or **41-00%** blasts the character's body over a large area. The character takes half of the damage from the force of the blast, but requires 3D6 melee rounds to reform his body, and he must do that before he can turn back into a human.

Heat, fire and plasma inflict triple damage!

The character does not need to breathe at all and can function in a vacuum indefinitely; floats on water but gets waterlogged and will sink after 1D4+2 hours.

3. Horror Factor 11: There is just something disturbing about this strange character even if his or her appearance is cute; a human-sized Teddy Bear, Bunny Rabbit, Raggedy Ann, or other child's doll. +2 for H.F. if the appearance is a scarecrow, clown or other ominous looking, life-sized rag doll.

4. Separate Body Parts: The character can pull apart his body parts, such as his hand, hand and arm, foot, etc. and they will continue to move and do things he desires. This ability functions similarly to the *Anatomical Independence* power described in **Powers Unlimited® One**, page 12, except that the body parts are not flesh and blood but rag doll parts. **Note:** The character does not gain the S.D.C. bonus when separated into many parts (reduce S.D.C. by 20% for each missing arm and leg). This also means he can pluck off one arm and hold it in his other hand to extend his reach and grab objects.

Range: Self; distance: line of sight. He must be able to see the dismembered body part in order to control it.

Damage: None.

5. Hide Objects in his Body: The character can create gaps and pockets within the stuffing that fills his body. The size of these pockets is limited to about twelve inches (0.3 m) cubed in total available volume, but the dimensions can be altered to fit the whim of the character. This would allow the character to hide away a small object, like a gun,

grenade, knife, computer disk, book, etc. From the outside, the pocket looks no different than the rest of his body, with no obvious openings or access. Only the character himself can access the inside of the pocket, without cutting him open. The character can create one of these gaps or pockets in his stuffing at levels 1, 2, 4, 6, 8, 10, 12 and 14.

Duration: Until the character changes back to his normal human form. When the character changes back, any objects stored in him will simply fall to the ground at his feet.

6. Additional Bonuses and Abilities: The character can't be seen on infrared, thermal vision or heat sensors. Rag Doll S.D.C. recovers at a rate of 4D6 points per hour.

Alter Physical Structure: Sponge

The super being can transform himself into a living sponge, able to soak up a variety of liquids and gasses, without doing any harm to himself in the process.

1. Partial Invulnerability: Projectiles like bullets and arrows do only 25% their normal damage.

Slashing/cutting weapons like knives, swords, axes, etc., and explosives do half damage.

Cold, fire and electricity also do half damage, but most other types of energy attacks, including lasers, particle beams and plasma, do full damage.

Magic and psionics do full damage.

Blunt weapons, punches and kicks (regardless of strength), impact and explosions do *no damage* at all, although an explosion may send the sponge character flying several yards/meters from the force of the blast.

Immune to gas attacks, drugs, poison and toxins while the character is in sponge form.

2. Absorb and Expel Liquids: The human sponge can absorb all types of liquid without harm to himself. This makes the character immune to any liquid-based attack, including acids, poisons, toxins, gasoline, drugs, water, water bolts and similar attacks, etc. More importantly, any liquid-based attack can be captured, held and fired back at its source or at a completely different opponent, as the super being wishes. Only one redirected attack can be performed for each attack leveled at the sponge character.

Range: 200 feet (61 m) +10 feet (3 m) per level of experience.

Duration: Can hold the absorbed liquid for up to one hour per level of experience.

Damage/Effect: Same as the original attack leveled against the sponge character.

Attacks per Melee: Each expelling of a liquid counts as one melee attack/action. Likewise, each absorption of a liquid (up to 50 gallons/ 189 liters at a time) counts as a melee action/attack.

3. Shoot Streams of Water: The sponge man can draw on any available source of water to shoot streams of water at an opponent that hit with the force of a kick. The sponge character can also soak up and store enough wa-

ter to fire a number of water streams or blasts equal to his P.E. attribute number, +1 additional water bolt per level of experience. If the sponge man is standing in or touching a source of water, the character can fire an unlimited number of water blasts.

Range: 300 feet (91.5 m) +10 feet (3 m) per level of experience.

Duration: Instant.

Damage: 2D6 damage per blast.

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

Bonus: The character's usual bonuses to strike apply.

4. Absorb and Expel Gasses: The character can absorb any type of gas without harm to himself, this makes the character immune to any airborne poisons, toxins, drugs and similar attacks, etc. The sponge being can store the gas for a short time and release it later. Only one type of gas can be stored at a time.

Range: Covers a 20 foot (6.1 m) area of effect around the hero.

Duration: The gas may be stored for up to one hour per level of experience. The duration of the effects of the gas is as per the original gas attack used against the sponge.

Damage/Effect: Same as the original attack which was leveled against the character.

Attacks per Melee: Counts as one melee attack/action.

5. Filter and Store Oxygen: With the character's ability to absorb and store gases comes the ability to draw oxygen out of both the air and water. This enables the hero to breathe on land and underwater. His spongy body also retains oxygen for an extremely long period of time, allowing the character to hold his breath for one hour per level of experience.

Range: Generally, self only. However, the sponge character can slowly release breathable air in a sealed room so that others can breathe. In this case, the air reserve is used up at a rate of 20 minutes per level of experience. HOWEVER, if a water supply is available, such as an underwater spring in a cave-in, air can be generated for an indefinite period for all to breathe.

6. Additional Abilities and Bonuses: Can't be seen on infrared, thermal vision or heat sensors, regenerates/heals 2x faster than the normal healing rate for humans. Can make himself float on top of water or sink below the waves (but can breathe in/under water). +1D4 to P.S. and 1D6x10 to S.D.C. when in sponge form.

Alter Physical Structure: Vines

The super being can transformation into a humanoid seemingly composed of a mass of tangled vines. While vaguely human-like in shape, the character has no obvious nose, mouth, ears or other facial features to speak of; eyes peek out from under leaves or may appear as a pair of berries. Even the hero's fingers and toes are made of vines or a tangle of vines twisted together. His vine body allows the character to perform a variety of feats, including

entangling opponents, tying them up, climbing, and swinging from a rope-like vine that shoots out from the hands like a swing line, among others.

1. Increased Size and Strength: The character's weight is tripled and 1D4 feet (0.3 to 1.2 m) is added to the character's height. Increase Physical Strength 2D4+2 points (roll one time to determine how strong the character is whenever the hero transforms) and is considered to be Extraordinary Physical Strength (same as the Minor Super Ability), whenever he is transformed. Can carry 100 times P.S. in pounds and can lift 200 times. Fatigues at half the rate of normal humans.

2. Cutting Thorns: Thorns can be made to grow along the fingers and/or knuckles or side of the hand (counts as one melee attack/action) and used to cut and slash (2D6 damage per each attack/successful strike). Thorns may also be made to cover the body (uses up all melee attacks for one round to grow), and anyone grappling with the character or trying to apply a wrestling style pin maneuver, crush/squeeze attack or leap/pounce attack, is stabbed and cut, taking 1D6 points of damage per attack.

Range: Touch.

Duration: As long as desired; can be grown and retracted at will.

Damage: 2D6 damage per attack.

Attacks per Melee: One melee action/attack to grow the thorns, and each slashing, cutting strike counts as one attack.

Bonuses: +5% to Climb, +10% to Escape Artist skill, and the character's usual bonuses to strike apply for attacks.

3. Vine Whip: A super being can play out a length of vine and use it like a whip to strike opponents a short distance away.

Range: Close combat; up to 12 feet (3.6 m) away.

Damage: 4D6 per whipping strike.

Attacks per Melee: Each whip strike counts as one melee attack.

Bonus: The character's usual bonuses to strike apply, +1 to disarm, +2 to entangle.

4. Swing Vine: The character can throw out vines to be used as swing lines, both for climbing rappel-style and to swing from tree to tree or building to building. The only requirement is that there is a solid surface for the Swing Vine to attach itself to.

Range/Length of the Vine: Up to 30 feet (9.1 m) per level of experience.

Weight Tolerance: The swing vine can be used to hold the character's weight +100 lbs (45 kg) per level of experience.

Bonus: The character's usual bonuses to strike apply.

5. Lasso: The hero can use his vines to loop/lasso an opponent like a lariat. The rope trick does not entangle the entire body of the victim, but only lassoes/grabs one limb or the upper torso, possibly pinning both arms to the body (01-55% chance).

Range: Can reach up to 10 feet (3 m) +5 feet (1.5 m) per level of experience.

Damage: None per se, the attack just ties up part of the victim and helps to hinder the opponent (-2 to strike, parry and dodge; -5% to Escape Artist skill).

Number of Rope Tricks: The vine character can loop/lasso as many as 4 (+1 at levels 3, 6, 9, and 12) victims at any one time or the hero can lasso one victim multiple times (accumulative penalties).

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

Bonus: The character's usual bonuses to strike apply.

6. Vine Lattice Work: The vine being can create a lattice work-like weave of vines to grow up the side of walls, provided the walls are made of brick, stone or concrete. The lattice (basically a rope ladder made of vines) is four feet (1.2 m) wide and grows at a rate of 10 feet (3 m) tall per melee round of concentration by its creator. Given enough time, the lattice work of vines can go all the way up to the top of the building, even if it is a multi-story skyscraper.

Range: The super being must be touching the wall to grow the vines upward.

Damage: None.

Duration: The vines last for 15 minutes per level of the super being, but can be made to wither and drop away anytime sooner if its creator so desires it, with a single touch.

Attacks per Melee: Uses up all attacks in a melee round per every 10 feet (3 m) of height.

Weight Tolerance: The lattice work of vines can hold the super being's weight and an additional 600 lbs (270 kg) per level per level of experience.

Bonuses: +20% to Climb skill of everyone climbing the lattice of vines.

7. Vine Netting: The character can grow a horizontal vine netting to catch people or objects falling, or a net-like vine wall to block an entrance, doorway or even a road. For the net to work, there must always be four corners to which it can attach (lamppost, wall, truck, etc.). The netting can be made 10 feet (3 m) in diameter per melee round (every 15 seconds) up to a maximum diameter of 50 feet (15.2 m).

In the alternative, the character can create a net that shoots out from his fingertips and forms in thin air to drop upon and entangle a single, human-sized opponent (roughly six feet/1.8 m in diameter). Such netting attached to a wall, but covering a door, can be used to hold the door shut, or bar entrance if the door opens outward rather than inward. Each 6-10 foot section of netting has 4D6+24 S.D.C., destroy the S.D.C. and you destroy, slice or rip through the netting.

Range: Touch or up to 20 feet (6.1 m) away; line of sight.

Damage: None, but blocks or entangles.

Duration: The netting lasts for two minutes per level of the super being, but can be made to wither and drop away anytime sooner if its creator so desires it, with a single touch.

Attacks per Melee: Creating a small, six foot (1.8 m) di-

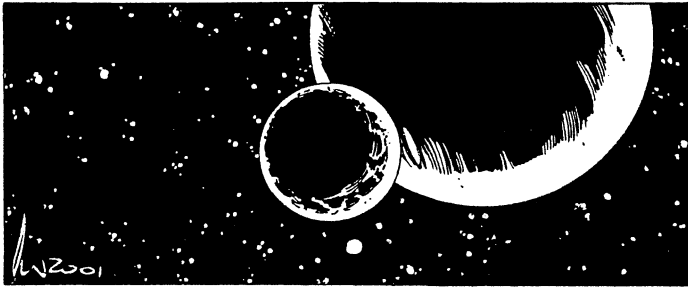
ameter net counts as two melee attacks; creating a larger, anchored net counts as four melee attacks.

Bonuses: +3% to entangle.

8. Additional Bonuses and Abilities: He regenerates/heals lost Vine S.D.C. at a rate of 2D6 points per hour. Lost vine limbs instantly start to regrow in 1D6 minutes. Any lost limbs are present when changed back to human form, but the limbs feel numb and heavy for 24 hours (arm & hands: -25 to skills requiring hands and dexterity, and all combat bonuses are reduced by half; lost legs: reduce Spd by 50% and skills like Acrobatics, Climbing, Prowling, Swimming, etc. are -40%).

In vine form, the character breathes in carbon dioxide and expels oxygen, the opposite of humans. Also, this hero breathes through his whole body which makes it almost impossible to suffocate him.

The character can't be seen on infrared, thermal vision or heat sensors. The character's vine form floats on water. Add 1D6x10+50 to S.D.C. while in vine form.



Alter Physical Structure: Void

By Wayne Breaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

The character can shift his physical structure to a solid, inky blackness with what looks like "star-flecks" throughout. He keeps his physical shape and is solid enough to interact with the material world, but seems somehow insubstantial and inhuman - a walking piece of the void.

When in void form, the character breathes without air and is impervious to cold, radiation, depressurization, zero gravity and the hazards of space. In fact, he can survive indefinitely in space, like a fish in water.

Natural A.R. 10 and +1D4x10+20 to S.D.C. when in void form. Lasers do half damage, but all other forms of energy and attacks do full damage.

This altered form defies gravity and is virtually weightless, allowing him to fly at speeds of up to 100 mph (160 km).

Trans-atmospheric capabilities: Even though the character cannot leave an atmosphere under his own power, he can land on a planet without burning up in the atmosphere. This is done by allowing himself to quickly drift downward in a straight line and land on the ground.

The character can speak in the vacuum of space and does not need any artificial means of propulsion or survival (he is nourished by starlight).

Fights as if he has the *Zero Gravity Combat* skill and does not suffer any penalties for fighting and moving in space or when in a weightless state (including the use of the Weightlessness power, see **Powers Unlimited® One**, page 50).

Bonuses (due to speed and flight capabilities): +1 attack per melee round, +2 on initiative, +1 to strike, parry and disarm, +4 to dodge, and +1 to roll with impact, punch or fall.

Special Abilities Applicable Only When in "Void" Form:

One with the Darkness: Only the glittering star flecks within his body will give away his position. Still, the character is difficult to see at night or in darkness. Other than the tiny stars visible within the body of his void form, the character's shape seems to merge with the night, making attackers -1 to strike and parry when fighting him. Additionally, his movements are fairly silent, giving him a natural Prowl ability of 40% in the daylight and 75% at night or in space.

In space, the hero is indistinguishable from the rest of the "void," unless he wills himself to be seen or is moving rapidly. If staying still or moving at a speed of 12 or less, he is completely invisible (attackers are -4 to strike, parry and dodge him).

The Chill of the Void: The character's body is as cold as outer space. Anyone touching him without the proper protection (gloves, insulation, full armor, etc.) takes 1D6 points of damage every time they touch him or he touches them (add to normal punch damage). Only characters who are themselves made of ice or completely immune to cold do not suffer this cold damage, and even characters resistant to cold or from an ice world still take half damage. As noted previously, while in void form, the super being is impervious to cold, including magical cold and even liquid nitrogen.

Nightvision and Sunvision: The character can see in total darkness, even magical darkness, darkness created with super abilities, or the utter blackness of a black hole! Likewise, the character cannot be blinded by intensely bright light and can look into the heart of a star without ill effect. Normal range of sight for both.

Depressurize: The character can use a ranged attack that hits victims with a flash of depressurization similar to that of an exposed body in space. Victims who are resistant or immune to the effects of depressurization are not affected by this power, but all others suffer the following: -8 to strike, parry, and dodge and -25% to skills for 1D4 melee rounds. Even if the victim makes a successful save (16 or higher with no bonuses), the penalties are only reduced by half. The attack is instantaneous and momentarily stuns and disorients the victim.

Range: 100 feet (30.5 m; appears as a bolt of black energy), or by touch.

Damage: None, see above.

Duration: Instant, with the effects lasting for 1D4 melee rounds.

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

Bonuses: +3 to strike on an Aimed shot, no bonus if shooting wild.

Note: This power can also be used to cure the bends.

Remove Air/Suffocation Attack: When in void form, the character can force the oxygen from a localized area, causing those caught in the area of effect to choke, pass out and/or suffocate!

Range: 15 foot (4.6 m) diameter globe around the character or in a specific room or area. Anyone entering the stationary area of effect immediately suffers from the lack of air. They can move out and escape the effects, but may not realize they can do so. If locked in an airless room, they have no place to go unless they can break down the door or escape by some other means.

Damage: The typical individual has about two minutes before they pass out and about 3-4 minutes before they suffocate and die! But, those with an independent air supply, inside a spacesuit or power armor, or who breathe without air, are **NOT** affected by this power. This ability cannot be used on the inside of an environmental suit.

A victim can hold his breath for approximately 5 seconds per P.E. attribute point, provided he has some idea the attack is coming (i.e., a hero or villain that has fought a void character before and seen or experienced this ability). The victim(s) is -2 to strike, parry, and dodge until he passes out (see the depressurization and suffocation rules in **Aliens Unlimited: Galaxy Guide™** for details). Note that heroes will **NOT** kill someone this way and should cancel its effects as soon as the target passes out, if not sooner. Victims who pass out but get air before suffocating are usually unconscious for 1D6 minutes.

Duration: The effect can be maintained for as long as the void character desires. But for each melee that the attack is maintained it reduces the character's melee attacks/actions by one for that melee round.

Void Bolt: A short blast of intensely cold energy that can even damage solid items like metals and stone (it makes the bond between their particles brittle and weakens their overall structure somewhat). So cold it actually burns when it hits.

Range: 500 feet (152.4 m) +30 feet (9 m) per level of experience.

Damage: 4D6 per blast.

Duration: Instant.

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

Bonuses: +3 to strike on an Aimed shot, no bonus if shooting wild.

Alter Physical Structure: Wax

At a moment's notice this character is able to transform himself into a being composed of wax, which gives him a number of unique abilities.

1. Increased Weight and Strength: The character's weight is doubled. Physical Strength is increased by 2D6 points (roll one time to determine how strong the character is whenever the hero transforms).

2. The Wax Body Has Partial Invulnerability: Projectiles like bullets and arrows do no damage at all.

Knives, swords, axes, clubs/blunt attacks, punches and kicks do only 10% their normal damage, and if the soft, malleable body is cleaved in half, a limb or the head lopped off, the character can pick it up and it merges right back like nothing ever happened (counts as two melee attacks).

Electricity, lasers and energy bolts all do normal damage to the waxy character, as do magic and psionics.

Heat and fire do double damage.

Cold based attack do no damage, although freezing or below freezing temperatures will reduce Spd by half.

Gas, ingested drugs, magic and psionics have full effect.

3. Make Wax Impressions & Molds: The super being can make molds of keys, tools, footprints and even casts of faces, hands and small objects. The mold can then be used to make a working copy (where applicable, such as a key) or to make a cast for identification purposes (face, footprint, tool mark, etc.). Fingerprints are also easily captured on wax.

Making a reliable but simple wax impression or mold counts as two melee attacks/actions, and elaborate ones count as six.

4. Wax Mask: The wax hero can manipulate his form to temporarily alter his features to look human, while retaining his wax form. This ability is not unlike the dummies found in a wax museum, and hiding among such dummies is easy (equal to 90% prowl). His body will appear very similar to his normal one, but to complete the illusion the hero will also need to dress appropriately, as clothing is not reproduced. Although he can manipulate his waxy face rather dramatically, this power does not let the character alter his skin tone (appears the same as his normal human skin tone although with a glossy/waxy quality to it), nor can he alter his normal human shape.

Facial features such as the nose, ears, mouth/lips, jaw, cheeks, eyebrows, forehead, and hairline can be altered with a thought to make the character appear older, younger, opposite sex, etc., but he can NOT grow facial hair, grow or reduce hair length, nor alter the *color* of the hair, skin, or eyes. This means he can also try to copy the appearance of others, but will require makeup, a wig and other cosmetics to complete the deception.

Range: Self only.

Duration: 30 minutes, +10 minutes per level of experience.

Attacks per Melee: It only takes one melee action to alter his features.

Bonus: +20% to Disguise and +10% to Impersonation skills.

5. Liquefy Self: With a thought, the super being can melt himself into a pool of liquid wax. 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 wax that can merge back together within 3D4 melee rounds. The character retains

his senses, though he cannot speak, and his Spd and number of melee attacks are halved; skill performance is at -40% and the character cannot perform any skills involving hands. However, the liquified 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: 30 minutes per level of experience.

Attacks per Melee: Half the normal number of attacks, punches do half their normal damage (including half damage bonuses), handheld weapons cannot be used and the character doesn't have access to his other powers.

6. Expel Hot Wax: A bolt of hot liquid wax can be expelled from the character's fingers or mouth.

Range: 20 feet (6.1 m) per level of experience.

Damage: 3D6 points of damage from the hot wax, plus an additional 1D6 damage for the next melee round as the hot wax cools off.

Duration: Instant; cools off in one melee round.

Attacks per Melee: Each bolt of wax counts as one melee attack.

Bonus: The character's usual bonuses to strike apply.

7. Watertight Seal: The wax character can exude a thin, warm coating of wax to tightly seal small and medium containers (plastic box, jar, briefcase), as well as thin cracks and windowsills to make them watertight. He can also use his liquified body to seal/plug larger openings such as the cracks under and around a door as well as a keyhole to help muffle sound, keep out gasses and to prevent water or other beings with Alter Physical Structure powers from squeezing through the opening as air, gas or liquid. The only drawback is the wax super being is using his own body to plug the openings and cannot leave the door without withdrawing the wax and leaving the cracks open. Any item sealed in wax requires 12 more points of P.S. than usual to open unless the wax is melted or scraped away first (takes 2D4 or 4D6 melee rounds respectively).

8. Additional Bonuses and Abilities: Add 2D4x10 points to S.D.C. in wax form, regenerates wax S.D.C. at a rate of 3D6 per hour, does not need to breathe in wax form, the wax itself is oxygenated, +5% to Climbing skill.

Animal Abilities, New Types

These are a selection of new animal abilities to add to the ones found on page 251 of the HU2 rule book.

New Random Animal Type Table:

01-05 Serpent (New)

06-10 Fish

11-15 Rodent (New)

16-20 Cat; small, domestic

21-25 Cetacean (New)

26-30 Bear

31-35 Primate; lower (New)

36-40 Mustelid

41-45 Pachyderm (New)

46-50 Canine

51-55 Marsupial (New)

56-60 Cat; big, wild

61-65 Insect (New)

66-70 Bird

71-75 Nocturnal

76-80 Crustacean (New)

81-85 Hoofed

86-90 Arachnid (New)

91-95 Reptile

96-00 Bat (New)

New Animal Type Descriptions

Arachnid

Physical Traits: Tough, dark, wiry hair. Tiny, black eyes, with no ears to speak of and a very thin, lanky build.

Abilities and Bonuses:

1. Wall crawling, same as the *Adhesion* power on page 228 of **Heroes Unlimited, Second Edition (HU2)** rule book.

2. Poisonous bite, same as the *Venomous Attack* minor power on page 48 of **Powers Unlimited® One**.

3. Leap up to 8 feet (2.4 m) straight up or lengthwise.

4. Add 1D6+1 to P.P. attribute.

5. Add 2D4+2 to P.S. attribute; which is considered Extraordinary.

6. +3 to roll with impact from falls.

7. Can control up to 1D6 spiders and/or scorpions per level of experience. **Note:** Most spiders in North America are nonlethal and even a Black Widow spider or scorpion will have to bite its victim two or more times to kill an adult. Spiders of Australia, Asia and South America include many deadly types.

Bat

Physical Traits: Large, pronounced ears, pug or upturned nose, long arms, short legs and milky white eyes.

Abilities and Bonuses:

1. Gliding: Same as the *Flight: Glide* power on page 232 of the HU2 rule book.

2. Echo-location: Same as the echo-location portion of the *Sonar* power on page 42 of **Powers Unlimited® One**.

3. Horror Factor of 12, most people are frightened by even small bats.

4. Add 1D4 to P.P. attribute.

5. Add 1D6 to P.E. attribute.

6. Track the smell of blood, like a vampire bat, is possible at a skill of 50% +4% per level of experience.

7. Can control up to 3D6 bats per level of experience; bats are mostly harmless.

Cetacean

Note: This family of animals includes dolphins, porpoises, killer whales and all the larger true whales.

Physical Traits: Smooth, bald head with almost no body hair; large, round, caring eyes, and webbed fingers and toes.

Abilities and Bonuses:

1. Sonar: Same as the *Sonar* power on page 42 of **Powers Unlimited® One**, but without the echo-location portion of the power when on dry land.

2. Hold breath for up to 5 minutes per point of P.E., plus an additional 5 minutes per level of experience.

3. Natural swimmer with a 98% skill proficiency. Swimming speed is five times the hero's normal speed.

4. Add 2D6 to P.S. attribute; which is Extraordinary when on land, but is Supernatural in the water.

5. Add 2D4 to P.E. attribute.

6. Add 3D4x10 to S.D.C.

7. Depth tolerance: 2 miles (3.2 km).

8. Can control one whale or up to 1D4 porpoises, dolphins or killer whales, +1 per level of experience.

Crustacean

Physical Traits: Thin arms and legs, large, strong hands; tan or ruddy complexion and red or brown hair.

Abilities and Bonuses:

1. Natural Armor Rating of 13.

2. Natural Swimmer with a 98% skill proficiency. Swimming speed is five times the character's normal speed.

3. Breathe underwater (and air) indefinitely.

4. Add 1D6 to P.S. attribute.

5. Depth tolerance: 1 mile (1.6 km).

6. Can control up to 2D6 shrimp, crabs, lobsters and other crustaceans per level of experience.

Insect

Physical Traits: Large eyes, small ears, thin waist, and tough skin and minimal body hair.

Abilities and Bonuses:

1. Wall crawling, same as the *Adhesion* power on page 228 of the **HU2** rule book.

2. Gliding, same as the *Flight: Glide* power on page 232 of the **HU2** rule book.

3. Antennae-like hairs, same abilities as the *Antennae* power on page 48 of **Powers Unlimited® One**, but without the feelers portion of the power (after all, they are not actual antennae).

4. Add 1D4 to P.P. attribute.

5. Add 1D6+2 to P.S. attribute.

6. Add 2D6 to Spd attribute.

7. Add 4D6+12 to S.D.C.

8. Can control up to 1D4x10 insects of any type +10 per level of experience.

Marsupial

Physical Traits: Strong, powerful legs with large feet. Pointed face and ears with thin arms and small/narrow shoulders.

Abilities and Bonuses:

1. Enhanced Leaping, same as the *Enhanced Leaping* power on page 25 of **Powers Unlimited® One**.

2. Stomach Pouch: The character has a natural pouch on his stomach. This pouch is large enough to allow him to hide 1D4 small objects, like a gun, grenade, knife, computer disk, pocketbook, key, etc. The outside of the stomach pouch looks like normal skin with no obvious openings or access. Only the character himself can access the inside of the pouch.

3. +1 on initiative, +1 to roll with impact.

4. Does an extra 2D6 points of damage from all kick attacks.

5. Add 6D6 to Speed attribute. Plus the character's legs have special "rubber band" muscles that let the super being run at full speed while suffering only half the usual fatigue of a human runner.

6. Can control up to 2D4 marsupials per level of experience.

Pachyderm

Note: For the purposes of this power only, this family includes the elephants, hippopotamus and rhinoceros.

Physical Traits: Flat face and big eyes, with huge, stocky, overdeveloped features and wide, heavy hands and feet.

Abilities and Bonuses:

1. Natural Armor Rating of 9.

2. Seismic Sense: Same as the seismic sense portion of the *Seismic* power on page 38 of **Powers Unlimited® One**.

3. Keen hearing, but not on a superhuman level; can hear about twice as well as an ordinary human.

4. Add 3D6 to P.S. attribute; which is considered Superhuman.

5. Add 2D4 to P.E. attribute.

6. Add 2D6x10+30 to S.D.C.

7. Can control 1D4 elephants, hippopotamus and rhinoceros, +1 per level of experience.

Primate, Lower

Note: This family of animals includes monkeys, lemurs, chimpanzees, orangutans and the great apes.

Physical Traits: Flattened nose, round eyes, and barrel-chested, with long, thin arms, fingers and toes.

Abilities and Bonuses:

1. Natural Acrobatic skill: Back flip at 85% +5% per level of experience, Climbing at 90% +1% per level of experience, Sense of balance at 90%, Walk tightrope at 75% +3% per level of experience and has absolutely no fear of heights.

2. Add 1D6 to P.S. attribute; which is considered Extraordinary.

3. Add 2D4 to P.P. attribute.

4. Add 1D4 to P.E. attribute.

5. Add 1D4x10 to S.D.C.

6. Can control up to 2D4 lower primates +1D4 per level of experience.

Rodent

Physical Traits: Large buckteeth, pointed nose, small ears, and wiry muscles.

Abilities and Bonuses:

1. Digging and Tunneling (but not Excavation), same as the Mustelid animal type on page 253 of the **HU2** rule book.

2. Natural climbing skill is 76% +2% per level of experience. Rappelling is not included.

3. Exceptional balance: Maintain grip, hold or footing is 70% +2% per level of experience. Walk tightrope is 60% +2% per level of experience.

4. Leap up to 8 feet (2.4 m) straight up and 15 feet (4.6 m) lengthwise.

5. Resistant to toxins, poisons and diseases: +4 to save and the effects are half as severe, with a duration half as long as normal, when the character fails his saving throw.

6. Extraordinary sense of smell allows the character to detect very faint scent traces and follow them. Tracking by smell alone is possible at a skill proficiency of 40% +4% per level of experience. Recognizes a common scent at 70% +3% per level of experience. Recognizing a person by scent alone is also possible at 50% +2% per level of experience.

7. Add 1D6 to P.E. attribute.

8. Add 1D4x10 to S.D.C.

9. Can control up to 2D6 rodents per level of experience.

Serpent

Physical Traits: Small ears, round eyes, rough or scaly skin, minimal body hair, pointed tongue.

Abilities and Bonuses:

1. Poisonous bite, same as the *Venomous Attack* minor power on page 48 of **Powers Unlimited® One**.

2. Natural climbing skill is 72% +2% per level of experience, rappelling included.

3. Exceptional balance: Maintain grip, hold or footing is 70% +2% per level of experience. Walk tightrope is 60% +2% per level of experience.

4. Add 6D6 to S.D.C.

5. Add 1D4+1 to P.P. attribute.

6. Can control up to 2D6 snakes (but not lizards or turtles), +1D6 per level of experience.

Animate Objects

The character can animate and control any nearby inanimate object, regardless of its nature, causing the object to respond and attack at the behest of the super being. It is like the character has a remote control for everything around him. Tables, chairs, ladders and similar furniture can be made to walk, run and attack people. Drapes, sheets, ropes and chains can be made to entangle and whip people. Pistols, rifles and other guns can be made to fire on their own, or vehicles can be made to run over people. All of these tactics are possible for this character, giving him nearly unlimited options.

Number of Objects: The character can animate three objects at level one, +1 additional object at levels 3, 6, 9, 12 and 15. The heaviest single object that the super being can animate is equal to 100 lbs (45 kg) per level of experience.

Statistics for the Animated Objects: Most animated objects have effective P.P. and P.S. attributes of 10 each, but the carrying and lifting capacities are based on the nature of the object in question. So an animated table could easily carry an average man, because an average man can stand on a normal table without damaging it. But that same animated table could not pick up or carry an automobile, because the car would crush it. Use common sense.

The Spd attribute of the animated object is equal to twice the level of the super being who animated it, so a 5th level character can grant the object a Speed of 10. Objects that can "slither" along the ground (like a rope or chain) have a Speed that is equal to the character's level x3, and objects with "legs" have a Spd that is equal to the super being's level x10. If the object is designed to move under its own power, like a motorcycle, the animated object has the usual maximum speed of that vehicle, but if something like a bicycle, pull wagon, lawn mower, vacuum cleaner, fan blades, etc., Spd is the super being's level x10.

The S.D.C. and A.R. of the animated objects are the same as the original inanimate objects.

Range: The super being can animate an object from up to 30 feet (9.1 m) +10 feet (3 m) per level of experience, with line of sight to the objects.

The range of attack for most animated objects is limited to close combat and engaging in the equivalent of hand to hand combat. Only animated weapons, like firearms, crossbows, energy weapons, spray cans, etc., will have their normal range and damage.

Duration: Animated for as long as the super being concentrates on animating the item(s), however, he can use no other powers while animating inanimate objects.

Damage: Damage is based on the relative size and weight of the animated object, but weapons and other objects designed to do damage, (or vehicles using the impact/crash rules) inflict their usual range of damage.

Tiny or Lightweight: Under one pound (0.45 kg; sewing needle, spoon, pencil, telephone, small toys, rag dolls, magazines, etc.): 1D4 points.

Small: 1-10 lbs (0.5 to 4.5 kg; hammer, scissors, knives, handguns, staple gun, nail gun, hand drill, most handheld tools, pots, pans and kitchen items, weed whip, fishing pole, hardcover books, golf club, toaster, rope, towels, etc.): 1D6.

Moderate: 11-20 lbs (4.9 to 9 kg; large pipe wrench, chainsaw, stool, lamp, kitchen chair, bicycle, microwave oven, curtains, etc.): 2D6.

Medium: 21-50 lbs (9.5 to 22.5 kg; table, bench, lawn mower, snow blower, computer, small printer/copier, etc.): 3D6.

Large: 51 lbs to 100 lbs (23 to 45 kg; heavy table, easy chair, love seat, couch, heavy gas barbecue grill, copier, heavy shelving, computer hutch, jackhammer and light industrial equipment, etc.): 4D6.

Very Large or Heavy: 101 to 200 lbs (45.5 to 90 kg, desk, large dresser, bed, refrigerator, stove, heavy furniture, table saw, etc.): 5D6.

Huge or Heavy: 201 to 500 lbs (90.5 to 225 kg or more; motorcycle, riding lawn mower, snowmobile, golf cart, heavy equipment, and so on): 4D6 damage +1D6 per 100 lbs (45 kg) of weight.

Note: Objects made primarily of metal, brick, or stone or other very solid material do an additional 1D6 damage.

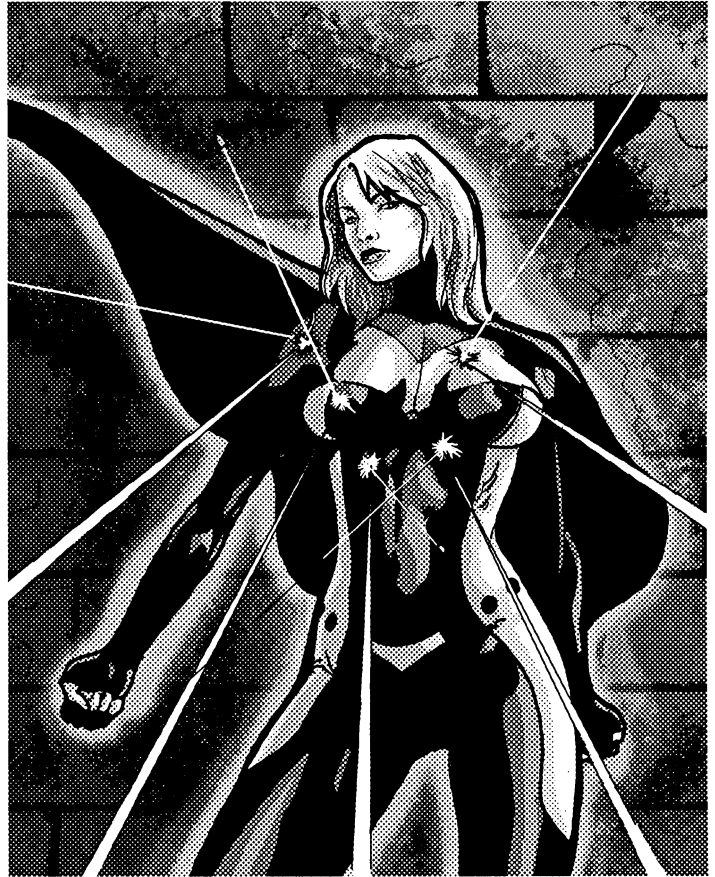
Attacks per Melee: The animator must spend one melee attack/action to animate each object. Then the character must spend all his melee attacks/actions in each subsequent melee round to keep all the objects animated. Each attack from an animated object counts as one of his own melee attacks. So if the super being has five attacks per melee, he can only have his animated items attack a total of five times. That may be five attacks from one item, or the five attacks may be divided between several items.

Note: The animated objects can also be directed to perform mundane tasks like cleaning, sweeping, rearranging furniture, moving other objects, acting as a mount to ride, etc., but the animated objects have no skills and can only perform the simplest of tasks as willed by the controlling super being. These animated objects are not intelligent and have no free will of their own, so disabling the super being animating them causes all of the objects to return to normal, stopping and falling to the ground or becoming inert and lifeless.

Bonus: Each animated object is +1 to strike, parry and dodge at levels 1, 6 and 12. No other bonuses apply.

Bulletproof

The Bulletproof character has a strange affinity for bullets of all types. His flesh is capable of physically "absorbing" any bullets fired at him, regardless of their caliber or number, even machine-gun rounds, and rocket propelled grenades can be absorbed without detonating. The character can then *re-fire* those same bullets/shells/grenades at another target simply by pointing one of his palms at the intended target (or "spitting" them at the target), which can be the same person who shot at him in the first place, or another target entirely. Or if the super being wishes, he can simply let the rounds bounce harmlessly off his skin or



absorb them and cause them to fall harmlessly to the ground. The character can also tell the type, caliber and properties of a bullet/shell/grenade just by looking at it.

1. Re-Firing Absorbed Rounds: Shoot back with any rounds that he has already absorbed.

Range: 60 feet (18.3 m) per level of experience.

Duration: The bullets/shells/grenades absorbed must be fired as his next attack or in the next melee round, or they are lost. Of course, the character does not have to use the rounds absorbed and can ignore them, letting them fall to the ground a few seconds later.

Damage: If bullets/shells/grenades are fired back, the damage is equal to the normal damage of the round(s). For example: If the character absorbs a burst of bullets that would have done 24 points of damage to him, he may fire those same bullets back at his attacker or another target, doing the same 24 points of damage.

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

Bonus: +2 to strike with absorbed bullets/shells/grenades, but no other bonuses apply.

2. Bulletproof Skin: Not only can he absorb rounds fired at him, but his skin is "bulletproof" and therefore resistant to damage. No projectile, rocket shell, grenade, arrow or thrown object can hurt him; not even armor piercing bullets, explosive rounds, grenades and explosive shells.

The Bulletproof character is still susceptible to poison, toxins, disease, fire, heat, plasma, electricity, lasers, all energy-based attacks, psionics, and magic. Even ordinary punches, kicks and handheld weapons such as a knife or club inflict damage, although all kinetic-based attacks do half damage.

Bonus: Add 1D4x10+5 to S.D.C.

3. Sense Bullets, Shells and Grenades: The character can sense the number, caliber, type and properties of any bullets, shells and grenades in any weapon or container he touches and instantly knows if an ammo clip, belt or container is empty, full, how many rounds it holds and the type of ammo. Also has the Recognize Weapon Quality skill at a proficiency of 80% +4% per level of experience, but the skill only covers weapons that fire bullets/shells/grenades, it does not cover ancient weapons, blade or high-tech energy weapons.

Control the Void

By Wayne Breaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

This power enables the super being to manipulate and mimic the conditions of outer space. This means the character only has influence over outer space when actually in space. He or she is far less powerful in an atmosphere.

1. Special Resistance (at all times and in all environments): Can see all spectrums of light, resistant to heat and fire (they do half damage; magic fire does full damage), resistant to laser attacks (they do half damage), and is impervious to radiation, cold and pressure.

2. Star Blast: A powerful bolt of searing energy that can be used in space or any environment. However, range and damage are half anywhere other than in outer space (spaceship, space station, on a planet, etc.).

Damage: 1D6x10 in space (5D6 elsewhere).

Range: 1000 feet (305 m) +100 feet (30.5 m) per level of experience.

Duration: Instant.

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

Bonuses: +1 to strike on an aimed shot.

3. Bolt of Cold: A blast of black energy that is so cold it actually burns when it hits.

Range: 500 feet (152 m).

Damage: 3D6 +1D6 per level of experience per blast.

Duration: Instant.

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

Bonuses: +2 to strike on an Aimed shot.

4. Radiation Heat Blast: This ability can be used in space or any environment.

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.

Damage: 3D6 from one hand or eye, or 6D6 damage by a simultaneous attack from both hands or eyes. The victim exposed to the radiation heat blast must roll percentile dice. A roll of 01-30% means they have radiation sickness (see page 268 of the **HU2** for the effects, penalties and duration of the radiation sickness).

Duration: Instant.

Attacks per Melee: Whether one or two simultaneous blasts, it counts as one melee attack/action.

Bonuses: +3 to strike on an Aimed shot, +1 to strike if shooting wild.

Control Over Space, the following can only be done when in space!

5. Protection from Space: The character can negate all of the harmful conditions of space (i.e. negate the cold, stop harmful radiation, create a pocket of air, etc.) around himself and/or inside a crippled spaceship or a 15 foot (4.6 m) diameter bubble around others. This can be maintained for as long as the character consciously desires to keep it in place.

Flawless Sense of Direction and Distance in Space: This ability works to a range of one light year per level of experience. The character can look at a planet and using this power, will be able to tell how far away it is and how long it will take to get there using different forms of conveyance; +10% bonus to all navigation skills.

Gravity Well and Gateway Activation: The character can use gravity wells, black holes and interstellar Gateways (without the necessary codes or equipment) to jump from one location to another. The character must see the gravity well or Gateway he wishes to activate, either through a viewport, magnetic wall, or from outside a spacecraft. The activation requires a melee round of concentration, but any size well can be opened/activated. Once the well is open, the character and/or another spacecraft can fly through to another part of the galaxy. The opening lasts only a few seconds and closes 1D4 seconds after he enters the portal. This ability can also be used to ease the trip through a dimensional siphon or black hole, reducing the damage by half; however, such rigorous testing of this power requires the character's total concentration; no melee attacks or actions can be taken while inside a siphon or black hole.

6. Meteor Shower: The character can create one small, soccer ball-sized meteor per level of experience and hurl them at a single target, one at a time or in volleys of two or more.

Range: Up to 6000 feet (1829 m).

Damage: Each one does 5D6 points of damage.

Duration: Instant.

Attacks per Melee: One at a time or a volley of two or more count as one melee attack.

Note: In the alternative, the character can direct an existing meteor weighing up to one ton per level of his experience to avoid hitting him, or to change its course, pick up speed and be directed to hit a specific target. In this case, range is doubled and the meteor does 2D4x10 damage per ton!

Copy Energy Pattern

By Carmen Bellaire and Kevin Siembieda.

The character is able to take on the properties of any type of energy he comes into contact with. While this means he must take some damage to use any new energy pattern, the damage is minimal, just a few points, as the adaptation to the new energy form is nearly instantaneous. The powers and abilities of this super ability are



noticeably less than the related Alter Physical Structure powers as the super being can NOT actually assume an energy form, but he can take on its properties and unleash it himself.

If the energy is innately damaging, the character only suffers 2D4 points of damage – regardless of its original damage – as his body analyzes and empowers him with that type of energy. In this regard he is part energy mimic and part energy sponge. For example, if shot with a laser he takes 2D4 damage from the initial blast, is impervious to all future laser attacks (at least for 15 minutes per level of experience or until he assumes a different energy pattern), AND he is able to fire laser blasts of his own!

Range: Self/touch, the hero must touch or be touched by the energy to copy its unique energy pattern.

Duration: 15 minutes per level of experience.

Fire Energy Bolts & Damage: Varies as follows. In all cases, the character can unleash the maximum damage or regulate it increments of the base die for each power. For example, a seventh level super being copying electricity could unleash a blast of electricity that does 8D6 or 1D6 damage, or anything in between.

Electricity: 2D6 +1D6 per level of experience. **Range:** 200 feet (61 m) per level of experience.

Energy (other than what's specifically listed): 1D6 per level of experience. **Range:** 200 feet (61 m) per level of experience.

Fire/Flame/Lava/Heat: 1D6 per level of experience.

Range: 100 feet (30.5 m) per level of experience. **Note:** Plasma has its own entry.

Lasers: 1D6 per level of experience. **Range:** 300 feet (91.5 m) per level of experience.

Magic: Magic is a form of energy, so he is able to call upon it if he is attacked by a magic spell or weapon. In this case, he is not immune to magic, but is +6 to save vs additional magic attacks. Furthermore, he takes no damage and suffers no ill effects if he successfully saves vs magic, and suffers half damage, penalties and duration even if he fails to save. However, the only type of magic he can perform is unleash bolts of magical energy that do 1D4 damage per level of experience. **Range:** 100 feet (30.5 m) per level of experience.

Microwaves: Microwaves pass right through most types of armor, ignoring the A.R. to hit the individual inside the armor as if he was not wearing any armored protection. **Damage:** 1D4 points of damage per level of experience to organic materials only (i.e., the S.D.C. and Hit Points of the person inside the armor, vehicle or robot). **Range:** 30 feet (9.1 m) per level of experience.

Particle Beam: 1D8 (or 2D4) per level of experience. **Range:** 120 feet (36.6 m) per level of experience.

Plasma: 2D6 +1D6 per level of experience. **Range:** 200 feet (61 m) per level of experience.

Psionics: Psychic abilities draw on the power of the mind and also use a form of energy he is able to call upon if he is attacked by psychic abilities. In this case, he is +4

to save vs additional psionic attacks, takes no damage and suffers no ill effects if he successfully saves, and suffers half damage, penalties and duration even if he fails to save. However, the only types of psionic powers he can perform are either *Telekinesis* (basic abilities) or create and use a *Psi-Sword* that does 3D6 damage. Range: Limited as per the usual constraints of that psionic ability.

Radiation: 1D8 per level of experience. Range: 60 feet (18.3 m) per level of experience.

Shadow Powers: 1D4 per level of experience; fires bolts of darkness. Range: 100 feet (30.5 m) per level of experience.

Note: Kinetic energy, electromagnetism, sound and cold are NOT forms of energy this character can copy or use in any way, so cold attacks, punches, kicks, knives, swords, guns, explosions and impacts from falls all do damage.

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

Limitations: The character can change his form as often as once every melee round, provided that he has the energy source, but can only copy one type of energy at a time (cannot fire laser beams and bolts of flame).

Other Powers & Abilities:

1. Immunity: The super being is immune to whatever type of energy he is currently copying and able to unleash. So if he is currently copying fire, he is immune to all sorts of fire and heat, even magic fire, and takes no damage from them.

To gain immunity and the ability to use a particular type of energy, the character must *touch* that energy form (a flame from a fireplace, candle or cigarette lighter, electrical wire, get blasted by a laser, etc.). His very next melee action/attack he is able to copy and unleash that form of energy. He can also handle or walk through that type of energy (fire, electricity, radiation, etc.) without fear of injury.

If struck by a second or third type of energy when already copying one type, he can choose to copy and unleash it instead, or keep the one he was already using.

Note: The Copy Energy power only allows the super being to copy and use one type of energy at a time.

2. Energy Fists: Instead of firing an energy bolt, the character can energize his fists and inflict the same range of damage as listed above with his punches (P.S. damage bonuses do not apply).

3. Bonuses: +5D6+10 to S.D.C., +1 on initiative.

Defensive Immunity

A unique power in which the character can adapt to any *one type* of attack and counter it. Thus, if adapting to physical blows/strikes/attacks, the character can automatically parry or dodge them and takes no damage unless it is an attack from behind, above or surprise that he doesn't see coming. If adapting to gunfire, the character can dodge all incoming gunfire and run through a hail of bullets, provided they are in front of him and he can see ALL his attacker/shooters. In the case of a specific energy at-

tack (fire, laser, electricity, etc.) the character becomes impervious to it. So adapting to fire, the character can walk through an inferno without getting burned or suffering from smoke inhalation. Adapting to cold the character can survive freezing and even sub-zero temperatures. If adapted to lasers, laser blasts hit and do no damage and other forms of intense light do not blind or harm the character! Adapting to disease makes the super being impervious to diseases. And so on.

There is a catch, he can only develop his defensive immunity against a single type of attack, at any one time. The defensive immunity will begin working automatically the first time the character is exposed or attacked by it in combat, adapting to that first assault against him, before that attack can do any further damage to him (making him temporarily immune to it). But after that first attack the character must switch from one immunity to another immunity based on the types of attacks that are being leveled at him as he sees fit, or he may remain with the initial defensive immunity.

Range: Self.

Duration: 10 minutes per level of experience, or until he switches his defensive immunity to cover a new type of attack, at which point the duration begins again from the moment which the hero switched his immunity.

Damage: None, purely defensive power.

Attacks per Melee: It takes one melee attack/action to consciously switch from one defensive immunity to another. Note that the initial defensive immunity does not take a melee attack/action to adapt to that very first attack of the combat.

Bonuses: Add 1D6x10 to S.D.C. and +20% to save vs coma/death (in addition to any P.E. or other bonuses).

Dismantle Machines

The character has a strange influence over machines of all types. While the super being cannot control, enhance or build a machine, the hero can cause one to fall to pieces with a touch or focused thought! This doesn't damage or destroy the machine, but takes it apart, reducing it to its component parts. Given enough time, someone with the know-how can reassemble/rebuild the machine to perfect working order. Depending on the machine, that could take a few minutes, a few hours, or days to rebuild.

This power is limited in scope and works best on small or simple machines and electronic devices such as a gun (any kind), hand grenade or any simple explosive device (rendering it harmless), cellular phone, MP3 player, radio, television, keyboard, laptop, computer, toaster, vacuum cleaner, and similar handheld or small devices. The super being can also use the power to undo straps, buckles, handcuffs, *simple* locks and locking mechanisms, and similar. **Note**: The character can NOT cause a large machine, device or vehicle such as a nuclear generator, missile, airplane, tank, car or even motorcycle to fall into pieces, but he can affect items in the vehicle such as the radio, GPS, speedometer, seat belt, door locks, built-in gun, and so on. All of which can quickly cause trouble for

the enemy. Treat each "distinct" component of a larger machine or vehicle as an individual small machine, so each piece must be less than 25 pounds (11.25 kg) in weight and counts as two melee attacks. For example: One of the wheels can be made to fall off a car (each weighs around 25 pounds/11.25 kg), but the engine cannot be made to fall apart, as it's too big, complex and heavy.

Range: Touch, or up to 10 feet (3 m) per level of experience starting at level two; line of sight and concentration required.

Duration: Instant. The machine then remains dismantled until someone puts it back together again.

Weight Limit: 25 pounds (11.25 kg).

Damage: None, but the dismantled machine is useless until someone puts it back together again.

Attacks per Melee: Counts as one melee attack/action if dismantled by touch and used on a small machine, gun, radio, etc., that is one, entirely, self-contained item (and weighs less than 25 lbs/11.25 kg). Counts as two melee attacks/actions if the item is targeted by line of sight. And counts as three melee attacks if the device is part of a larger, more complex machine or vehicle.

Note: Does not work on Artificial Intelligences (A.I.s), androids, large robots or power armor, but can be used on their handheld weapons, loose gear, and obvious weapon or sensor systems.

Bonuses: The character has an innate aptitude for working on machines and gains a +10% bonus on all Mechanical and Electrical skills. However, the super being does NOT have to know anything about machines to have and use this power.

Earth Possession

This weird power enables the super being to channel the Earth and control/use sand, soil, rock, stone, and similar aspects of the Earth as if he were able to possess a piece of the land and make it do as he desires. This includes the super being touching the ground with one limb and causing a single limb of earth or rock, etc., to form around his other hand or leg to punch at or kick his opponents, or to blast them with rock, sand or particles that fly from his fingertips, and even to create a sort of golem-like figure with which to attack his opponents.

1. Limbs of Earth: The super being can touch the ground, sand, clay, stone or brick, and have it cover his own arm and hand like a giant, earthen extension of his own. To him the earthen extension is like a lightweight glove and he can wield it effortlessly to pound his enemies and extend his reach. This gives his punches the equivalent of Supernatural P.S.; one or both arms may be so enhanced. The same can be done with the legs, adding six feet (1.8 m) to his height, increasing Spd by 10% and giving his kicks Supernatural P.S. and damage capabilities.

Range: Adds 5 feet (1.5 m) to his reach or 6 feet (1.8 m) to his height.

Duration: The Earth Limb(s) may be maintained for up to five minutes per level of experience.

Damage: As per P.S. enhanced to be Supernatural (see page 294 of the **HU2** rule book for details on Supernatural P.S.).

Attacks per Melee: Creating each Earth Limb takes one melee attack/action. Attacks with the limb each count as one of the character's remaining attacks/actions per melee round.

Bonuses: The limbs are resistant to heat, fire and cold (half damage), the character is sure footed and is +1 on initiative, and +2 to strike and disarm.

2. Possess Earth: By standing on the ground or touching the ground (not a concrete sidewalk or metal beam, but actual grass and earth, sand, clay or dirt), the super being can take possession of the ground around him and make it do any of the following:

A) Stone Attack: Can make stones (including brick, but not concrete), large or small, jump from the ground to hit a target.

Range: 30 feet (9.1 m) per level of the super being; line of sight.

Damage: Pebble: 1 point of damage. Small stones: 1D4 each. Medium (baseball or brick-sized): 1D6 each. Large (soccer ball or cinder block-sized): 2D6 each.

Number of stones Controlled: One at level one, +1 additional at levels 2, 4, 6, 8, 10, 12, and 14.

Attacks per Melee: Each individual stone or volley of two or more counts as one melee attack.

Bonuses: As per the character's usual bonuses.

B) Earth Fist: The super being can make an arm and hand larger than a human being (8 feet/2.4 m tall) form out of the ground to grab, hold or punch an opponent. The fist has an A.R. of 12 and 50 S.D.C. If destroyed, the super being can't make a new one for one full melee round (15 seconds). Only one can be made at a time.

Damage: 2D6 points per punch. If grabbed and held, a combined P.S. of 30 or greater is needed to pry the fingers loose and escape.

Attacks per Melee: Each punch or grab counts as one of the character's own melee attacks.

C) Earth Ripple: The character can make the earth move as if it were an undulating wave under the feet of one target or an area 10 feet (3 m) in diameter.

Damage: Those standing on rippling earth find it nearly impossible to keep their footing and there is a 01-75% chance they will fall to their knees or remain standing but off balance. In either case, they lose initiative, are -2 attacks and all combat bonuses are reduced by half. Penalties remain in place for as long as victims remain on the rippling earth.

D) Earth Roar: The ground groans and roars as if metal and stone were being torn asunder. Roll to save vs *Horror Factor* 14. A failed roll means the victim(s) loses initiative and one melee attack for that melee round.

E) Earth Shield: The super being can make a small earthen wall to appear to block incoming attacks, even

from guns and energy blasts. The super being and his attacker both roll initiative. High roll wins. If his attacker is the winner, then the wall was not erected in time to block the attack and the super being takes full damage. If the wall comes up in time, it takes all damage from that one attack. The creation of each Earth Shield counts as one melee attack. The wall fades back into the ground a few seconds after it blocks an attack.

F) Earth Meld: The super being seems to melt right into the ground! He cannot move nor attack in any way, but he is aware of his immediate surroundings and can speak to those within a 20 foot (6.1 m) diameter from the point he vanished. Of course, while he is melded to the earth, he cannot be struck or hurt by physical attacks, but can still be affected by psionic attacks. An Earth Meld uses up two melee attacks/actions, and costs another two to return to human form. It can be maintained for five minutes per level of experience.

G) Firm Footing: The super being can walk across any ledge, climb any earthen surface, or area of loose earth or crumbling stone, as well as any bridge or construction that is attached to the earth, without fear of it breaking loose, falling apart, or pulling out of the earth even if it is damaged, loose, crumbling or is otherwise unstable to anyone else. Likewise, the character will not slip on mud or gravel and can travel across them at full speed.

3. Sense Surroundings: By kneeling down and scooping up a handful of dirt/earth, the super being can “see” through the eyes of the Earth, letting him know the location of everything within the range of the ability and “see” and “hear” everything that goes on within this same area. A great way to find a friend, enemy or specific target person or to catch a glimpse of an enemy or target to know where he/they are and what they are saying.

Range: The character can sense everything within 100 feet (30.5 m) per level of experience.

Duration: Lasts for one melee round (15 seconds) as he moves his fingers to let the earth filter through them.

Damage: None.

Attacks per Melee: Uses up all attacks for that melee round.

Penalties: No chance to dodge or parry in coming attacks without breaking the link to the Earth and getting no reading at all.

4. Create Earth Golem: By touching the earth (with his hands or feet), the super being can create a large figure from earth/soil, sand, rock, mud, and other elements (iron, silver, etc.) drawn from the earth upon which he stands (or touches).

The Earthen Golem can be a separate looming entity he controls like a zombie, responding to his every thought and command, or it can be molded around his own body as if it were some sort of robot exoskeleton or power armor.

A separate, puppet-like Golem or Automaton can act independent of its creator, but has only half his attacks/actions per melee round. Likewise, the Golem's cre-

ator has only half his usual attacks/actions per melee as he must concentrate on maintaining his earthen automaton. However, he can command the thing and divide his attacks between two or more opponents. However, it has no mind of its own, so the Golem will do only as told and tends to follow the letter of its command. Think of it as a dumb robot best suited for combat, heavy labor, smashing things, and following simple commands. Physical Attributes: P.S. 1D6+20 and is *Supernatural*, P.P. 17, P.E. 16, P.B. 6, and Spd 12. The Golem does not have access to any of the character's other super abilities, skills, memories or powers.

Earthen Exoskeleton: If an earthen body is grown around the super being's own, it functions like power armor and adds to his own abilities. Personality, memories, skills, I.Q., M.E., M.A., P.E. are all the same as the character who creates the exoskeleton. The elemental outer skin doubles the character's size, provides considerable A.R. and S.D.C. and boosts the creator's own physical attributes.

Physical Attribute Bonuses (Exoskeleton): P.S. is doubled and becomes *Superhuman*. P.P. is increased 1D6 points, P.E. 1D4 points, P.B. 1D6 (molded to be impressive looking, even heroic), Spd is increased by 50% (not applicable to *super-speed* powers, only ordinary speed, and in fact, will reduce super speed, if any, by 75%). The super being inside the earthen armor can also use his other super abilities, but each use counts as two melee attacks and has half the usual range. However, the giant earth body also provides bonuses of +1 attack per melee round, +2 to strike, +2 to roll with impact and using only physical attacks and/or any of the earth powers that comes with this ability counts as one melee attack per each use. The earthen body sinks in water, but provides an airtight containment that enables the wearer to walk on the bottom of lakes and seas without trouble (one hour air supply per level of experience). Weight is 1D4 tons.

A.R. & S.D.C. (for Golem or Exoskeleton): Armor Rating (A.R.) and S.D.C. vary depending on what the body is made of. Whatever they are, attacks that hit, but which fall under or equal to the A.R. do NO damage. Attacks that are higher than the A.R. do full damage to the exterior earthen hide. A.R. and S.D.C. are as follows:

Earth/Dirt/Soil: A.R. 13 – 275 S.D.C.

Mud: A.R. 12 – 200 S.D.C.

Sand: A.R. 13 – 300 S.D.C.

Clay: A.R. 14 – 350 S.D.C.

Rock: A.R. 15 – 425 S.D.C.

Light Metal (Nickel, Aluminum, Tin, etc.): A.R. 13 – 220 S.D.C.

Heavy Metals (Lead, Silver, etc.): A.R. 15 – 450 S.D.C.

Iron: A.R. 16 – 500 S.D.C.

Remember, the actual material from which the body is made must be available in sufficient quantities for the super being to draw upon them to build his body. Trace amounts are not sufficient. Fortunately, earth/soil, clay and sand are usually available everywhere.

Fire, plasma, and cold attacks do half damage.

Energy blasts, water attacks, and most physical attacks do full damage.

The character inside his earthen exoskeleton is still vulnerable to magical and psionic attacks, except for Bio-Manipulation because his real body cannot be seen.

Explosions and falls may knock him off his feet, but the damage is done to the outer body, not the person inside.

Range: Golem: Line of sight. Earthen body: Self only.

Duration: The character can maintain his Golem or his earthen body for one hour per level of experience. At the end of the duration the earthen body or Golem seems to melt back into the earth without a trace!

Damage: As per strength and type of attack.

Attacks per Melee: As noted above, half for the Golem and its creator when both coexist, +1 when using earthen exoskeleton. Each punch, kick or use of an Earth Possession power counts as one melee attack. It takes one full melee round (15 seconds) to create a Golem or exoskeleton.

5. Other Abilities and Bonuses: +2 to save vs possession or mind control, +4 to save vs Elemental magic, +6 to save vs Earth Elemental magic, can hold breath for 1D4+4 minutes, +3D6 S.D.C. to the character's human form.

Ectoplasmic Armor

Through the enhanced control of ectoplasm, the character is able to cover his own body in a sort of ecto-armor. The ectoplasm covers the character's body, even his face, and solidifies into a milky white, rubber-like material that is like a flexible, but strong second skin. The Ecto-Armor has its own S.D.C. and Armor Rating. When the S.D.C. of the ectoplasmic armor is depleted, it turns into a mist and vanishes, but the super being can create a new ectoplasmic armor if given enough time. The character can create the ectoplasmic armor after only two melee rounds (30 seconds).

Ectoplasmic Armor is porous to the air so it does not interfere with the super being's breathing and does *not* protect against gas, smoke, disease or radiation. However, it does protect against normal cold and heat, keeping the character comfortable inside the armor. As a second skin, there are no Prowl or movement penalties. It also has a number of formidable features unique to ectoplasm.

1. Natural Armor Rating and S.D.C.: The Ecto-Armor covers him completely and disguises the character's looks and identifying marks, like scars or fingerprints, but he can see through it just fine and his sense of touch is unimpaired.

Natural Armor Rating: The character's Ecto-Armor starts at an A.R. of 12, plus 1 additional point to the A.R. at levels 2, 4, 8 and 12. Any attacks equal to or below the Armor Rating do no damage.

Any rolls to strike that are above the A.R. do damage first to the Ecto-Armor. When the S.D.C. of the Ectoplasmic Armor is depleted, it disappears and all subsequent damage is inflicted to the super being himself.

S.D.C. of the Armor: 150 +25 points per level of experience. If the Ecto-Armor is completely depleted of its S.D.C., it cannot be recreated with its full S.D.C. for one hour. But if the armor is not totally destroyed, its S.D.C. will regenerate at a rate of 3D6 S.D.C. per minute and it will be completely regained after just 10 minutes of rest.

The armor is totally weightless and has no movement or skill penalties. The hero's Ecto-Armor completely covers any clothing, weapons or equipment the hero was wearing when he created the Ectoplasmic Armor.

Resistant to heat, fire, plasma and cold, even magical fire or cold, which all do *half damage* when the armor is up.

The Ecto-Armor provides a +4 bonus to save vs possession, curses and attacks from ghosts.

2. Ecto-Weapons: The Ectoplasmic Armor can "grow" a weapon such as an ecto-sword, axe, mace, claws, or similar handheld melee weapon (counts as one melee attack/action) extending from the hand or forearm.

Damage (regardless of actual weapon design): 2D6+2 damage.

Note: It can also grow climbing claws (+10% to Climbing skill when scaling a wall) or extend a tentacle of ectoplasm (up to six feet/1.8 m) to press buttons, snare, pick up and bring to the wearer small objects such as a set of keys, coffee cup, cell phone, PDA, gun, knife and so on. The tentacle only has a P.S. of 7 and cannot strike out to inflict damage, strangle, entangle or tie up. The wearer of Ecto-Armor can use the tentacle with the same precision as his own fingers.

Bonuses: The character's usual bonuses to strike, parry and disarm apply.

3. Ectoplasmic Shield: The character can also create a shield out of pure ectoplasm. The Ecto-Shield can be used to parry hand to hand attacks, including punches, kicks, handheld melee weapons, thrown objects or falling debris, as well as try to block/parry incoming energy blasts and gunfire, but with no bonuses whatsoever, just straight D20 rolls. **Note:** The shield can also be used to block attacks and to actually strike ghosts, other ectoplasmic attacks and Astral Travelers/beings. See Ghost Slayer, next.

S.D.C. of the Shield: 50 + M.E. attribute number, +10 points per level of experience. If the Ecto-Shield is completely depleted of its S.D.C., it disappears and cannot be recreated with its full S.D.C. for one hour. But if the shield is not totally destroyed, its S.D.C. will regenerate at a rate of 3D6 S.D.C. per minute. Getting struck by the shield as a blunt weapon does 2D4 damage.

4. Ghost Slayer: Weapons and shields made of ectoplasm can strike and hurt most supernatural Entities, ghosts, spirits, Astral Beings, and Astral Travelers. If they can be seen, they can be attacked.

Damage: Same as noted previously +1D6 damage to ghostly supernatural beings. Furthermore, Ecto-Weapons can also damage any energy being, shadow or ethereal creature other than characters with the Intangibility power, doing 1D6 damage per successful strike.

Bonuses: The character's usual bonuses to strike, parry and disarm apply.

Ectoplasmic Webbing

Another form of advanced ectoplasmic control, the character can create strands of webbing created out of ectoplasm. Being made out of ectoplasm, webbing can be created on demand and evaporates shortly after the character is finished with it. Because the strands/lines are made of ectoplasm, the character can wind/pull the line back into himself and "reel" himself to the connecting point as well as "reel in" anyone caught by the ectoplasm webbing. The strands of ectoplasm can also be used to bind prisoners and swing from place to place.

1. Ectoplasmic Net or Web: The character can generate a web of sticky, white ectoplasmic fibers reminiscent of a spider's webbing, only it is something entirely different. The strands of webbing are emitted from the character's fingers; point and shoot. Pointing with a single finger unleashes a single strand strong enough to support its creator and up to 200 lbs (90 kg) of additional weight per level of experience. Releasing several ecto-lines from three or more fingers creates the webbing or netting effect. These strands of Ecto-Webbing can be used as a sticky web or net to capture and hold prisoners, used to strap down cargo and equipment, or used as a safety net to catch a falling person or debris. An ectoplasmic web line can be spun in just one melee attack/action by the super being, a net counts as two, and a larger net or web may require an entire melee round of concentration and work.

Getting caught in the strands of Ecto-Webbing reduces the victim's number of attacks/actions by half, causes the loss of initiative, and -5 to strike, parry and dodge, plus the victim will have to cut himself free. Binding targets completely is also possible with this webbing, but it requires at least four melee attacks/actions. Completely bound victims are physically helpless in the web as if tied up by rope. Ectoplasmic lines and webbing have 40 S.D.C. and hold its victims with the equivalent of a Supernatural P.S. 30 +2 points per level of their creator's experience.

When a net is needed to catch a falling victim, it can be spun without stickiness on most of the netting. The outer edge of the net still sticks to fixed objects, like lampposts, trees, vehicles, walls, etc., to anchor the netting and allow it to be used like a fireman's trampoline to catch the falling individual. The netting can also be used as a simple barrier to block a hallway/passage, or to temporarily hold a door or window closed.

Range: Netting/webbing may be fired up to 60 feet (18.3 m) away +15 feet (4.6 m) per level of experience.

Area of Effect: The web can be attached to (and spread out between) objects in a 30 foot (9.15 m) radius.

Weight Tolerance: 600 lbs (270 kg) +200 lbs (90 kg) per level of experience.

Duration: The webbing lasts for as long as the hero remains in contact with the strands of ectoplasm, and it will remain for another 10 minutes per level of its maker, before it evaporates into nothingness, leaving behind no traces of its existence. On the other hand, its creator can make it dissolve and vanish at will, one strand at a time or all at once, as he desires.

Damage: None; holds and binds.

Attacks per Melee: An ectoplasmic web line can be spun in just one melee attack/action by the super being, a net counts as two, and a larger net or web may require an entire melee round of concentration and work.

Bonuses: +2 to strike with an Aimed/Called Shot (plus any P.P. attribute and skill bonuses), otherwise only the character's usual bonuses to strike apply.

2. Ectoplasmic Line: Creating a single line of ectoplasm, the character can use it as a swing line. The Ectoplasmic Line allows the super being to use his Ecto-Webbing as a quick shooting grapple and swing line to swing from building to building, or to rappel across openings between buildings and chasms, and other swinging and climbing purposes. It can also be used to snare the character's opponents and to reel them in and tie them up.

An Ectoplasmic Line can be "reeled" back into the character, either pulling the hero up to where the line was secured (like a winch) or pulling an object or victim back to the super being. The "pull" of the line is equal to the character's own P.S. and the entire length of the Ecto-Line can be reeled in/played out in just one melee attack/action, allowing for quick ascents or descents.

This Ectoplasmic Line has 40 S.D.C. per 10 feet (3 m). Victims tied up/bound in the Ecto-Line are held with the equivalent of a Supernatural P.S. 30 +2 points per level of experience.

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

Weight Tolerance: 600 lbs (270 kg) +200 lbs (90 kg) per level of experience.

Note: The character can swing through the city (or forests) at a speed of 60 mph (96 km) +5 mph (8 km) per level of experience, provided there are sufficient buildings, lampposts, trees, radio towers, etc. to swing from.

Duration: Same as netting, above.

Damage: None.

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

Bonuses: +2 on initiative (to shoot first), +2 to strike or disarm with an Aimed/Called Shot (plus any P.P. attribute and skill bonuses), otherwise only the character's usual bonuses to strike apply.

3. Ectoplasmic Bolt: Rather than using an Ecto-Line the character can fire a short length or bolt of "hardened" Ectoplasmic Webbing that strikes its target with the force of a punch. Ectoplasmic Bolts are meant to evaporate quickly into nothingness.

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

Duration: The Ectoplasmic Bolt only lasts for 1D4 melee rounds after it has been fired, before it evaporates completely.

Damage: 1D6 +1 per level of experience. Also note that this "bolt" can hit and inflict full damage to spirits, ghosts, Astral Travelers, and energy beings.

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

Bonuses: The character's usual bonuses to strike apply.

4. Ectoplasmic Whip: The character can play out a short length of his Ecto-Line and use it as a whip for melee combat.

Range/Length of Whip: 12 feet (3.6 m) maximum, but 6-8 feet (1.8 to 2.4 m) is more common and manageable.

Duration: The Ectoplasmic Whip lasts for as long as the hero remains in contact with it and for just 1D4 melee rounds after it has been dropped, before it evaporates into thin air. This prevents other people from using the whip against the hero.

Damage: 2D6 per strike (plus P.S. damage bonus). But the Ectoplasmic Whip can also be used to entangle and disarm.

Attacks per Melee: Each whip counts as one melee attack.

Bonuses: +1 to strike, +2 to disarm or entangle (plus any P.P. attribute and skill bonuses).

5. Other Abilities and Bonuses: The character does not get stuck in his *own* Ecto-webs or lines, but may fall victim to those created by others. Has no fear of heights or speed, and gets a +15% bonus to the Acrobatics and/or Gymnastics skills. +1D4 to P.S. attribute, +2 to P.P. attribute and +2D6 to S.D.C.

Energy Conversion

The character can convert one type of energy into another with a thought, in a manner similar to Transmutation. With some creative imagination the super being can use this ability to protect or destroy. A simple flashlight can be turned into a laser, a raging fire could be turned into a display of harmless dancing lights, and so on.

Range: Can affect an energy source by *touch* (making an energy beam that hits him into a harmless beam of light, for example, or an energy weapon he is holding fire something different than usual) or up to 200 feet (61 m) away, provided he has a clear line of sight on the energy source or energy beam. The range of the energy being fired is half that of the weapon/energy that it originally was, like turning the light from a high-powered spotlight into a plasma blast or bolt of flame or ion beam, etc.

Duration: Instant results, as long as the super being is touching or focused on the source of the energy.

Damage/Effects: The character is able to turn one form of energy into another. This can be to protect himself or others by turning energy hazards such as fire, laser beams, electricity/lightning, damaging energy blasts and similar dangers into harmless energy, such as light, or changing damaging energy into less damaging blasts (can regulate the damage inflicted by increments of 1D6).

Similarly, harmless energy can be converted into damaging energy causing 1D6 points of damage per level of experience. By this method the super being can turn a flashlight, radar gun, laser pointer, or similar harmless device into a lethal laser, plasma or other ranged energy weapon. Each converted blast or beam counts as one melee attack/action.

Attacks per Melee: Each use counts as one melee attack/action. But to sustain a conversion requires minimal concentration, so the character must spend one melee attack/action per round to maintain the effect, but this enables the hero to engage in combat or other actions while using this ability. Failure to do so means the energy conversion ends immediately.

Bonuses: The character is resistant to energy, taking only *half* damage from energy-based attacks (heat, fire, electricity, and other types of energy).

Note: This power can *NOT* affect/transform the following: Shadow powers or bolts, kinetic energy (punches, bullets, fall, etc.), or sound, nor psionic powers or magic weapons and magic spells unless the weapon or spell unleashes an energy force such as fire, lightning, etc.

Energy Wings

With a thought, this character can create a set of Energy Wings, much like the Winged Flight power, but these wings appear to be made of pure energy, including fire, light, plasma, other energy field and even shadows (pick one). Energy Wings enable the character to fly higher and in environments without air, including outer space.

Average Wingspan: Varies from as small as 6-8 feet (1.8 to 2.4) to as large as 16 feet (4.9 m). This can make passage through narrow spaces difficult, even though the wings can be folded back to about half their width to glide through small openings and narrow corridors.

S.D.C. of Energy Wings: 80 each, but recover lost S.D.C. at a rate of 1D6 points per minute. **Note:** Energy Wings cannot be used as shields or to parry incoming attacks. Projectile weapons such as bullets, arrows, or thrown objects do no damage, passing right through the Energy Wings without damaging them. Likewise, physical blows (hand to hand punches, kicks, cuts, stabs, clubbing, etc.) do no damage to the Energy Wings. Other energy attacks, magic, psionics and shadow powers do full damage to the wings but require an Aimed or Called Shot to hit.

Flight Stats & Bonuses: Applicable only if there is room for the energy wings to be used. 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 30 mph (64 km) per level of experience. Maximum Altitude: 30,000 feet (9,144 m), but can also fly in outer space.

+1 attack/action per melee round.

+1 to initiative.

+2 to strike with a punch or melee weapon while in flight.

+2 to dodge when hovering or flying under 90 mph (144 km), but he is +6 to dodge when flying faster.

+2 to damage for every 60 mph (96 km) of flying speed when striking with a weapon (something other than fists or the energy wings).

+40 to S.D.C. of the winged character.

The hero is unaffected by thin air, high altitudes or G-forces less than 5. Can hold his breath for up to 8 min-



utes. 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 attack/action.

1. Energy Wings as Weapons: Anyone touching or brushing against the wings will take 2D6 points of damage. The winged character can also use the wings, both in flight and while on the ground, to slash and burn opponents.

Range: Touch; half the wingspan. Wings with the maximum 16 foot (4.9 m) wingspan can reach up to 8 feet (2.4 m) away, per each energy wing.

Damage: 3D6 +1D6 points of damage at levels 2, 4, 7, 10, and 13.

Bonuses: As per the character's usual bonuses.

2. Energy Blast: The super being may also focus the energy of his own wings to fire an energy bolt from his hands.

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience starting with level two.

Duration: Instant.

Damage: 4D6 points of damage from a single blast, 8D6 (or 1D4x10+4) firing two simultaneous blasts, one from each hand, at the same target. Roll for each blast to strike, with the second blast suffering a penalty of -1 to strike. If both blasts are fired simultaneously at two different targets, both blasts are -2 to strike.

Attacks per Melee: Each blast (even if fired simultaneously) counts as one melee attack.

Bonuses: As per the character's usual bonuses.

Enlarge Objects

By Carmen Bellaire and Kevin Siembieda

This super ability allows the character to enlarge inanimate, nonliving objects to gigantic proportions, increasing their size, weight and mass. The character simply focuses his power on the object and wills it to grow.

Objects increased in size by this method remain enlarged for only a short period of time before returning to normal. A character with the Item Reduction power can negate the effects of this ability early, returning the object to normal, and of course the character can end the enlargement at will. The enlarged items are often used to block passageways, to stop moving vehicles, or to be thrown on an opponent, enlarging the item just as it hits the victim, damaging and entrapping him.

Enlargement Conversion Formula: For a rough conversion of any tiny object enlarged, multiply its size in inches by four and turn that value into feet. This means a 3 inch long toy car becomes a 12 foot (3.6 m) long toy car the size and weight of a real one (but can NOT be driven; it's still a toy and has no engine).

Size Limitations: An item must be small enough to fit in the *palm of a closed hand*. For most adult males, that means nothing larger than an Matchbox or Hot Wheels car; roughly 2-3 inches long by one to one and half inches wide.

The typical pen or marker can be enlarged because they are thin and most of the object fits in the closed hand. By contrast, a pencil, spoon, fork, knife, and similar objects are too large. (The typical full-sized pencil is about 30% larger than the typical pen or Sharpie marker). Credit cards, playing cards and business cards can NOT be used because they are too large (even though flat) and the average person cannot close his hand around one completely when flat. A curled business card or playing card would work, but the transformed item will remain curled, like a tube, when the object is enlarged. Cell phones, silverware, computer discs, sunglasses (though a popped lens might work) and similar, are all *too big* to be enlarged. At least 85% of the item must fit in a closed hand.

Examples of Enlarged Objects: The following list is an example of enlargement and what the item roughly translates into when enlarged.

A pea or bead = a bowling ball.

A marble = a large wrecking ball.

A pen or marker = a telephone pole.

A toothpick, pin or sewing needle = a spear or javelin.

A paper clip = a bent bar of metal the size of a snowboard (small) or surfboard (large paper clip).

A coin or a button = manhole cover or large disc or shield.

A key (one) = a metal door or beam.

A chain from a necklace = heavy chain suitable for an anchor.

A dangling earring = a ball and chain.

A inch length of string or thread = rope or cabling.

A inch length of thread or thin elastic = a whip or bungee cord.

A razor blade = a metal sheet the size of a car door or is the equivalent of a large guillotine blade, or sheet of metal.

A small spool of thread = industrial rope or a coil of cable.

A book of matches = a large portfolio case, each match the size of a large, handheld wooden torch (or club if unlit).

A small toy car = an actual car or car-sized obstacle.

A small toy soldier = a life-sized statue.

A small child's building block (Lego) = a brick wall the size of a mini-van.

Enlarged S.D.C.: Since we are talking tiny objects, the enlarged item will have the following S.D.C., Small/Thin: 1D4x10, Medium: 2D4x10, and Large: 3D6x10 S.D.C.; double S.D.C. if the object is made of metal or stone.

Enlarged A.R.: Small objects made large will have an A.R. of 6+1D6, unless they are made of metal or stone, in which case A.R. is 9+1D6.

Range: Touch or can be thrown up to 10 feet (3 m) per level of experience before the object is completely enlarged and hits the mark.

Duration: Five minutes (20 melee rounds) per level of experience.

Damage: Being hit by a tiny object suddenly made huge will do 4D6, 1D4x10 or 2D4x10 damage (for sofa to car-sized items) depending on the final size and the object thrown. Game Masters, please use common sense when applying damage. The victim may also be trapped under the enlarged object and unless the victim has some form of "super" P.S. to help get him unpinned, he is stuck until he can be rescued or find some way to get out. The enlarged object may also be dodged (in most cases, probably too large to parry).

Enlarging tiny objects into large ones is also great for creating obstacles and barriers to slow down a pursuer, as well as to block an opening or passageway, bar a door, and to cause confusion.

Attacks per Melee: It takes two melee attacks/actions to enlarge a single object.

Bonuses: As per the character's usual bonuses, -2 to strike due to the odd size and nature of the thrown object.

Note: This power can NOT be used with any other Growth or Giant power, and cannot be used by giant-sized characters.

Flesh Works

One of the most gruesome of super abilities, Flesh Works allows the super being to reshape and sculpt the flesh of living beings and animals. The tissues and flesh of the victim can be molded and altered by the super being to fit his whim. Luckily, these changes are only temporary and the victim will return to normal after a short time.

1. Sense Health of Flesh: Can "see" the general health of the flesh, skin and muscle of another person or animal. This will reveal whether that individual is human, mutant, alien or something else, as well as if the flesh is healthy or sick/diseased (cancer, warts, rashes, and other skin and scalp disease/conditions, muscle injury or soreness, wounds to the flesh and where they are located, etc.). The super being can also tell if the other individual has few, many or a great amount of S.D.C. and Hit Points, and if any spells, powers or psychic influences are currently causing the subject pain or physical inconvenience (but cannot identify the nature of the spell, psionics, or other super ability).

Range: Touch or line of sight within 15 feet (4.6 m).

2. Flesh Control: The ability to take control of a part of another person's body. Used subtly, it can make a person twitch or jerk a single finger, causing him to accidentally press a button or pull a trigger. ("I didn't mean to shoot! The gun just went off!") Or it may be used to cause an eyelid to twitch, flutter or wink (with varying consequences or simply to torment), cause goose bumps or hair to stand up on end as if frightened (distracts the victim, making him -2 on initiative and -1 to strike, parry or dodge), cause a particular patch of skin to itch (same penalties as goose bumps), and similar.

Blatant use of Flesh Control is to make an entire body part – hand, arm, foot, mouth, to *stop working* (can't pull a trigger, press a button, raise an arm, throw a punch, call for help, etc.) or to do something contrary to the actual

person, making him jump, stumble, kick, punch, stab an ally, drop his weapon/tool/money, and so on. The person being manipulated is as surprised as anyone when his limb lashes out or fails to respond. This same power can be used to make a person mumble (can't make a person completely not speak nor to say something unintended), spit, snort, or clear his throat.

Range: Touch or up to 50 feet (15.2 m) +10 feet (3 m) per level of experience; line of sight.

Duration: One simple melee action/attack.

Damage: None, just momentary loss of control.

Attacks per Melee: Each controlling action counts as one of the super being's own melee attacks/actions.

Saving Throw: Applicable only when the victim realizes his body is being controlled by another, and then requires a roll of 16 or higher (P.E. bonuses applicable) to save. A successful save means the victim retains control of his body.

3. Crawling Flesh: An impressive and eerie ability that makes the skin of victims to undulate and wriggle as if something is moving or crawling underneath it! The effect covers the entire body and is quite horrific and distracting although painless.

Range: Touch or 50 feet (15.2 m) +10 feet (3 m) per level of experience; line of sight.

Duration: Two melee rounds (30 seconds) per level of experience.

Damage: None, but see penalties below.



Attacks per Melee: Each infliction of Crawling Flesh counts as two melee attacks/actions.

Saving Throw: Only by rolling a save of 12 or higher (P.E. bonuses applicable) does the victim resist the effects of the power (no penalties).

Penalties: Horror Factor 14 to every person who sees the flesh crawling! This scares most people who see the victim and a failed H.F. roll means they lose initiative and one melee attack for that one melee round when it is first seen.

The victim with Crawling Flesh loses some sensation of touch, is incredibly distracted, and scared (weirded out) himself. The following penalties apply for the duration of the Crawling Flesh: -3 on all initiative rolls, -25% on all skill performance, reduce all combat bonuses by one point each.

4. Paralysis Flesh: This attack temporarily paralyzes a part of its victim's body, immobilizing that particular limb. A paralyzed hand means that the person cannot pick up or hold objects, write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the person's side. A paralyzed leg will make standing difficult and movement difficult (reduce speed by 80% and -2 to parry and dodge). The super being must touch the limb to paralyze it. Internal organs cannot be affected, so the heart, lungs, etc. cannot be stopped. **Note:** Paralysis cannot affect people inside power/body armor, nor androids, robots or cyborgs.

Range: Touch.

Duration: One minute (4 melee rounds) per level of experience.

Damage: None, just temporary, isolated paralysis.

Attacks per Melee: Each paralyzing touch counts as two melee attacks/actions.

Saving Throw: 14 or higher (P.E. bonuses applicable). A successful save means no effect, the limb works perfectly.

5. Sculpt Flesh: The super being is able to push, move and change living flesh as if he were working clay! This ability can be used to change his own or another person's features to look like someone else, alien, monstrous or grotesque. He can also change the skin color, create or remove skin blemishes, blotches, age marks, birthmarks, moles, pimples, make the skin appear young or wrinkled and aged, etc. All of which are especially useful in creating disguise, impersonations, making someone look like someone else, tormenting captives by disfiguring their face or body, and so on. **Note:** There is no difficulty changing a subject's features with this ability, but to make an individual look exactly like another person requires the *Disguise* skill.

The super being can restore flesh (skin and muscle) that has been damaged from acne, fire/burns, disease, poison, injury or torture by erasing scars and blemishes, and restoring the flesh to its natural health and vitality, or vice versa. The ability can also temporarily erase tattoos, scars and branding marks. The healing is done by working it with his hands to rub and smooth out the areas of the body to be restored and focusing his ability to the desired effect.

In the alternative, the super being can create scars, blemishes, pimples, rashes, disfigurement and even open wounds. He can rearrange facial features, and mold the flesh anywhere on the body, including twisting and disfiguring limbs, creating a hunched back, crippled looking fingers, and so on. The end result of serious disfigurement is -2 on attacks per melee round, reduce Spd and combat bonuses by half and skill performance is -20%. Thankfully, there is no physical pain from the Sculpting of Flesh, but there may be emotional trauma, especially to those who don't know the changes are temporary. **Note:** Cannot be easily used in combat unless the intended victim is already paralyzed, immobilized or unconscious.

Range: By touch; self or other.

Duration: Disfigurement only lasts for 5 minutes (20 melee rounds) per level of experience, but changes made with the purpose of *disguise* or *impersonation* last for 20 minutes per level of experience.

Damage: None per se, other than penalties.

Attacks per Melee: Each act of flesh sculpting counts as one melee attack/action.

Saving Throw: 14 or higher (P.E. bonuses applicable) is needed to resist disfigurement.

Bonuses: +15% to Disguise and +10% to Impersonation and Interrogation skills.

6. Heal the Flesh of Others: By using his influence on flesh, the character can *heal* others with the laying of hands and concentration. Heals wounds and restores 2D6 Hit Points and 2D6 S.D.C. per touch. Can only heal physical wounds, NOT diseases, drugs, toxins and poisons.

Range: Touch.

Duration: Permanent results.

Attacks per Melee: Each laying of healing hands counts as three melee actions/attacks.

7. Other Abilities and Bonuses: The super being heals three times faster than a normal human and without scarring. +1D6 to Hit Points per level of experience, +15% to save vs coma/death, and never suffers from skin rashes or acne (unless deliberately created for the purpose of disguise).

Force Manipulation

The super being can generate and manipulate a force that is neither energy nor matter, but something akin to Telekinesis.

1. Lift and Hold Objects: Similar to Telekinesis, the pulling force can be used to lift/drag objects or people into the air and hold them there. The object/victim can be made to fly across the room or to simply be suspended a few feet off the floor. The object or victim being held by this power can also be spun around, flipped upside down or moved around as desired. But this power is not Telekinesis, so it cannot be used to flip switches, push buttons or perform any fine manipulation of the objects being held.

Maximum Weight: 500 pounds (225 kg) +100 pounds (45 kg) per level of experience.

Range: 200 feet (61 m) +20 feet (6.1 m) per level of experience.

Duration: The object can be held suspended until the character ceases his concentration.

Damage: The object/victim being held can be smashed off the ground or other solid object, taking 2D6 points of damage.

Attacks per Melee: Fortunately, only minimal concentration is required, enabling the character to engage in combat or other actions while using this ability. However, the character must spend one melee attack/action per round to maintain the effect. Failure to do so means the object/victim being held comes crashing to the ground. Multiple objects can be held, provided that the character has sufficient attacks/actions per melee round to hold each of them.

Bonus: +2 to strike when slamming the held object/victim off a specific target.

2. Crush Objects: Another ability available with this power is that of crushing an object/victim held in its pull. The object is crushed by "pulling" its outsides towards the center with the full force of the power. Note the object must first be held with the Lift and Hold Objects ability before it can be crushed, and the attacks/actions per melee needed are accumulative.

Maximum Weight: 500 pounds (225 kg) +100 pounds (45 kg) per level of experience.

Range: An object already being held and within 200 feet (61 m) +20 feet (6.1 m) per level of experience.

Duration: The object being held can be crushed until the character ceases his concentration.

Damage: Crushing an object does 6D6 points of damage per melee round.

Attacks per Melee: Slightly more concentration is required than just holding an object, but the character is still able to engage in combat or other actions while using this ability. However, the character must spend three melee attacks/actions per round to maintain the effect. Failure to do so means the object/victim is released.

Bonus: None.

3. Pulling Heavy Objects: Even heavier objects can be pulled along the ground with the Force Manipulation. This ability could be used to pull a bus load of people out of danger, or pull a disabled vehicle out of the way.

Maximum Weight: 3000 pounds (1350 kg) +1000 pounds (450 kg) per level of experience.

Range: 20 feet (6.1 m) per level of experience.

Duration: The object can be pulled along until the character ceases his concentration.

Damage: None.

Attacks per Melee: Full concentration is required to pull along an object this heavy, meaning that the character cannot take any other actions while doing so. He can talk, shout or walk along while towing his burden, but he cannot use any other powers, or make any other kinds of attacks while this ability is being used.

Bonus: None.

4. Hurl Heavy Objects: The most devastating use of this ability is to hurl a heavy object through the air by "pull-

ing" it rapidly towards the target, then releasing the object at the last moment. While the aiming for such an attack is difficult, the results are quite impressive. Of course, both the target and the object being thrown will take damage in the attack.

Maximum Weight: 3000 pounds (1350 kg) +1000 pounds (450 kg) per level of experience.

Range: 20 feet (6.1 m) per level of experience.

Duration: Instant.

Damage: The target takes 1D4x10 damage per 100 pounds (45 kg) thrown, the object being thrown takes half that damage.

Attacks per Melee: This attack requires considerable effort, so it counts as three melee attacks/actions.

Bonus: +2 to strike, including any P.P. attribute bonus to strike, but no other bonuses are applicable.

Grant Powers

Unusual even among super abilities, this power does not grant the super being any additional special abilities, instead it allows him to temporarily grant a super power to an otherwise ordinary character! **Note:** Does NOT work on other beings with super abilities!

The power instilled can be one of the super being's own, other abilities (excludes Grant Powers) at half the level of power/experience that he is currently, or a *Random Minor Super Ability* at first level strength/potency. The super being retains *all* of his own abilities (i.e., he can give out a *copy* of one of his own powers without losing that power himself).

The granting of a super ability can only be instilled in an ordinary, mortal person. This may be done as a means to protect him or get him or her out of harm's way, or to provide police or rescue people with super abilities to help them in their task, or instilled in ordinary people to assist the authorities or the super being in a rescue, battle or fighting crime. Grant Powers may be used to temporarily empower a sidekick, assistant, or henchman, or be given out as a reward for services rendered.

Note: While the super being can grant powers to others, he can *NOT* grant himself any additional super abilities. Grant Powers does *not* work on fellow super beings, creatures of magic, immortals, deities or supernatural beings. However, crime-fighters who fall into one of the *non-super ability* Power Categories, like Hardware, Physical Training, Ancient Weapons Training or Special Training may be granted powers. Psychics, mages, bionic characters, mortal aliens, and intelligent mutant animals can also be granted a super ability, but the duration is half as long as when used on a "normal human."

Personal Cost: For each power granted (to different people, one per individual) the super being burns up 1D6+6 of his own *Hit Points*.

Range: Touch, or up to 10 feet (3 m) per level of experience starting at level two; line of sight.

Duration: Three minutes (12 melee rounds) per level of experience of the super being who is granting the power.

Damage: As per the super ability granted.

Attacks per Melee: Bestowing a power counts as two melee attacks/actions.

Bonuses: +5 to save vs attacks that would take and borrow, negate or cancel out any of this character's super abilities. Furthermore, the *Grant Powers* ability, itself, cannot be stolen, copied, mimicked or negated by another super being, magic or device.



Gravity Waves

The super being turns himself into a gravity well, causing all objects and people to be inexplicably pulled toward him. He can also reverse the power, creating a wave of gravity that pushes away and knocks down almost anything within its range. The gravity waves can even be focused inward to allow the super being to fly via anti-gravity flight.

1. Generate Gravity Waves: The character can create waves of gravity that draw all objects and people towards him.

It is incredibly difficult to break free of the gravity waves, requiring a speed of Mach 1+ or some form of anti-gravity flight to get out of the range of the gravity waves.

Range: Point with the hands, focus on a specific target (weapon, person, vehicle) and a wave of gravity pulls that one particular object or individual *to the super being* from up to 500 feet (152.4 m) away. Or the character can radiate a gravity field 100 feet (30.5 m) in diameter to pull everything, in all directions, to him.

Duration: Instant blast used to disarm or grab someone and bring them over quickly, or a field that lasts as long as the character maintains his concentration.

Effects/Pull: The following lists the weights (for people and objects) and the distance that each is pulled towards the hero.

10,001 lbs or more (4500.5 kg or more) object - drawn 1D4 feet (0.3 to 1.2 m) closer per melee round.

5,001-10,000 lbs (2250.5 to 4500 kg) object - drawn 1D6 feet (0.3 to 1.8 m) closer per melee round.

2,501-5,000 lbs (1125.5 to 2250 kg) object - drawn 2D6 feet (0.9 to 3.6 m) closer per melee round.

1000-2,500 lbs (450 to 1125 kg) object - drawn 5D6 feet (1.5 to 9.1 m) closer per melee round.

500-999 lbs (225 to 449.5 kg) object - drawn 1D4x10 feet (3 to 12.2 m) closer per melee round.

100-499 lbs (45 to 224.5 kg) object - drawn 2D4x10 feet (6.1 to 24.4 m) closer per melee round.

11-99 lbs (4.9 to 44.5 kg) object - drawn 2D6x10 feet (6.1 to 36.6 m) closer per melee round.

10 lbs or less (4.5 kg or less) object - drawn 4D4x10 feet (12.2 to 48.8 m) closer per melee round.

Note: A protective gravity field *stops* all objects/people 1D4 feet (0.3 to 1.2 m) from the super being, and prevents the objects from slamming into him, but brings them close enough to be easily struck in melee combat. This natural buffer does *not* prevent the victim(s) from attacking the character in melee combat. The super being can use this power simultaneously with the Gravity Wave Shield, but not with the ability to Reverse Gravity Waves or his Anti-Gravity Flight abilities.

Damage: No direct damage, but objects/people can be drawn to within striking range of the super being, disarmed, or pulled into the path of an oncoming vehicle, the waiting arms of the law, etc., provided they are between the victim and the gravity-wielding super being.

Attacks per Melee: A quick blast used to disarm, snare a weapon or device, or to pull an opponent to the super being in one quick gesture counts as one melee attack. Heavy items typically take 2 or more melee attacks; so many feet (meters) per melee action/attack until the target reaches the super being. Once the heavy item is in front of the super being, he must spend one melee attack/action per round to maintain the gravity field to keep his adver-

sary close. Failure to do so means the effect of the gravity waves ends immediately and the objects/people are no longer drawn toward the character.

2. Reverse Gravity Waves (Push): By creating a field of reversed gravity waves the character is able to *push* a specific person or object away from him. The push of these gravity waves is noticeably stronger than the pull of his normal gravity wave ability. Blasting an opponent with a push gravity wave will send him flying dozens of yards. Only characters who can fly (by any means) can stop themselves from slamming into a wall or object, and can fight the gravity push, reducing the distance by half. Only characters with a Supernatural P.S. of 45 or the ability to travel (run, fly, whatever) faster than Mach 1 can break the gravity wave and exit, or fight to hold their current position without losing ground.

Range: Point with the hands, focus on a specific target (weapon, person, vehicle) and a wave of gravity *pushes/repels* that one particular object or individual *away from the super being*. The blast can be used on targets up to 500 feet (152.4 m) away. Or the character can radiate a gravity field 100 feet (30.5 m) in diameter (with him in the center) to push everything away from him, in all directions.

Duration: Instant blast or a field that lasts as long as the character maintains his concentration.

Damage/Effects from Push: Same distance as pull, above, only the target is being *pushed away* rather than pulled toward the super being. Typically, victims land with a thud on their bottoms (01-75% chance; loses initiative and two melee attacks, and takes 1D6 damage; +4D6 damage if slammed into a wall, vehicle or other large heavy object, half that if slammed into another person).

Note: This power cannot be used with the Generate Gravity Waves ability or Gravity Wave Shield ability, but it can be used with Anti-Gravity Flight.

Attacks per Melee: A quick blast used to disarm, knock away a weapon or device, or to push an opponent away from the super being in one quick gesture counts as one melee attack. Heavy items typically take 2 or more melee attacks; so many feet (meters) per melee action/attack until the target is pushed to the maximum distance. Once the heavy item is at a suitable distance away, the super being must spend two melee attacks/actions per round to maintain the gravity field to keep his adversary at a distance. Failure to do so means the effect of the gravity waves ends immediately and the objects/people are no longer held at bay.

3. Gravity Wave Shield: The manifestation of a gravity shield that causes all physical attacks, including bullets, grenade shrapnel, missiles, rail gun rounds, punches (regardless of the attacker's P.S.), kicks, swords and other melee weapons, car crashes or similar attacks, to stop short of hitting the super being. This power functions as a *parry* (roll a D20 as normal) against all incoming physical attacks, including those from behind or surprise, only the usual bonuses are *NOT* added to this gravity parry. However, the character is +3 to parry (+1 at levels 4, 8 and 12) using this aspect of his power. Note that a volley of bullets or a number of thrown items count as one parry. A suc-

successful parry means that the attack stops short of the super being, hangs in midair for a minute and floats to the ground, and the character suffers no damage from the attack.

4. Anti-Gravity Flight: The super being can hover and fly but at low speeds. However, as an anti-gravity power, the character can use it to breach a planet's gravitational pull and float into outer space.

Maximum Speed: 50 mph (80 km).

Height/Altitude: Effectively unlimited, right up into outer space. However, traveling higher than 30,000 feet (9144 m) requires the use of a spacesuit and oxygen supply or environmental armor. The character may be able to go into space, but he still needs protection from the cold and an air supply to breathe. **Note:** If the character goes into a thin atmosphere unprotected he loses two melee attacks/actions per round and could lose consciousness and fall to the Earth (impact is automatic death from that height).

5. Other Abilities and Bonuses: The character is immune to all other gravity manipulating powers or effects, as his power cancels the other out, and vice versa. Can sense the exact gravitational forces at work on any object (e.g. there is 0.17 G on Earth's moon), gets +3D6 to S.D.C.

Illusions

Inspired by Kevin Siembieda

The super being is a master of illusions, able to create a phantasm of anything he desires. An illusion looks, sounds and feels real in every way to those affected, only the senses of taste and smell are not replicated. The image can be of a car, gun, sword, wall, snarling dog, police officer, crowd of people, villains, aliens, monsters or demons, etc. Illusions are limited to the character's personal knowledge and experience. Creating an illusionary image of a specific or exotic creature based upon descriptions or entirely by memory is likely to result in a flawed illusion, but using a picture, photo or video-image works much better.

Number of Simultaneous Illusions: One illusion can be created at levels 1, 3, 6, 9, 12 and 15, allowing for a maximum of six simultaneous illusions by the time the super being reaches level 15, regardless of the type of illusions created.

Duration: The character's illusions last as long as the hero continues to concentrate on maintaining them.

Attacks per Melee: It requires one melee attack/action to create a new illusion, but once created it only takes two melee attacks/actions per round to maintain all of the super being's current illusionary images.

Saving Throw: Only by rolling a save of 16 or higher (M.E. bonuses applicable) does the victim see through the illusion. Super beings or animals with a heightened sense of smell (or taste if the situation arises) cannot be fooled by these illusions in close combat, and will always see through them for what they really are. However, from a distance, the illusion still works fine. Likewise, any super

being with radar or sonar will realize that the illusions have no substance and the images must be false illusions.

Seeing Through the Illusions: To see through an illusion is extremely difficult, for the person must be completely sure that it is *not* real. The shadow of a doubt at the last minute could have terrible consequences. Depending on the circumstances, the victim of an illusion may attempt to fight it by convincing himself that it is not real.

One way is if the other characters in the group present a convincing argument or evidence to show the illusion for what it really is (or isn't, as the case may be). This "reality check" gives the character a chance to make a new saving throw with a bonus of +2 to save. A successful save means the victim instantly sees through the illusion.

Another way to fight the effects of an illusion is by noticing inconsistencies or flaws in reality such as a missing shadow on a bright day, or a massive creature walking out of a small room, and so on. If these things are noticed, the player can roll to see if his character is convinced that it's an illusion. This "reality check" gives the character a chance to make a new saving throw as often as once every melee round with a bonus of +2 to save. A successful save means the victim instantly sees through the illusion.

In a similar vein, the use of super abilities, magic or psionic detection spells can be of great advantage in combating illusions. A Sense Magic, Sense Evil, See the Invisible, and X-Ray Vision can all be useful in realizing that the sights and sounds are illusions. Also, psionic probes such as See Aura, Detect Psionics, Sense Magic, Sense Good or Evil, Telepathy and Presence Sense are extremely helpful, providing the psionic individual with a bonus of +2 to save (can be tried once per melee round). Here's why. Illusions have **NO** physical substance or biology. Consequently, nothing will register, because it is not real. Also, an illusion is not evil, magic, or psionic in nature, nor does it have an aura, or thoughts to be picked up from a telepathic scan. Most convincing of all, it has no presence.

Death by Illusion: An illusion can appear to be so realistic that the person under its influence can be made to believe that he is being beaten, slashed, mashed, burned, etc. The victim can be made to feel the slice of a blade or the heat of fire. Because he is feeling the illusion, he is a part of its actions and imagines suffering damage from its attack, bleeding, burning, etc. Even though all of this is just illusions, the player must roll damage for his character as if it were real.

Combat can be short or drawn out depending on the victim's perception of his enemy (overwhelming, an equal, a wimp, etc.) and the intentions of the illusionist. When the living character believes his Hit Points have been reduced to zero or below, he will believe he has died and will collapse. In reality, his body is whole and healthy, but the illusion has created such a flood of sensations that it has shocked his system, temporarily knocking him out for 2D4 melee rounds.

If the death is particularly gruesome, the character may remain unconscious for twice as long and/or suffer permanent mental side effects (G.M.s, use your discretion but a

roll on the phobia table or even the random insanity table may not be out of line). If the illusion of death is extremely sudden, horrendous or devastatingly real, like being atomized by a lightning bolt or being torn to pieces by a pack of wolves, there is a 01-50% chance of the character lapsing into a coma and actually dying unless he receives medical treatment (+20% to survive). See recovery from a coma in the **HU2** rule book on page 18. However, death and serious trauma are rarities.

Note that it *is* possible for the living victim of an illusion to defeat his illusionary opponent. An extremely confident, positive or driven character may actually defeat his illusionary foe (plays out like a normal combat). When this happens, the illusionary enemy is killed and the illusion instantly ends. A character with an extremely high M.E. (20+) may also be able to defeat his imaginary adversary in the course of (perceived) normal combat.

Types of Illusions:

1. Illusionary Objects: The super being can create simple objects, like a sword, shield, gun, grenade, chair, table, wall, tree, parked bus or other simple object. Illusionary objects are simple to create and difficult to see through (-2 to save).

Range: Touch/hand-held, or up to 10 feet (3 m) for a stationary object.

Damage: If an illusionary weapon is created and fired, the victim will believe he has suffered genuine damage, see blood, and react accordingly. Thus, a character who believes he has been seriously wounded will react with all the usual penalties, and even fall over unconscious if he thinks he has been rendered near death! In reality, he has suffered NO damage from the illusionary weapon at all, but won't know that until the illusion ends!

2. Illusionary Opponents: The super being can summon up all manner of illusionary opponents to battle his enemies, from known enemies to soldiers, wild animals, monsters, dragons, giant robots, and on and on.

Range: Line of sight up to 100 feet (3 m) per level of experience.

Attacks per Melee: The illusionary opponent will have from 4 to 6 attacks per melee depending on its nature (up to the G.M.).

Damage: Again, the victims of the illusion will believe they take damage from attacks that hit them, and respond accordingly. The amount of damage depends on what their "opponent" is using against them (fist, gun, energy blasts, etc.). Thus, a character who believes he has been seriously wounded will react with all the usual penalties, and even fall over unconscious if he thinks he has been rendered near death! In reality, he has suffered NO damage from the illusionary opponent at all, but won't know that until the illusion ends!

Bonuses: Most illusionary opponents are presented as serious and deadly opponents and are +3 to initiative and +6 to strike, parry and dodge (no other bonuses apply).

3. Creating an illusion of a specific person known to the victim(s) of the illusion is very difficult, unless that person is extremely familiar to the illusion's creator or he has

a picture or video as a constant source of reference. Use the following table when the illusionist attempts to create the illusion of a particular person.

Range: Line of sight up to 100 feet (30.5 m) per level of experience.

Attacks per Melee: The illusionary opponent will have from 4 to 6 attacks per melee depending on its nature (up to the G.M.).

Damage: Same as #2, above.

Success ratio based on the degree of knowledge & familiarity: Roll percentile dice to determine the quality and perfection of the illusion whenever an illusionary disguise is used. A failed roll means a flawed illusion; roll on the following table to determine just how flawed.

- Subject is extremely well known to the illusion maker: 01-96% likelihood that the illusion is perfect.
- Subject studied extensively: 01-86% likelihood that the illusion is perfect.
- Subject studied only a few times: 01-60% chance that the illusion is perfect.
- Subject seen only a few times: 01-30% chance for a perfect illusion.
- Subject seen once or twice: 01-15% chance for a perfect illusion.
- Subject seen very briefly/a passing glance: 01-05% chance of a passable illusion. Very flawed unless the roll was within the narrow margin of 01-05%.
- Subject unknown, based on an elaborate description: 01-10% chance of a passable illusion. Unmistakably flawed unless the roll was within the narrow margin of 01-10%.
- Subject unknown, based on vague description: 01-02% chance of a passable illusion. Unmistakably flawed unless the roll was within the narrow margin above.

Determining the degree of a flawed illusion: An unsuccessful illusion means that illusionary disguise is flawed in some noticeable way: the wrong hair color, no mustache, too fat, too skinny, too tall, too short, too old, wrong race, etc. Roll on the following table at the very first moment the illusion is created to see just how flawed it is.

01-20 Unmistakably flawed: 01-90% likelihood that the victim(s) of the illusion will notice the flaws and instantly see through the illusion.

21-40 Very flawed: 01-70% likelihood that the victim(s) of the illusion will notice the flaws and will see through the illusion within 1D4 melee rounds.

41-70 Somewhat flawed: 01-40% chance that the victim(s) of the illusion will notice the flaws and will see through the illusion within 1D6 melee rounds.

71-00 Slightly flawed: 01-20% chance that the victim(s) of the illusion will notice the flaws and will see through the illusion within 2D4 melee rounds.

4. Illusionary Disguise: The super being can create a single illusionary image over himself. The illusionary disguise is used to completely hide one's own features and clothing. Can be an old man, police officer, super-hero, woman, robot, etc. The best disguises are the simplest,

like changing the color and style of clothes, hair, skin and facial features.

Impersonation is also possible if the character has that espionage skill, but the illusionary disguise will not hold up under close scrutiny. If the features are those of a *specific person*, use the tables above to determine the level of perfection or flaws. Remember, only a character who doesn't make his saving throw will see the illusionary disguise, and the illusion will not hide the character's identity from still cameras, video cameras or electronic detectors.

Range: Self.

5. Illusionary Duplicates: The super being can create illusionary duplicates of himself to confuse his enemies. While the duplicates do not attack or act on their own, they do mimic the illusionist's every movement exactly. These duplicates are a great way to confuse, scare and distract an opponent or an angry mob. The confusion caused by the illusions provides the super being a bonus of +2 to initiative, +1 to strike and +2 to dodge. Each of the illusionary duplicates created counts towards the super being's maximum number of illusions possible.

Range: Self, duplicates remain within 10 feet (3 m) of their maker and ape his every movement and words.

Damage: None, the duplicates just confuse and distract the enemy.

6. Illusionary Panorama: The final step in the mastery of illusion is the creation of an entire panoramic environment. This could be a building, a forest, a volcano, etc. Everyone in the area is affected, but while birds, insects, and non-threatening wildlife/animals may be heard or seen in the distance, there are no menacing monsters or attackers. This illusion is limited to the panoramic setting of the artificial environment, and the panorama still only counts as the creation of *one* illusion. However, the illusionist can introduce/add an attacker(s) as per any of the other of illusionary abilities described previously.

Range: Up to 50 feet (15.2 m) away per level of experience.

Area of Effect: 280 foot (85.3 m) radius.

Damage: None, unless the illusionary environment is innately hostile, like the inside of a raging volcano, then the illusion will be perceived the same ways as numbers 1 & 2 and the victim will respond accordingly to threats, danger, attacks and obstacles.

Bonuses: The super being who created the panorama can blend into his illusion and effectively disappear, allowing him to strike at his enemies from unseen positions and with the element of surprise; +3 to initiative and +2 to strike from behind, above or surprise. Can only disappear when his opponents have lost sight of him.

7. Other Abilities and Bonuses: +6 to save vs illusions, +4 to save vs fear/Horror Factor.

Immobilization Ray

The super being can fire a ray that simultaneously immobilizes and surrounds and protects the target. The ray also makes the target (person or object) weightless, allow-

ing the super being to effortlessly move the immobilized target. The target and super being are connected together by the ray, meaning that for as long as the ray is emitted and held on that particular victim or object, it is held in the Immobilization Ray. However, the super being cannot use the hand projecting the ray for any other purpose and he loses one melee attack per round and skill performance is -15% while he splits his concentration to maintain the ray. The super being can only project and maintain a total of two Immobilization Rays, one from each hand, and must release one to immobilize a new target.

The protective aspect of the ray makes whatever is held inside the beam immune to physical attacks, taking no damage from them, including bullets, grenades, explosives, punches (regardless of the attacker's P.S.), kicks, swords, other melee weapons, or any other purely physical damage. But the ray's protective field does not protect against fire, cold, electricity, plasma, radiation, particle beams, other energy-based attacks, psionics or magic (except for physical psionic or magic attacks), poison, toxins, disease, gasses, suffocation, drowning, etc.; all do *full damage* to the captive inside the ray. Thus, the Immobilization Ray has a variety of uses, from protecting innocent bystanders, to capturing opponents, or moving heavy debris/objects, among an assortment of other applications.

Weight Tolerance: 200 lbs (90 kg) per level of experience, is the maximum weight that can be held in each Immobilization Ray, regardless of the actual size/dimensions of the person or object. **Note:** Double the weight if this power is possessed by a Mega-Hero.

Range: 40 feet (12.2 m) +10 feet (3 m) per level of experience.

Duration: Two minutes (8 melee rounds) per level of experience.

Damage: No direct damage, but the person affected cannot move a muscle or use a power, not even to speak (no spell casting) or use a psionic or other mind power. Furthermore, time seems to pass much more quickly for the person trapped inside the ray (each minute seems like one melee round/15 seconds), so he doesn't even really know what's going on around him while trapped. (Sees only bits and pieces in random glimpses.) **Note:** The protective aspect of this power *prevents* the super being from lifting a victim high in the air and dropping him. Nor can the immobilized target be used like a club or battering ram to hammer other people.

Attacks per Melee: It takes one melee attack/action to fire and establish the Immobilization Ray, and uses up one additional melee attack per melee per round to maintain the ray and keep the victim held inside.

Bonuses: As per the character's usual bonuses to strike.

Indestructible

By Carmen Bellaire and Kevin Siembieda

The character, himself, is not indestructible, but he can touch an inanimate object and make it indestructible. Uses for this power are many, but it does take some creative thought to properly apply the ability to its maximum effec-

tiveness. The Indestructible ability makes the inanimate object invulnerable to fire, cold, radiation, energy-based attacks, and purely physical psionics or magic damage, as well as impacts, explosives and all types of physical attacks.

The character can only grant indestructibility to *one* object or item at a time, and that item must have some rigidity; cannot affect living creatures, plants, etc., nor soft materials like cloth, clothing, a thin plastic bag, and so on. Since only *one* item can be made indestructible at a time, if a door is made indestructible, the lock inside it, and the door jamb around it are not, nor is the adjoining wall. If a tabletop is made indestructible, the legs are not, nor are any items laying on the table. Thus, the super being could make one of the doors, *or* the front *or* back window of a car Indestructible, but not the entire car, nor the engine. The part made Indestructible must be separate and distinct from the whole. The object must also be within the super being's weight limit, which is 200 lbs (90 kg) per level of experience. Machines and engines with moving parts and many attached or linked components cannot be made indestructible either, only simple items, but that is more formidable than you might think.

Some Examples for the use of Indestructible (object):
Making an ordinary *yardstick* Indestructible means it could be used like a lightweight metal pipe or club to parry a sword or other weapon and strike back, doing 1D6 damage. Or the yardstick could be used to bar a door or used like a crowbar to pry open a door and so on. Similarly, a toy Lightsaber, broomstick, table leg, or similar item made Indestructible could also be used like a weapon to attack (doing 1D6, 2D4, or 2D6 damage depending on the weight and size of the item) or to parry a real sword, club, or even a chainsaw or magic weapon!

A *simple lock* built into a door (or the door jamb if it was made Indestructible) would not break under extreme force nor could it be shot out with a gun. This could buy critical minutes as the attacker must chop through or smash down the door, or find another way in. In the alternative, a *door* could be made indestructible to prevent gunfire from coming through it. This is even more impressive (and amusing) when a pane of *glass* is made indestructible, while an indestructible *toy rubber ball* or an *ice cube* could be thrown like a rock (1D4 damage). A *Frisbee*, *paper plate*, or a *piece of cardboard or plastic* made Indestructible could be tossed into a machine to jam its gears like a wrench. Likewise, a large piece of cardboard, plastic, wood paneling or similar *large sheet* (or garbage can lid) could be made Indestructible and used as a shield to block gunfire, energy beams and other attacks. Similarly, an overturned *tabletop*, *desk* or one *length of wall* (but not any windows in the wall, nor the entire house) could be made indestructible to stop gunfire, energy blasts, fire, or to withstand a whirlwind. An *entire cardboard box* (they are usually one piece made to fold) can be made Indestructible to keep whatever is inside safe; while a *flat cardboard box* could be suitable for use as a shield, protective cover, or platform to stand on/walk across.

As for body armor, while a jumpsuit and even a jacket cannot be made Indestructible (too soft and malleable material), the power could be used on *part* of the character's body armor – perhaps his helmet if taking a beating to the head, or his chest if being fired upon, etc – without any ill effect because the armor is broken down in parts or segments (the A.R. would remain unchanged but that particular part of the armor would take no damage whatsoever). **Reminder:** Does not work on living beings or cloth/clothes, only inanimate objects and materials. An object made Indestructible becomes rigid, harder and more solid, though its weight and mass are not altered.

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

Range: Touch.

Duration: Two minutes per level of experience or for as long as the super being maintains his grip/touch on the item.

Damage: None, although an indestructible object may be used as a makeshift weapon or tool. Use common sense for assigning damage, and never more than 2D6 points of damage.

Attacks per Melee: Making something Indestructible takes only one touch and counts as one melee attack/action.

Inhabitation

By Carmen Bellaire & Kevin Siembieda

An unusual power that enables the super being to create a link between himself and the entire building he is currently inside.

1. Mental Mapping: The linked character will not only get a complete mental picture of the entire layout/floor plan of the building (the schematic appearing in the character's mind), but he'll know the location of *every* hallway, room, closet, access panel, service entrance, air duct, window, door, electrical outlet, wiring, control panel, electrical box, stairwell, elevator, escalator, conveyor system, hydraulic press, security system, alarm, automated building feature (weapons, sensors, etc.), and fixture that is a permanent part of the building! Thus, the character can easily find his way through any part of that single building, and not only avoid its security and alarm systems, but knows where they are and can deactivate, circumvent and control them!

Note: Furnishings and equipment such as desks, chairs, file cabinets, computers, office supply items, and so on, that only plug into built-in outlets and sit on a desk or the floor, cannot be seen in the mental map nor located or controlled. Similarly, the super being cannot sense where people are, but he can use the building to help him locate them (see number two, below).

Range: One entire building up to 100,000 square feet (9290 sq. m) per level of experience (which may limit the character to one or a few floors in the largest of buildings).

Duration: The entire time inside the building, but fades within one minute after leaving the building.

2. Tap and Use Building Features: With a thought, the super being can mentally tap into and use *any* of the building's built-in features. This means he can see whatever its security cameras see, will know when and where an alarm has been tripped, tell when any door wired to a security system has been opened, and similar.

Furthermore, the building and any security systems recognize the super being as part of the building itself, so *he* does NOT trip any security systems or alarms when he goes by. Even more impressive, the super being can, with a thought, turn off (or on) any security system (even built-in wall safes), alarm, intercom system, camera, etc. He can also make a security camera to turn/reposition itself/point in a different direction, or turn off for a moment or entirely. This also applies to built-in weapon systems, electronics, locks, etc. Thus, the linked super being can open any locked door, whether the lock is a manual key lock, touch pad, or electronic! Along these lines, the super being can shut off all the water or electricity or lights or heat or air-conditioning in the entire building, or to just a particular area or one specific room.

Range: Any fixture within the building that the hero currently occupies and within 500 feet (152.5 m) of the hero.

Duration: The character can control the building's fixtures as long as he remains in the building.

Damage: Normal man-sized doors and windows do 2D6 damage when they strike an opponent, and heavy industrial doors can do as much as 6D6 damage when they come down on someone. Water fixtures can be made to pour out on the floor, making it slippery (01-45% chance of making it slippery enough to make an opponent fall down. Opponents who fall lose the initiative and two melee attacks/actions.) Electrical outlets can be made to send out an electrical discharge, striking an opponent within 20 feet (6.1 m), doing 4D6 damage. Most heavy industrial equipment will do 1D6x10 damage, but heavy hydraulic presses can do as much as 2D6x100 damage. Escalators can be sent out of control, hurling opponents across the floor (same penalties as falling on a wet floor) or elevators, dropping them to their deaths. Heating or cooling systems can make the interior of the building unbearable. These are just a few of the possibilities for a character with this power (other damages are left up to the G.M.).

Attacks per Melee: Each act of control over the building counts as one melee attack/action.

Limitations & Penalties: The super being *cannot* influence, use or control *alien technology* built into the building, but he will know that it is present and where it is located. The character cannot use or control any built-in weapon or system that is controlled by an *Artificial Intelligence (A.I.)* nor one that is being manually controlled by a *manned operator*. In the latter case, if the super being taps that system before an operator is called in to operate or fix the system, the super being maintains control because he tapped it first. He loses control only if he relinquishes his control and an outside operator steps in afterward to take over operations.

Bonuses: Automated and wired systems will never react to or attack the super being, and even those that might be

controlled by an A.I. or manned operator are known to the character so he is +4 to dodge any weapon or security systems, and +20% on skills to deactivate, reroute or alter the system.

3. Condition and Repair of the Building: The character also knows the age and general condition of the building as well as any specific defects, damage, and hazards (bad wiring, rotting stairs, loose railing or tiles, etc.) in the building, and gets a +30% bonus on the skills required to repair them.

Range: Same.

Duration: Repairs are made in half the usual time and are always top notch.

Jinx Power

While most people believe this strange ability is a "luck" based power that inflicts the victim with *bad luck*, in truth this power affects the victim's sense of self-confidence and worth with devastating results.

Range: Touch, or via a beam of pale red light up to 10 feet (3 m) per level of experience starting at level two.

Duration: Two melee rounds (30 seconds) when the victim is "jinxed" by the super being but is not the target of his or her focused wrath.

In the alternative, the super being can target any *one* victim, jinx him, and remain focused on him via line of sight to keep the Jinx in place for as long as the character keeps his eyes on his victim.

Damage: All of the victim's super abilities, psionics or magic spells only inflict *half* their normal damage/effects and, in the case of psionics and magic, *cost twice* the normal I.S.P. or P.P.E. to use. The victim's normal combat bonuses are also reduced by *half* and critical strikes do no additional damage (even a Natural 20 only does normal damage). The victim's death blow or knockout/stun punch only does 1D6 damage. All kick attacks by the victim have a 01-60% chance of causing him to trip and fall down (loses initiative and one melee attack). Attempts to *pull punch* or *disarm* get none of the character's usual bonuses. The victim's *Prowl skill* turns into a clumsy roll, making noise every time it is tried. *All other skills* are performed at a whopping -30% penalty, but only during critical situations. The G.M. can add other minor occurrences of "bad luck" if he so desires.

Attacks per Melee: Each use of the Jinx Power counts as ALL the melee attacks/actions for that melee round.

Saving Throw: 16 or higher (M.E. bonuses applicable). A successful save means the Jinx attack does not work and the intended victim remains completely unaffected.

Bonuses: The super being, himself, is immune to the Jinx and all forms of "luck" or self-confidence affecting super abilities, psionics or magic spells.

Junkyard

Another urban or "city" power like Inhabitation, this ability gives the character a weird influence over garbage, trash, debris, scrap, rubble and junk of all kinds. The super being can summon a layer of junk from the local

area to cover and form a protective exoskeleton around his own body. He can also manipulate and hurl barrages of junk and form walls and barriers made of scrap and debris. It is like the character has a weird form of Telekinesis over the discarded materials of human existence. **Note:** Unless stated otherwise, the related powers can be used in human form or when encased in Junk Armor.

1. Junk Armor: With a thought and force of will, the super being creates an outer hide out of scrap and debris. Just how formidable this exoskeleton of junk is depends on what it is predominantly composed of. The junk just adheres to the character's skin/surface and falls away when all its S.D.C. is gone or the person inside is knocked out. Armor is not environmentally sealed, so the character inside is still affected by gas attacks, powerful smells, disease, heat and cold; fatigues at normal rate. Armor makes the character 50% larger than he was without it.

Junk Armor, A.R. & S.D.C. based on the Primary Type of Scrap:

Paper, Cardboard and/or Rags & Household Trash: A.R.: 7; 1D4x10+15 S.D.C.

Leaves, Twigs & Organic Garbage: A.R. 8; 1D6x10+10 S.D.C.

Broken Pottery, Bottles and Glass: A.R. 11; 2D4x10+20 S.D.C.

Bones and/or Sticks: A.R. 12; 2D6x10+30 S.D.C.

Scraps of Wood & Nails (Furniture): A.R. 13; 2D6x10+25 S.D.C.

Hard Plastic, Wire and/or Soft Metal (Tin): A.R. 13; 3D6x10+25 S.D.C.

Rubber/Old Tires: A.R. 14; 4D6x10+40 S.D.C.

Broken Cement, Bricks & Asphalt: A.R. 15; 5D6x10+60 S.D.C.

Scrap Metal & Steel: A.R. 16; 6D6x10+100 S.D.C.

Range: The junk is attracted from the surrounding 200 foot (61 m) radius, +100 feet (30.5 m) per level of experience.

Duration: 30 minutes per level of experience. When all S.D.C. is destroyed, the Junk Armor cannot be reformed till after 1D6x10 minutes of rest. If the character is rendered unconscious, the Junk Armor falls into a heap of trash, but can be reformed into the armor, with whatever S.D.C. was left, as soon as he wakes up.

Damage: Punches and kicks do an additional 1D6 damage from all types of material, except Scrap Metal, which does an extra 2D6 damage.

Attacks per Melee: It only takes two melee attacks/actions to initially form the Junk Armor.

2. Move Scrap: The character can slowly move/shift large amounts of debris, scrap, rubble and junk of all types as if it were being pushed by an invisible Telekinetic force; equal to a Spd of 6. This aspect of the power can be used to dig out victims trapped under piles of rubble, or for sorting through piles of trash looking for salvage or valuables, or to transport it to a new location.

Weight Limit: 6,000 lbs (2,700 kg) +200 lbs (90 kg) per level of experience.

Range: 20 feet (6.1 m) per level of experience.

Duration: For as long as the character maintains his concentration on moving or sifting through the junk.

Damage: None. Simply moves junk from one place to another or sorts through it like an invisible hand or rake. Cannot be made to drop on somebody, but can be pushed, like a plow, on top of a vehicle, signpost, etc. The mound of debris moves to slowly and makes too much noise to catch anybody by surprise unless they were knocked out. In that case, the victim is buried alive, trapped/pinned, and takes 1D4x10 damage per 1000 lbs (450 kg) of debris. If the victim manages to survive being crushed, he will suffocate within 2D6+3 minutes.

Attacks per Melee: It takes one entire melee round (15 seconds) to move a trash heap 20 feet (6.1 m), using up all the attacks for that round.

3. Wall of Rubble: The Junkyard ability can be used to create a wall of hard packed rubble, scrap and junk from the surrounding area. Used to create obstacles, barricade streets and alley and to create bunker-like fortifications.

Range: Can erect one wall/barrier at a time up to 100 feet (30.5 m) away +20 feet (6.1 m) per level of experience. Draws on junk and trash from the surrounding 200 foot (61 m) radius, +100 feet (30.5 m) per level of experience.

Duration: The wall of rubble is permanent once created.

Size of the Rubble Wall: 10 feet (3 m) tall, 5 feet (1.5 m) thick, but the length can be extended 10 feet (3 m) long per level of experience.

A.R. of the Rubble Wall: 2D4+8

S.D.C. of the Rubble Wall: 1D8x10+60 per level of experience.

Damage: None; used to create a barrier or obstacle.

Attacks per Melee: Uses up four of the character's attacks to create one wall of rubble.

4. Hurl Debris: The character can cause chunks and pieces of rubble and debris within a 60 foot (18.3 m) radius to rocket towards an opponent.

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

Duration: Instant.

Damage: Small debris (bottle, brick, frying pan, etc.): 3D6 damage; Medium-sized debris (cinder block, oil drum, chair, car seat, etc.): 6D6 damage; Large debris (car door, car bumper, shelving unit, table, door, desk, easy chair, love seat, etc.): 1D6x10+8, plus there is a 01-75% chance the victim may be knocked down by a large piece of debris and lose initiative and two melee attacks.

Attacks per Melee: Each hurled chunk of debris, regardless of size, counts as one melee attack.

Bonus: As per the character's usual bonuses.

5. Nail Gun/Projectile Shooter: Applicable only when wearing Junk Armor, the character can fire nails from his fingers as if they were an automatic nail gun or other projectiles (bits of metal, shards of glass or stone, and similar).

Range: 50 feet (15.2 m) +10 feet (3 m) per level of experience.

Damage: 2D6 per each nail or projectile fired. He can fire one projectile from each of the four fingers one at a time or in volleys of 2, 3, or 4 (doing 4D6, 6D6, or 8D6 points of damage respectively).

Attacks per Melee: Each single shot or volley of 2-4 counts as one melee attack.

Bonus: As per the character's usual bonuses.

6. Create Animated Trash-Man: The super being can use junk to create a wire armature- or mannequin-like figure (human or common animal shape, but nothing bigger than human-sized) to serve him as a fighting companion, or obedient worker or assistant. The trash-man can carry out simple commands given to it by its creator only, but the construct only has the most basic of instincts and no skills at all, limiting it to manual labor and the simplest chores like digging ditches, carrying loot or gear, opening a door, stocking a shelf or attacking an indicated target using its fists or simple melee weapons (no guns). It takes two complete melee rounds to create the thing.

Animated Trash-Man Stats: Equivalent I.Q. 4, no M.E. or M.A., P.S., P.P., P.E. and Spd are 10 each and P.B. 4; it looks like a wire armature or a mannequin made from scrap or trash. A.R. 1D4+5 (no attacks under the A.R. inflict any damage). S.D.C. 1D6x10+40. Horror Factor: 10, but only for those who have never seen the animated trash before. **Range:** The Trash-Man cannot venture more than 1,000 feet (305 m) from its creator or it falls apart in a heap of junk. **Duration of Animated Life:** One hour per level of its creator's experience. **Damage:** 2D6 damage from punches or kicks, or by simple melee weapon such as a club, pipe, knife or sword. **Attacks per Melee:** Four. **Bonuses:** None.

7. Junkyard Sense: Can't ever get lost in a junkyard, landfill, garbage dump or similar environment, can sense any instability in the scrap piles, and can recognize scraps and parts that can be salvaged and sold.

Life Leech

By Carmen Bellaire & Kevin Siembieda

This deadly power can be used to drain the life force from other living beings and the stolen life force can be used to increase the character's own powers and to heal his own wounds.

Leech Life: Drain Life Force. By touching the bare flesh of an opponent or innocent, the super being can drain away part of the victim's very life force. The attacker must touch bare skin to use the life draining power; armor and even clothing will block and prevent the drain of life force. Thus, this may require the attacker to make a *Called Shot* to touch a bare hand or part of the head or neck to us his power.

Range: Touch. Pulling away from the clutches of a Life Leech will break any life force stealing connection, and an opponent can successfully parry an attempt by the Life Leech to touch him by using a weapon or object, or using a gloved hand or arm covered in a sleeve.

Damage: Each life force draining touch steals *2D6 points direct from the victim's Hit Points!* Multiple Life Leech

touches can drain a victim to zero Hit Points, placing the victim in a coma. Without medical treatment, an ordinary human will remain in a coma for 3D6 hours and may die (roll to save vs coma and death every hour in a coma). Most superhumans remain in a coma for 1D4 hours, but will recover even without medical attention. **Note:** The Life Leech can stop short of putting his victims in a coma or killing anybody. Good guys will try never to put another person's life in jeopardy. Most bad guys don't care, and the worst hope to kill their victims, or strike them down while they are in a weakened state or a coma.

Duration: Stolen Hit Points can be used immediately or held for one minute (4 melee rounds) per level of experience before they are used. If not used within that time the stolen life force energy simply fades away without benefit to the Life Leech.

Attacks per Melee: Each touch drains Hit Points and counts as one melee attack/action.

Bonuses: As per the character's usual bonuses.

Saving Throw: Only by rolling a save of 16 or higher (P.E. bonuses applicable) does the victim remain completely unaffected; no Hit Points stolen. Cyborgs and aliens are +4 to save, and robots and androids are immune to this power, as are characters enclosed inside a suit of environmental power armor or locked inside a vehicle. However, even characters with an Alter Physical Structure power such as ice, rock, metal, etc. are vulnerable to this touch because even though they turn into something other than flesh and blood, they are still *alive*.

Stolen Hit Points can be used in any of the following ways: In all cases, the stolen Hit Points can only be used by the super being with the Life Leech power as follows.

1. Sustain Self: Instead of eating or drinking like a normal human, the super being can live on the life energy of others. This life force provides the character with all the nutrition of a balanced meal, including all the required vitamins, minerals, salts, fiber, calories, and other dietary requirements. The character can also supplement his normal needs for sleep or oxygen by burning off the Hit Points of other people.

Range: Touch.

Life Force Cost: Six stolen Hit Points counts as one meal, two Hit Points replaces 30 minutes' worth of oxygen/air, and four Hit Points provides rest equivalent to four hours of sleep.

2. Heal Self: The character can use stolen Hit Points to heal his own wounds and injuries.

Range: Touch.

Life Force Cost: Two stolen Hit Points heal one of the super being's lost Hit Points or 1D4 S.D.C. points.

3. Enhance Strength: By rapidly burning the stolen life force, the super being can temporarily enhance his own strength, gaining 2D4 points, and increase his strength to Superhuman level for a short period of time. This may be done multiple times, and each additional use adds *+1D4 additional points* to the character's P.S. and increases the current duration by another *four melee rounds*.

Life Force Cost: Requires 7 stolen Hit Points to enhance P.S. to *Superhuman Strength* or 14 Hit Points for *Supernatural Strength*.

Range: Touch.

Duration: One minute (4 melee rounds) per level of experience.

Damage: As per Superhuman P.S.; can carry 200 times his enhanced P.S. in pounds and can lift 300 times, fatigues at half the rate of normal humans and increased P.S. provides additional damage bonuses (see page 15 of the **Heroes Unlimited RPG, 2nd Edition**. Or Supernatural P.S. on page 294).

4. Increase Speed and Reflexes: Stolen life force (Hit Points) can be burned to increase Spd by 50% and provide one extra attack per melee round and a bonus of +1 on initiative and +2 to dodge.

Life Force Cost: It requires 10 stolen Hit Points.

Range: Touch.

Duration: One minute (4 melee rounds) per level of experience.

5. Increase His Own Super Abilities: Stolen life force (Hit Points) can be burned to increase the range of a power or energy blast by 30% and damage by 2D6 points.

Life Force Cost: It requires 15 stolen Hit Points.

Range: Touch.

Duration: 30 seconds (2 melee rounds) per level of experience.

6. Steal the Super Ability of Another: The character can use stolen Hit Points to momentarily steal one super ability or one psionic power from a superhuman victim! While the Life Leech has the power, his victim does NOT. The stolen super ability is at the same level of power as the character it was taken from, but the Life Leech does not have any personal experience with it, so any bonuses that come with the power do NOT apply.

Life Force Cost: It requires 20 stolen Hit Points all taken from the same victim with the one super ability that is being stolen.

Range: Touch.

Duration: One melee round (15 seconds) per level of experience.

7. Energy Blast: The character can use the stolen life force (Hit Points) to generate a blast of destructive energy.

Life Force Cost: Four stolen Hit Points per 1D6 points of damage.

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

Duration: Instant.

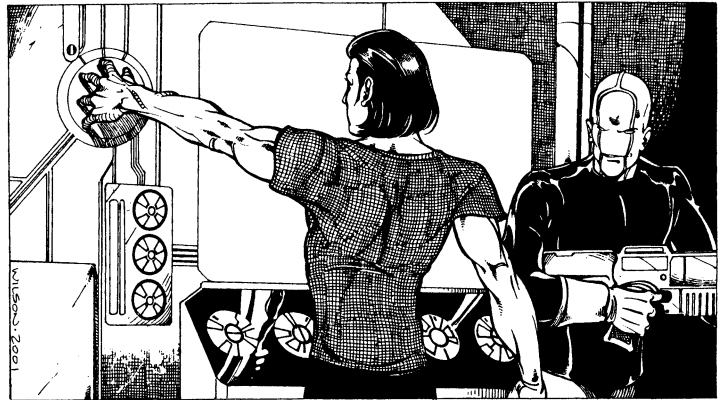
Damage: 1D6 per 4 Hit Points stolen (tops out at 1D6x10 requiring 40 Hit Points).

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

Bonus: As per the character's usual bonuses.

8. Other Abilities and Bonuses: Immune to having his own life force drained and cannot be turned into a vampire or zombie, +4 to save vs possession, and recognizes vampires, supernatural parasites, and fellow Life Leeches

for what they are. +2D6 to his own Hit Points, but he can only draw upon the stolen Hit Points of others to use any of the powers noted previously.



Machine Merge

By Wayne Beaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

Unlike the Mechano-Link power, which mentally connects a character to the knowledge and/or persona of a machine, Machine Merge enables the super being to transform parts of his body into techno-biologic tendrils that can attach themselves to a non-sentient machine, including computers, weapons, and vehicles. While merged in this way, the character and machine become one, giving him unprecedented skill and control over the device. Unlike Mechano-Link, no knowledge or information is passed on. Instead, the link boosts the character's existing skill with the machine. If the super being has a skill in the use and operation of that machine his abilities are increased five levels higher than he actually is. **Note:** For the majority of skills, this translates into a +25% bonus that lasts the entire time the character is linked/merged with the machine. If the character has no skill or training in the machine, he uses it at a 5th level proficiency.

For example, a 3rd level character who merges with a vehicle type he is skilled in driving, pilots it as if he were eighth level. On the other hand, the character can pilot a vehicle he has never seen before at 5th level proficiency due to his merging with it! Merging with a radar or motion tracking system will boost the 3rd level super being's Read Sensory Instruments skill to 8th level (or 5th level if he has no formal training with it). Merging with a targeting system or weapon with a targeting computer enables the super being to combine his natural P.P. and combat skill bonuses to strike with those of the weapon! Even if the character has no W.P. with that weapon, if it's electronic, he now uses it as if he has a 5th level W.P.

This power is especially formidable if the character has computer skills and merges with a computer. First, the character uses these skills at five levels higher than normal (a 3rd level character operates the computer as if he were 8th level). Second, the character has impressive power in the virtual world of the computer.

Bonuses when using computers (or Cyber-jacking):

+2 additional attacks/actions per melee round, +2 to

strike and parry, +4 to dodge, +20% to computer skills against passive security and suffers no penalties against coma and death should he die in the virtual world.

Limitations:

1. When merged with even one machine, the character is distracted. Any skills other than those involving the machine(s) with which he is merged are performed at -15%, and he is -1 on initiative for every device he is connected to (i.e. for two devices he is -2 on initiative, with three devices he is at -3, and so on).

2. Can only merge with one machine at level one and one additional at levels 3, 5, 7, 9, 11, 13 and 15.

3. Can only merge with machines that have some sort of electronics, including most Earth automobiles, computers, electronics, sensor systems, optic systems, energy weapons and household appliances. Knives, clubs and other melee weapons as well as most revolvers, pistols and conventional rifles are simple devices that do not have electronics and cannot be merged to the individual. Vibro-Blades, energy weapons, and other high-tech gear that have electronics or computer chips inside them can be merged with and used with greater skill and ease as described above.

Other Notable Machine Merge Abilities:

Concealed merging and constant access: The character can merge with small electronic devices by absorbing them partially into his own body! This means any handheld device such as a radio, communicator, language translator, pocket computer, energy weapons and similar can be absorbed and accessed by the character. This can be strange or downright gross as one third to half of the item will stick out of the body. While it can be concealed by clothing, a hat, etc., it looks odd and even frightening when revealed. Merging with a palm computer (say in the chest) enables him to access whatever is on the computer as needed, providing calculating capabilities and information. Merging with a cell phone or radio effectively gives the character "built-in" communications enabling him to receive and make calls without having to physically dial - it is all done with a thought and the incoming messages go unheard by others directly to his head (the character still has to speak aloud to respond).

Note: Although easily concealed by clothes, if the merged device is accidentally or deliberately damaged, the living character is also injured (after all, they are one). So if a computer sticking out of the character's chest takes 10 points of damage, the character connected to it takes damage too, only it's half that damage, in this case five points (first to S.D.C., then to Hit Points). If the machine is destroyed, the character takes the damage as just described, but is also momentarily disoriented from its loss: Reduce speed by 20%, skill performance is -20%, reduce attacks per melee by one, and all combat bonuses are -2 for 1D4+1 melee rounds.

Extend Tendrils: The character's fingers can extend like tendrils to reach out and link with machines. Range is one foot (0.3 m) per level of experience. These tendrils should be thought of as cables or conduit for the purpose of con-

nection and cannot be used as weapons or to entangle an opponent.

Usurping Control: A character with the power to Machine Merge automatically becomes the overriding force over a machine when there is no Artificial Intelligence. Thus, he can steal control of any manned vehicle or device, unlock/open electronic locks, turn alarms or radios or lights on and off and other electronic devices not connected to a computer, make them stay on or off while he is connected to it, send transmissions, and so on, with absolute dominance.

When merged with a computer the character is inside it, but functions more like a virus or outside force or hacker pitted against the computer operator, Artificial Intelligence or internal security defenses.

Power armor, environmental suits and armor, and robot vehicles are such that the pilot is effectively "linked" to it. Thus, the best a character with Machine Merge can do is grapple with such an opponent and merge with the armor in an attempt to confuse and impair it. This means while merged he can shut off the targeting computer, radar, optics, and similar functions, one at a time, each counting as one melee attack/action. This forces the pilot/wearer to turn them back on via mental or verbal command. This is done as quickly and easily as the Machine Merge can shut them down, but it still uses up a melee action and is distracting. **Note:** Weapons and life support systems cannot be turned off or placed under the super being's control because they are both key systems under the direct control of the pilot or AI, but all secondary systems are vulnerable, including flying speed. Robots and androids with Artificial Intelligence (AI), and Transferred Intelligence are impervious to Machine Merge.

Massive Damage Capacity

There are a few rare superhumans who are not truly invulnerable, but can sustain so much damage that they might as well be invulnerable. These juggernauts of physical might can walk through the deadliest battlefields without much fear of death or permanent injury. But it's still true that in time a hero with this power can be killed by even conventional weapons.

Natural Armor Rating: Starts out with a natural A.R. of 9, +1 point of A.R. at levels 3, 6, 9, 12 and 15. Any roll to strike by an opponent that falls under or equal to the A.R. does no damage.

Increased Hit Points: Starts out with 2D6x10 additional Hit Points, +10 per level of experience.

Increased S.D.C.: Starts out with 1D6x100 additional S.D.C., +100 per level of experience.

Other Bonuses: The character regenerates one S.D.C. point or Hit Point every two minutes (or 30 per hour). Fatigues at one third the rate of normal humans. +1D4 to P.E. attribute and +10% to save vs coma/death (this is in addition to any P.E. bonus).

Vulnerabilities/Weaknesses: The character is completely vulnerable to the effects of drugs, poison, toxins and disease (full damage and effect), as well as psionics

(normal damage and/or effect) and magic spells and magic weapons (both inflict double damage).

Note: G.M.s may want to restrict this super ability to Mega-Heroes only.

Matter Expulsion: Bone

Original concept by Kevin Siembieda

Similar to the other matter expulsion powers, this one allows the super being to generate bone for various and diverse purposes.

1. Create Bone Claws: The character can grow claws of bone from his fingers like a cat or one or two large bone blades from the back of his hands. Bone weapons appear at will.

Range: Close combat only.

Damage: 3D6 + any damage bonuses from combat skills and P.S. attribute, regardless of the type of claw created.

Duration: Remains as long as the character wants them, otherwise they fade back into the character's body when they aren't needed or he is knocked unconscious or killed.

Bonuses: +1 on initiative, +1 to parry and disarm, and +2 to pull punch when using Bone Claws.

2. Fire Shards of Bone: Point and shoot. Dagger-like shards are fired from the four fingers.

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

Damage: 1D6 per each shard fired. He can fire one from each of the four fingers, one at a time or in volleys of 2, 3, or 4 (doing 2D6, 3D6, or 4D6 points of damage respectively for a simultaneous volley).

Attacks per Melee: Each single shot or volley of 2-4 counts as one melee attack.

Bonus: As per the character's usual bonuses.

3. Create Bone Spear: A five foot (1.5 m) long, bone spear forms from one of the forearms at will. It can be used as a handheld weapon or thrown.

Range: Close combat or thrown up to 100 feet (30.5 m) +10 feet (2 m) per level of experience.

Damage: 3D6 + any damage bonuses from combat skills and P.S. attribute.

Duration: Remains as long as the character desires. When done with the spear, it is reabsorbed into the body and can be recreated at any time; uses up two melee attacks to create. If the spear is lost or abandoned, it crumbles to dust after one hour, but the super being cannot create a new one for 24 hours.

Bonuses: +2 to strike when thrown, +1 to parry and disarm with the spear.

4. Bone Armor: Can cover himself with flexible, bone plates that function like a suit of armor. Works only on the super being himself.

Natural Bone Armor A.R.: 14; any attack equal to or below 14 does no damage.

5. S.D.C. & Bonuses: Bone Armor has 100 S.D.C. +20 additional per level of experience, +2 to roll with punch, fall or impact; cracked bones heal completely within

1D6+6 hours and the character is immune to disease that attacks the bones such as arthritis, leukemia and bone cancer.

Matter Expulsion: Plastic

Original concept by Kevin Siembieda

Similar to the other matter expulsion powers, this one allows the super being to generate plastic to various and diverse effects.

1. Shoot Plastic Bullets: The character can fire a burst of plastic bullets that seem to appear out of thin air and rocket towards the target at the speed of a normal bullet. Point and shoot.

Range: 300 feet (91.5 m) +50 feet (15.2 m) per level of experience.

Damage: 1D6 points of damage per bullet. He can fire one from each of the four fingers, one at a time or in volleys of 2, 3, or 4 (doing 2D6, 3D6, or 4D6 points of damage respectively for a simultaneous volley).

Attacks per Melee: Each single shot or volley of 2-4 counts as one melee attack.

Bonus: As per the character's usual bonuses.

2. Create Plastic Handheld Melee Weapon: Any kind of blunt, handheld weapon such as a plastic staff, billy club, tonfa, nunchaku, club, mace, hammer, ball, and similar, out of thin air, appearing right in his hand at will.

Range: Close combat or usual throwing range for that type of weapon.

Damage: Same damage as is usual for that type of weapon (typically 1D6 to 2D6 damage), plus any applicable damage bonuses from P.S. attribute and W.P. Blunt.

Duration: Remains as long as the character wants it or keeps it on his person (ideally in hand), otherwise it fades into thin air 1D4 minutes after it is thrown, dropped or put aside.

3. Encase in Plastic: The character can also encase objects and people in plastic. Small targets as large as a microwave can be completely encased in 1-3 seconds (counts as one melee attack/action). Small targets like a gun or isolated body parts on a humanoid such as the hands or feet to bind an opponent take 2-5 seconds and count as two melee attacks/actions. The plastic encasement has an A.R. of 12 and 20 S.D.C. +5 points per level of experience.

Larger targets up to the size of a love seat or 50 gallon drum (189 liters) or half the body (like the feet and legs up to the hips, or hands, arms and upper torso) take 5-7 seconds to encase and counts as three melee attacks. The encasement has an A.R. of 12 and 25 S.D.C. +5 points per level of experience.

Range: Touch or 5 feet (1.5 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 1D4+3 minutes after their air supply is cut off. No damage if the head is left exposed and able to breathe.

Duration: 15 minutes per level of experience, but can be canceled and made to disappear upon the command of the super being who made the plastic or by a different, but higher level being with the same power.

4. Plastic Armor: Can cover himself with hard plastic plates that functions like a suit of armor. Works only on the super being himself.

Plastic Armor A.R.: 13; any attack equal to or below 13 does no damage.

5. S.D.C. & Bonuses: Plastic armor has 90 S.D.C. +10 additional per level of experience, +1 to roll with punch, fall or impact.

Matter Expulsion: Wood

Original concept by Kevin Siembieda

Similar to the other matter expulsion powers, this one allows the super being to generate wood to various and diverse effects.

1. Shoot Wooden Arrows: The character can fire an arrow/slender wood bolt from each of his four fingers.

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

Damage: 1D8 per each arrow fired. He can fire one from each of the four fingers, one at a time or in volleys of 2, 3, or 4 (doing 2D8, 3D8, or 4D8 points of damage respectively for a simultaneous volley).

Attacks per Melee: Each single shot or volley of 2-4 counts as one melee attack.

Bonus: As per the character's usual bonuses.

2. Splinter Attack: The character can fire a burst of 3D6+10 tiny splinters from his hands; covers a one foot (0.3 m) diameter.

Range: 10 feet (3 m) +3 feet (0.9 m) per level of experience.

Damage: 1D6 points of damage to bare skin, but are stuck in the flesh and continue to hurt when touched, and are a constant distraction until each is removed (uses up one melee attack/action per the removal of each one). The distraction imposes penalties of -1 to initiative and -1 to strike, parry, and entangle, as well as -10% to skill performance. (-30% if the location of the splinters affects the performance of the skill. For example, if a hand is shot with splinters, every time he touches something or the splinters are brushed against or squeezed, it hurts and he refrains from using the hand to its full capability, hence the severe penalty.)

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

Bonus: +2 to a specific body part/area (face, hand, foot, etc.) on a Called Shot.

3. Create Wooden Handheld Weapon: The character can create any kind of blunt handheld weapon (quarter-staff, club, maul, nunchaku, throwing sticks, etc.) as well as pointed weapons such as a spear, javelin, and stake out of thin air, appearing right in his hand at will.

Range: Close combat or usual throwing range for that type of weapon.

Damage: Same damage as is usual for that type of weapon (typically 1D6 to 3D6 damage), plus any applicable damage bonuses from P.S. attribute and W.P. Blunt.

Duration: Remains as long as the character wants it or keeps it on his person (ideally in hand), otherwise it fades into thin air 1D4 minutes after it is thrown, dropped or put aside.

4. Wood Armor: Can cover himself with wood plates that function like a suit of armor. Works only on the super being himself.

Wood Armor A.R.: 12; any attack equal to or below 12 does no damage.

5. S.D.C. & Bonuses: Wood armor has 75 S.D.C. +10 additional per level of experience, floats in water, +1 to roll with punch, fall or impact, +10% to climb trees and constructs made of wood. Note that wood weapons are particularly effective against vampires and select other supernatural beings and monsters.

Mega-Tail

The super being possesses a large, powerful tail with Supernatural Strength, even if the rest of the character's body is not that strong. Every Mega-Tail possesses one unique feature that adds to its power and capabilities.

Mega-Tail Size/Length: The Mega-Tail is thick and long, tapering to a thin whip and a point like that of an iguana's tail, and is 1D6+12 feet (3.9 to 5.5 m) long.

S.D.C. and A.R.: The Mega-Tail has 1D4x100+80 S.D.C. (roll once to determine S.D.C. and that is always the amount of the tail). Armor Rating: 15. The tail also regenerates 1D4x10 S.D.C. per hour and can regenerate completely in 48 hours if it is dismembered or otherwise destroyed.

Tail Strike Damage: Use the character's P.S. attribute number to determine the striking/hitting power of the Mega-Tail.

P.S. of 15 or less: 2D6 +P.S. damage bonus.

P.S. of 16 to 20: 3D6 +P.S. damage bonus.

P.S. of 21 to 25: 4D6 +P.S. damage bonus.

P.S. of 26 to 30: 5D6 +P.S. damage bonus.

P.S. of 31 to 35: 6D6 +P.S. damage bonus.

P.S. of 36 to 40: 1D4x10 +P.S. damage bonus.

P.S. of 41 to 50: 1D6x10 +P.S. damage bonus.

P.S. of 51 to 70: 2D4x10 +P.S. damage bonus.

P.S. of 71 or more: 2D6x10 +P.S. damage bonus.

Mega-Tail Unique Feature: The player must choose or roll for one special feature. Once selected it cannot be changed.

01-20 Hammer Tail: The semi-prehensile tail is capped with a hammer or club-like mass of bone that is used like a built-in mace. Damage as determined above, plus an additional 1D6+6 points of damage from the tail club, and there is a 01-65% chance that anyone hit by the tail will be knocked down, lose the initiative and two melee attacks/actions regaining their footing. The tail is +2 to strike

and parry, and +1 to disarm, dodge and pull punch; only the character's P.P. attribute bonus (if any) may be added to these bonuses.

21-40 Slashing Tail: A semi-prehensile tail tipped with a wicked slashing blade or stegosaurus-like spikes. Damage as determined above, plus an additional *2D6 points of damage* from the tail blade. The tail is +2 to strike, +3 to parry and disarm, and +4 to dodge and pull punch; only the character's P.P. attribute bonus (if any) may be added to these bonuses.

41-60 Tail Blaster: The tip of this semi-prehensile tail has a natural energy blaster that fires one of the following types of energy: electricity, energy, fire, or laser beams.

Range: 120 feet (36.6 m) per level of experience.

Duration: Instant.

Damage: 1D6 points +1D6 at levels 2, 4, 6, 8, 10, 12 and 14 (do not add in any other damage bonuses to blast damage).

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

Bonuses: +2 to strike with energy blasts; no other bonuses apply. +1 to strike as a clubbing or slashing tail (damage as determined above without any additional damage bonuses).

61-80 Three-Fingered Grip: The prehensile tail ends with a three-fingered hand or three tendrils that work like a hand. Either has all the dexterity of the character's normal hands and can be used to perform skills that needs hands, like firing a pistol, operating machinery, etc. It also adds a bonus of +15 to Climbing/Rappelling skill, and +10% to Gymnastics and Acrobatics. The character can use his tail like a monkey to swing from girders, building ledges, etc. that can support his weight. The tail is +1 to strike and parry, +4 to dodge, entangle and pull punch. Damage is *half* the amount delivered by a punch and tail whip attacks, above.

81-90 Venomous Stinger: 1D6 damage, regardless of P.S., from the sting plus poison (same as the *Venomous Attack* Minor power on page 48 of **Powers Unlimited One™**, except the poison can only be delivered by the venomous stinger. The semi-prehensile tail is +4 to strike, and +1 to parry, dodge, and pull punch. Also note that the character can elect to sting (1D6 damage) or swat (*half* the usual P.S. damage determined above), but not inject poison.

91-00% Materializing Tail: The character can have any of the above type of tail, only he can make the tail appear and disappear (it's not invisible, it can be made to physically come and go). The Mega-Tail materializes on command and can be summoned at will. This helps preserve the character's secret identity, because the Mega-Tail only appears when the character needs it.

Attacks per Melee: The character may use any or none of his attacks/actions with the Mega-Tail. Each tail attack counts as one melee attack.

Other Bonuses: A Mega-Tail provides *one additional attack per melee round*, provided the tail is used for at least one of those attacks. The Mega-Tail is incredibly strong,

able to support the character's full body weight plus his total carrying capacity based on the tail's Supernatural P.S. (Carry 300 times P.S. in pounds, lift 500 times.)

A *semi-prehensile tail* means it is flexible and mobile, able to provide additional balance and slash 180 degrees from side to side. In the case of the Blade, Blaster and Stinger tails, the tail can also be raised and positioned to point and stab forward. However, a semi-prehensile tail does not have the mobility of a monkey's tail, and cannot be used to operate machines, fire a weapon, turn knobs, climb, entangle or swing through trees. Gear can, however, dangle from the tail.

A *completely prehensile tail*, like the 3-Fingered Grip, is like that of a monkey's and can be used for swinging from a trapeze, girders or tree limbs, pick up and carry items, drive a vehicle, open doors, and use weapons, and operate machines.

Penalties: The size and length of the tail can sometimes get in the way, even if it is tucked up, along the back and over like a squirrel or monkey; -10% to Prowl/hide, -50% to Disguise and Impersonation unless the character has a Materializing Tail or another shape-changing ability that can get rid of the tail.

Merge Bio-Mass

By Carmen Bellaire & Kevin Siembieda

A bizarre power in which the super being merges his own body (bio-mass) with that of another being! The character's physical body completely disappears into the body of another person or large animal as if he were physically possessing him. There is no outward sign of the character's presence or body, only that of his host body. The victim does not appear to be heavier, bulkier or altered in any manner. The power is limited to merging with fellow humanoids, provided they are organic in nature, and large animals. Excludes other beings with Major Super Abilities, plants, insects, microbes and animals smaller than your average, medium-sized dog. Merging with another living creature allows the character to hide in the body of another and gain access to places only that person can enter.

The victim will be unaware of the super being's presence if his body was invaded while unconscious, asleep or from behind. Even if the victim is aware of the super being, there is nothing he can do to expel him or reduce his influence. The only way to avoid Merge Bio-Mass is to avoid being touched by the super being or making a high saving throw.

Once the super being is merged with the victim, he sees, hears and experiences everything his host does. Inside the host body the super being *cannot* be damaged or killed by injuries to his host, but if the host is killed he is forcibly expelled from the body and is disorientated (loses the initiative, -3 to strike, parry, dodge, and all other combat rolls, and loses half his melee attacks/actions for 2D4 melee rounds). The only power the super being can use is Merge Bio-Mass which means he can exit the body any time, but also that he can jump from one host body into

the body of a new host by touch. The only requirement is that the current host touches another living being. This means he can jump from person to person through a crowd without exposing/revealing himself. This power can make the character the perfect spy.

The super being *cannot* draw upon and use any the host person's super abilities, psionic or magical powers (nor any of his own additional powers except Merge Bio-Mass). Likewise, although he has invaded the person's body, the super being cannot read his mind, feel his emotions, feel his pain, use his skills or knowledge, or make him do anything against his will.

Range: Touch. The super being must touch the desired host body to merge with him. Can only inhabit one body at a time.

Duration: The merge can be maintained indefinitely without harm to the victim or the super being. However, the super being still has a few basic physical needs such as food and water, requiring to come out to eat and drink sooner or later. He can go 48 hours without water and 96 hours without food. If his victim doesn't realize he is physically inhabited, the super being will have to exit when the person is asleep or otherwise distracted; i.e., the victim would not notice if the super being exited from his back while being jostled on a crowded street, subway, elevator, concert hall, etc. Of course, the super being can exit anytime he wishes.

Damage: The merging and exiting does not cause any damage or discomfort to the victim. Of course, upon exiting, a spy may have to incapacitate or kill his host (and other eyewitnesses?) so that he can't be identified or an alarm raised to his intrusion or sudden appearance.

Attacks per Melee: It takes one melee attack to merge with/or leave a host body. No attacks/actions while inside the host body.

Saving Throw: The host can try to resist *if* he knows the super being is trying to invade his body; roll a 16 or higher (P.E. bonuses applicable) to save. A successful save means the super being was not able to enter his body and the character remains exposed and open to attack by his intended victim and others.

Note: Merge Bio-Mass does not work on fellow super beings who possess Major Super Abilities, creatures of magic or supernatural beings. However, characters who fall into one of the *non-super ability* categories, like Hardware, Physical Training, Ancient Weapons Training or Special Training, as well as Psychics, mages, bionic characters and mutant animals, can also be merged with, but they will find it easier to save against (+2 to save) and will have some idea about what just happened to them.

Special: If the super being also has the Transferal/Possession power, he can first merge with his victim and then he can use his Transferal/Possession to take control of the victim. Maintaining both of these powers simultaneously is demanding, so the character loses half his attacks/actions and combat bonuses per melee, and cannot use any of his other powers (only those two). Rare.

Metal Manipulation

The character can manipulate and alter metals by some type of molecular control and influence. In our modern world the manipulation and shaping of metal can be a truly devastating ability.

1. Mold and Shape Metals: The super being can mold metal as if it were wet clay. Any kind of metal can be sculpted, including copper, tin, bronze, silver, gold, nickel, iron, steel, titanium, metal alloys, etc. The metals can be molded, shaped, sculpted, flattened out, pulled and reformed at the whim of the character to create specific metal parts, tools or weapons; equal to a skill proficiency of 60% +5% per level of experience.

Maximum Weight: 20 lbs (9 kg) of metal per level of experience.

Range: Touch.

Duration: The power lasts 10 minutes per activation.

Damage: None, but 3D6 if used aggressively on objects/beings made of metal.

Attacks per Melee: Varies with the time needed to mold and create a particular item.

2. Melt and Cool Metals: By melting and cooling metals, the character can be smelt down raw metal ores and mix his own metal alloys, both with a skill of 50% +5% per level of experience. This also means the character can touch and burn a hole through a metal door or beam in a matter of seconds, melt a lock, handcuffs, door hinge, the barrel of a gun, chain, etc., to melt (or freeze) a metal part as precise as the firing pin of a gun, the trigger mechanism, a specific screw, bolt or weld, and so on. The character can effectively become a human welding torch with results in seconds. Cooling/freezing metal or parts may jam a weapon or gear, make the metal brittle (effectively reducing its A.R. and S.D.C. by 20%) and similar. As long as the character can see or touch the component he can affect it.

Maximum Weight: 20 lbs (9 kg) per level of experience.

Range: Touch or five feet (1.5 m) distance; line of sight and concentration required.

Duration: Instant results, but the metal will remain hot or cool for 2D6 melee rounds before returning to normal.

Damage: Touching super hot or liquified metal will do 4D6 damage, ice cold metal 1D6 damage.

Attacks per Melee: Each use of this ability counts as four melee attacks/actions.

3. Harden and Weaken Metals: The character can alter the tensile strength of any metal, which does not alter its S.D.C., but it does reduce or increase the armor rating of an object (or creature/super being) made of metal. Can increase or decrease the Armor Rating (A.R.) of the object by one A.R. point at levels 1, 3, 6, 9, 12 and 15. Maximum increase is A.R. 19. The character can also weaken welds and joint connections, reducing their S.D.C. and A.R. by half.

Range: Touch, or five feet (1.5 m) distance; line of sight and concentration required.

Duration: Instant, but the alteration of the tensile strength is permanent.

Damage: None, but objects/beings made of metal can have their A.R. reduced.

Attacks per Melee: Each use of this ability counts as three melee attacks/actions.

Bonus: None.

4. Sharpen Metals: The character can sharpen the edge on any relatively thin metal object (an inch or less thick) by rubbing it between his fingers. This aspect of the power can be used to sharpen manmade weapons and tools as well as to create blade weapons, nails, and similar.

Range: Touch.

Duration: Until reasonable use dulls the blade.

Attacks per Melee: Each use of this ability counts as four melee attack/action.

Bonus: A blade sharpened by this power is +2 to damage.

5. Restore Metal: The super being can restore rusted, fatigued, dented, cracked, damaged and scrap metal to as good as new.

Maximum Weight: 20 lbs (9 kg) per level of experience.

Range: Touch.

Duration: Instant results.

Damage: None.

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

6. Shoot Metal Pieces: By touching metal with one hand and pointing with the other, the super being can channel and fire metal ball bearings or blade-like shards from his fingers.

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience.

Damage: 2D6 points of damage per ball bearing/bullet or blade. He can fire one from each of the four fingers, one at a time or in volleys of 2, 3, or 4 (doing 4D6, 6D6, or 8D6 points of damage respectively for a simultaneous volley).

Attacks per Melee: Each single shot or volley of 2-4 counts as one melee attack.

Bonus: As per the character's usual bonuses.

7. Metal Invulnerability: The character is impervious to any object made of metal, including swords, knives, axes, hammers, other melee weapons made of metal, as well as metal tipped arrows, bullets and other metal projectiles, shrapnel, etc. When they hit, they sting, and will put holes in his clothing/costume, but do no physical damage to the super being himself, bouncing right off of him. Likewise, the punches, kicks and built-in weapons (blunt or blade) of any being made of metal, including cyborgs, power armor and robots, that strike the Metal Manipulation character in hand to hand combat do 25% their normal damage.

8. Sense Metals: The character instantly recognizes the metal content of ore, scrap or parts he sees or touches, and can sense the presence (and vague loca-

tion) of any metal within a 30 foot (9 m) radius. Location will be sensed as nearby or at the edge of the range. This ability can be used to detect metal objects and ore beneath the ground up to two feet (0.6 m) deep per level of experience. Similarly, the character can scan a person or bag/container by moving his hand over the person or item to detect any metal or concealed metal weapon on the person or in the container. Range is one foot (0.3 m) and it takes one melee round to completely scan one person. In this case, the character can sense exactly where the metal item is located/concealed.

9. Other Abilities and Bonuses: This ability also gives him the equivalent of the *Recognize Weapon Quality* (and tools) skill with a proficiency of 80% +2% per level of experience. Can appraise the value of any precious metal, ore, or jewelry by sight alone with a proficiency of 70% +2% per level of experience. Can grasp and hold onto any metal weapon or object with a vice-like grip that prevents disarming him.

Molecular Compression

By compressing the spaces between air or water molecules, this power creates "hard" air/water that can be used like a barrier, shield, armor or projectile. To a far lesser degree, molecular compression can even be used on solid materials, but the effects are not nearly as impressive, nor as effective as when used on air, water or a combination of the two. Unlike the high-tech Air Densifiers of Fabricators Inc., this ability to densify molecules is far more flexible and under the complete control of the super being.

1. Air Sludge: A basic use of this ability is to compress the air and moisture molecules around him to thicken it. The effect makes it difficult for those around the super being to move freely.

Range: 20 foot (6.1 m) radius around the super being, with him in the center and the effect following him wherever he goes.

Duration: The compression lasts for as long as the hero concentrates.

Damage: None, but everyone/thing within the sludge area finds it difficult to move: Reduce Spd by 30%, -1 attack/action per melee round, -2 on initiative and all combat rolls. Plus the super being can see and feel bullets and projectiles come toward him, enabling him to attempt to dodge them without penalty. **Note:** Objects/people that move faster than 200 mph (320 km) are unaffected by this ability.

Attacks per Melee: Having to focus and concentrate on maintaining the invisible Air Sludge means the super being loses two of his own attacks per melee round, but he is otherwise unaffected by the effect.

2. Molecular Barrier: Manipulating air and moisture molecules, the character can effectively create a barrier of "hard" air/water (a sort of force field) to block openings, doorways or create a wall. The barrier appears as a sort of rolling, liquid haze, similar to the effect of heat vapors rising from the ground, so it is visible if one is paying atten-

tion. Once created, the barrier cannot be moved, though its maker can cancel it at any time.

Such a Molecular Barrier can be shaped as a wall, circle or bubble to stop or deflect a vehicle, charging opponent, projectiles and energy blasts. Only lasers and light beams, sound waves and vibration go right through, but they are slightly diffused and do one die less damage. Likewise, most forms of psionic attacks and magic spells are not impaired by the barrier unless they are some sort of physical manifestation such as a Psi-Sword or Fire Ball.

Barrier Size: Two feet (0.6 m) thick, 10 feet (3 m) high. Length is 5 feet (1.5 m) per level of experience.

Barrier S.D.C.: Each molecular barrier has 40 S.D.C. +10 S.D.C. per level of experience; +40 S.D.C. underwater.

Range: Can be created around or in front of its maker or up to 50 feet (15.2 m) away, +5 (1.5 m) per level of experience; line of sight. Range is half underwater.

Duration: 5 minutes (20 melee rounds) per level of experience; the duration is half underwater. May be negated by its creator at any time.

Damage: None, but anyone punching/kicking the barrier takes 1D6 damage. Running or ramming into the barrier does 1D6 points of damage for every 20 mph (32 km) of speed and has a 01-50% chance of falling down backwards, losing initiative and two melee attacks.

Attacks per Melee: It requires three melee attacks/actions to create a molecular barrier.

3. Molecular Shield: The character can create a shield that is just as effective as the molecular barrier in stopping incoming attacks, but which moves with the character just like a physical shield used by the knights of old.

Shield Size: Two foot (0.6 m) round shield.

Shield S.D.C.: 60 S.D.C. +10 S.D.C. per level of experience; +20 S.D.C. underwater.

Range: Self only.

Duration: 5 minutes (20 melee rounds) per level of experience; the duration is half underwater.

Damage: 1D6 (plus P.S. damage bonus) when used as a blunt weapon.

Attacks per Melee: Uses one melee attack to create the shield.

Bonus: +3 to create/use a shield to block/parry an incoming attack.

4. Compression Bolts: The character can fire a bolt of hardened air/water.

Range: 50 feet (15.2 m) +10 (3 m) per level of experience; the range is half underwater.

Duration: Instant.

Damage: 1D6 per level of experience; can decrease the amount of damage as desired by increments of 1D6.

Attacks per Melee: Each bolt fired counts as one melee attack.

Bonus: As per the character's usual bonuses.

5. Compression Armor: The super being can surround his body and costume with a force field-like form of protection. A.R. 14, S.D.C. 100 +10 points per level of experience.

Range: Self only.

Duration: 2 minutes (8 melee rounds) per level of experience.

Attacks per Melee: Having to focus and concentrate on maintaining the armor means the super being loses two of his own attacks per melee round, but he is otherwise unimpaired.

6. Compression Weapons: The character can use his power to compress the molecules in solids to turn simple objects into more effective weapons. For instance, a simple stick can be made into a baton as hard as steel or a rope held out straight and then compressed can be used as a staff. While this does not enhance normal weapons, it means the character can turn ordinary items into weapons.

Range: Touch.

Duration: 2 minutes (8 melee rounds) per level of experience.

Damage: 1D6 or 2D6 based on the size of the makeshift weapon being used.

Attacks per Melee: Uses up two melee attacks to initially create a Compressed Weapon.

Monstrous Form

By Carmen Bellaire and Kevin Siembieda

Like a true Dr. Jekyll and Mr. Hyde, this character is able to transform into a monstrous, superhuman version of his human self. The monstrous character's physical traits are radically altered, he gains 1D4+1 feet (0.6 to 1.5 m) in height and 1D4x50 lbs (22.5 to 90 kg) to his weight. His fingerprints and facial structure are radically altered, but are always the same when in his monstrous form. Any obvious, recognizable marks, such as tattoos, birthmarks, scars, etc. all disappear in his altered form.

Monster Body: The transformation into a monster masks the character's true appearance, so the monster does not look like the character's human form. The head and face may look 01-20% demonic, 21-40% reptilian, 41-60% feline, 61-80% canine or 81-00% ape-like (pick one or roll percentile dice). The body is thickly muscled and may be covered in hair or completely hairless. The fingernails and toenails harden into wicked claws (2D6 damage +P.S. bonus if any) suitable for combat and/or climbing (+10% to Climb skill). The skin is likely to take on an unnatural color (white, black, grey, green, blue, purple, yellow, orange, etc.), and the powerful muscles provide a strength equal to *Superhuman P.S.* (can carry 200 times P.S. in pounds and can lift 300 times).

Monster A.R. & S.D.C.: The character's hide toughens and takes on a different skin tone (player's choice). A.R. 1D6+8. S.D.C.: 3D6x10+40 is added to the character's usual S.D.C., +1D4x10 S.D.C. per level of experience.

Alignment Change: Like Hyde, the monstrous version of the character is more savage and monstrous. This means the character's alignment is reduced by one step in his monstrous form as follows: Principled becomes Scrupulous, Scrupulous becomes Unprincipled, Unprincipled be-



comes Anarchist, Anarchist becomes Aberrant, Aberrant becomes Miscreant, and Miscreant becomes Diabolic. Diabolic remains Diabolic.

Special Abilities in Monstrous Form: Because each monstrous form is different, the player must pick 1D4+2 of the following special abilities for his monstrous character, and once chosen they may not be changed at a later time.

A predator's vision. Sharp eyesight; perfect 20/20 day-light vision, Nightvision 2000 feet (610 m).

A predator's keen hearing: Roughly eight times better than the average human, +2 on initiative.

A predator's sense of smell. Track by scent like a bloodhound 66% +2% per level of experience (+20% to follow blood scent).

A predator's sense of taste. An altered sense of taste enables the character to eat raw, rotten and putrefied meat (animal or humanoid) without a bad taste or danger of getting ill from it.

Bio-Regeneration: 5D6 Hit Points or S.D.C. per hour and recovers from the effects of fatigue, drugs, poison and disease in half the time of an ordinary human.

Bio-Regeneration Superior: 2D6 Hit Points or S.D.C. per melee round and the monster can also regrow lost limbs (or portion thereof) in 24 hours, but it exists only in his *monster* form. **Note:** Counts as two Special Ability selections.

Combat Fangs: Large mouth with teeth and fangs for biting. Bite attack does 3D6 damage.

Combat Reflexes (Defensive): The character's instincts and reflexes are geared towards his own self-defense, with the following bonuses: +2 to parry, +3 to disarm, +4 to dodge, +5 to roll with punch, fall or impact, and the character has automatic dodge, meaning he must roll to dodge as usual, but the act of dodging does NOT use up a melee attack. +1 to auto-dodge at levels 1, 3, 6, 9, 12 and 15. **Note:** Offensive Combat Reflexes cannot be chosen if Defensive Reflexes were picked.

Combat Reflexes (Offensive): The instincts of a hunter or killer: +3 to strike, +1 to parry and dodge, and +2 to roll with punch, fall or impact, +1 attack per melee round and +1D6 damage from punches, kicks, or claw attacks in hand to hand attacks. **Note:** Defensive Combat Reflexes cannot be chosen if Offensive Combat Reflexes were picked.

Fur covered Body: Doesn't need to wear a costume if he doesn't want to, resistant to cold (half damage), +4D6 S.D.C.

Increased Strength and Endurance: The character is huge and bristling with muscles, +2D6 to P.S. and +1D4 to his P.E. attribute. **Note:** Not available if Supernatural P.S. is selected.

Increased P.S. to Supernatural: +1D6+3 to P.S. and it is Supernatural Strength. Can carry 300 times P.S. in pounds and can lift 500 times. Fatigues at half the rate of normal humans. (See the **HU2** rule book, page 294, for the Supernatural P.S. damage). **Note:** Counts as two special ability selections.

Increased Speed & Leg Muscle Strength: With wiry and quick limbs, the monstrous character reacts incredibly fast, +1D4x10 to his Speed attribute, +1 on initiative, and can leap 10 feet (3 m) high or 15 feet (4.6 m) long from a standing position, 50% greater distance from a running start.

Prehensile Feet/Toes: The character's feet resemble those of a monkey or chimpanzee, with long, finger-like toes, and a thumb-like big toe for grasping and holding. The prehensile foot is not developed enough to throw an object or fire a gun with any accuracy (-6 to strike), but can easily pick up and hold or carry items, press buttons, untie rope, turn doorknobs, pull levers and even play the piano (although not too well; half normal skill with hands). When barefoot, the character is +15% to Climb or rappel (if he has no formal Climbing skill use 30% as a base skill proficiency), is +1 to dodge, and can use his feet like hands. **Limitations:** Please note that the use of feet to perform skills like Computer Operation or Pick Pockets suffers a skill penalty of -25%. Highly technical skills, such as Mechanics, Electronics, Medical, Demolitions, Piloting Aircraft and so on, are *impossible* to perform with any accuracy (-60% skill penalty when using feet).

Prehensile Tail: The prehensile tail is typically long (3-4 feet/0.9-1.2 m) and nimble, able to grip objects like that of a monkey and some lizards. It can seize and grasp, hold and carry and even use simple tools like a wrench, screw-

driver, or hammer, as well as simple weapons such as a club, knife, sword, etc. The tail is also helpful for Climbing (+15%) and Acrobatics (+10%) and can turn knobs, press buttons, and provides one extra attack/action per melee round.

Tail Bonuses: The tail itself is +5 to dodge and +1 to strike and parry (only P.P. attribute bonuses can be added to these). The tail is quite strong, able to support the character's full body weight when suspended above the ground (dangling by his tail like a monkey or swinging on tree limbs), but it can only carry the equivalent of one third of the character's normal P.S. amount or drag half that amount.

Tail Penalties: The tail cannot be used to untie rope and aiming and firing a gun is clumsy at best, -4 to strike with guns, -6 to strike with a thrown object.

Tough Hide/Skin: The skin is scaly, thick and hard, lumpy, hard and rough like tree bark or other odd appearance. Add 1D6x10+40 to S.D.C.

Orbital Spheres

The character can whip up a series of small spheres of energy/force that circle the super being like the electrons of an atom. Together, these orbital spheres form a tight defense against most incoming physical attacks.

The spheres provide the super being with a high chance to parry *all* incoming physical attacks, from all directions, including arrows, bullets and energy blasts! Magic spells and psionics, as well as gas attacks and other area effect attacks still get through.

For each orbital sphere, the bonus to parry is +1, so if three spheres are in place they are +3 to parry, if six are in place, they are +6 to parry, and so on.

Orbital Spheres can also be directed to attack an opponent like a flying bowling ball.

Number of Spheres: One per level of experience.

Range: The spheres orbit within two feet (0.6 m) of the character, but they can be sent to attack up to 300 feet (91.5 m) away.

Duration: The spheres can be summoned at any time and maintained for up to five minutes (20 melee rounds) per level of experience.

Defensive Bonuses: +1 to parry all incoming physical attacks per each Orbital Sphere. Thus, if there are three spheres the bonus is +3, if there are six the bonus is +6, ten spheres means a +10 bonus to parry!

Damage: 1D8 points of damage per sphere. As an offensive weapon one or more Orbital Spheres can be made to break orbit and attack an adversary or target. The spheres may sent out one at a time or hurled in volleys of 2, 4, or 6 at a time (6D8 maximum damage), each striking the same target in unison for greater damage. Each volley is considered a single melee attack, and the super being makes only one roll "to strike" for the entire volley. The target may attempt to dodge, but he is -1 for each sphere in the volley; roll only once to dodge the entire volley. A failed roll means getting clobbered by the entire volley.

After the sphere hits (or misses its target) it returns to the super being. The spheres can be targeted and destroyed to reduce their number, but the attack must be an Aimed or Called Shot. Each sphere has 1D6+1 S.D.C. per level of its creator's experience. Destroying an Orbital Sphere inflicts 1D6 points of damage to its creator and it cannot be re-summoned for 1D4 hours after its destruction. Remaining Spheres vanish at the end of their duration, but can be summoned again after five minutes.

Attacks per Melee: Each volley of spheres fired counts as two melee attacks (one to hit and one to return). Parrying incoming attacks is an automatic reaction and does not use up a melee attack.

Bonuses: +1 to strike per each sphere in a volley.

Pause Temporal Flow

The super being has the ability to stop (or "pause") time for a limited period. Time itself will actually be halted within the area under his influence. The time distortion is not permanent and time "snaps back" to normal within a few seconds after the character has stopped using his/her super ability.

1. Pause Individuals and/or Vehicles in Time: The super being can *pause* up to two individuals or one vehicle (car, truck, boat, etc.) per every five levels of experience, for as long as he concentrates on maintaining the power. Targets of the time distortion have no idea what is going on, but they cannot do or say ANYTHING while they are stopped in time. When the duration ends, the paused individuals/vehicles return to normal, doing what they were doing before they were frozen in time.

Because time is actually *paused* for the targets/victims, they are effectively totally immune to all outside forces; completely immobile and invulnerable to all attacks for the duration of the power. Not even magic or psionics can harm or affect the targets while they are frozen in time. For this reason, and because this ability takes the character's total concentration to maintain, the best use of this ability is to provide temporary protection to innocent bystanders or to isolate a villain long enough for help to arrive on the scene. This makes this aspect of the ability the most powerful, even if it is rather benign.

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience; limited to one or two targets only.

Duration: One minute (4 melee rounds) +1 melee round (15 seconds) per level of experience. The effect can be cancelled by its maker at any time and instantly ends if he is knocked out or slain.

Attacks per Melee: Maintaining the temporal pause requires nearly total concentration, so he must spend all but one of his melee attacks/actions during each round he wishes to maintain this effect. Failure to do so means the affected target(s) return to normal and are free to carry on as if nothing had happened at all.

Saving Throw: Only those who save against the effect by rolling a 15 or higher (M.E. bonuses applicable) remain completely unaffected.

2. Time Bubble: The character can “pause” time in the area around him, creating one small bubble around himself where time has stopped for a few minutes. Like the ability to pause specific individuals, the character and everyone and everything in the Time Bubble with him are completely immobile and invulnerable to harm. Forms an impenetrable barrier preventing any outside forces from affecting those inside the bubble. If there is a downside to the use of this ability it’s the fact that all those inside the bubble are frozen (including the hero) and can take *NO actions* until the duration of the power ends. This means that this ability is limited to defensive uses only. For example: If there is a raging fire, the hero can use the time bubble to protect a small area until the flames have had time to die down or for the firefighters to arrive.

Range: A 20 foot (6.1 m) radius around the super being, +5 feet (1.5 m) per level of experience starting with level two.

Duration: One minute per level of experience.

Saving Throw: None.

3. Temporal Slip: The character can freeze all time, or step out of time, depending on how you look at it. The world around the character is frozen in place, all motion around him is stopped, birds hang in mid-flight and people are frozen in mid-step. Everything around him is frozen in place, and everything around him is temporally indestructible. The character cannot physically hurt any living creature or damage any item frozen in time. But he can move through his physical environment, open doors, grab an item, run away, read a computer screen, set traps, etc. To others, it will appear as if the hero disappeared for a few seconds and then suddenly reappeared at a different location. This makes Temporal Slip ideal for quick escapes.

Note: Whatever actions the character takes during the Temporal Slip melee round are unseen and unknown to the other characters frozen in time.

Range: Self only.

Duration: One melee round (15 seconds) worth of actions.

Attacks per Melee: None, only takes a split-second to use and gives the character a “free” melee round of actions. The super being can only use this ability once per minute and no more than three times per level of experience per every 24 hour period due to the power’s demanding nature.

4. Suspended Animation: The character can put himself into temporal suspended animation. In this state, he is immune to all outside forces and no time passes for the character. He can preprogram his ability to wake him from the suspended animation in any number of years he wishes. The character cannot set the wake up call for less than a year, due to the nature of the power and the difficulty involved. Upon waking it is as if no time has passed for the character, he will not have aged one day. He may also suspend a few personal items (up to 50 lbs/22.5 kg per level) with him.

Range: Self only.

Duration: Programmed for one year, or up to two years per level of experience as a maximum time limit.

5. Mentally Pause Clocks/Timers: The ability to mentally pause the internal mechanisms of clocks, wrist-watches and all timepieces. While the character cannot selectively slow or speed up a timepiece, he can pause it for as long as he concentrates on the timer(s).

Range: 100 feet (30.5 m) or by touch; line of sight.

Area of Effect: Up to four different clocks/timepieces within the specified range.

Duration: As long as the character desires and concentrates. No other attacks/actions are possible while the character is concentrating. The clock is paused for the duration and resumes its normal function at the end of the duration, counting down from the same moment the timepiece was paused at.

6. Additional Bonuses: Pause Temporal Flow can be a companion power to both *Stretch Time* and *Slow Motion Control*, so these bonuses are not accumulative if you have two (or three) of these powers. The character has an uncanny sense of time and is never late, unless he wants to be. Knows the day and time within 1D4 minutes without having to refer to a timepiece. +3 to save vs time altering powers, magic or effects from others, including kinetic energy attacks that slow things down. +1 to initiative at levels 1, 5, and 10.

Personal Recognition

By altering the personal recognition ability of those around him, the super being can provoke a variety of responses in other people. He can make others see him as a personal friend, an authority figure or a horrific fiend, among other possibilities. It is important to note that the super being has no control over who the victim(s) see him as. If he uses his *Best Friend* personal recognition on a busy street, one victim may see him as an old high school buddy, a cop might think the character is his partner and a villain may see him as his favorite henchman. All of this happens simultaneously, with each of the victims seeing the super being as their own best friend and reacting accordingly. Thus, innocent bystanders will treat an *Authority Figure* with respect, a villain will probably attack (or avoid) him on sight. These conflicting recognitions mean the character will have to take care when using this ability. There are no illusions or physical changes generated by this ability, so while the victims will react to him as a different person, any cameras, video recorders and those out of range will all see the character for what he really is.

Range: 20 foot (6.1 m) radius per level of experience surrounding the super being, or the character can focus the effects on just one individual within 100 feet (30.5 m) per level of experience; line of sight.

Duration: The effect lasts as long as the character maintains his concentration.

Archetypes of Recognition: The character can only use one of these Personal Recognition types at any one time, regardless of whether he uses it as a radius effect or against a single victim.

Authority Figure: The super being appears to be some type of authority figure, like a police officer, military officer,



judge, politician, mayor, priest, etc., as seems to best fit the situation. The victim will follow any reasonable instructions, commands or requests made by the "Authority Figure." Only those who hate and/or defy authority figures will react with hostility or defiance.

Best Friend: Seen as victim's best friend and long time pal. The victim will want to help and assist "his friend" and believe anything that sounds reasonable. If the character is engaged in combat the victim(s) will join in the battle to help out as much as he can.

Hated Rival or Enemy: Appears as one of the victim's hated enemies or rivals. This may include a school bully, business associate, competitor, criminal (or hero), super-villain or even a sibling or relative. The victim is likely to ignore, distrust and defy anything the "rival" asks or tells him, and depending on the magnitude of emotion and the situation, may do anything he can to undermine, attack, capture, arrest or get the upper hand on his rival or enemy. The victim will ignore all other targets and concentrate on the hated character.

Helpless Victim: Appears to be an innocent bystander or helpless individual, like a child, invalid, etc. in harm's way and in need of help. Heroes, the authorities and people of good alignment will want to try to help the innocent person get to safety, while crooks and villains may try to use the innocent person as a hostage, human shield or distraction.

Homeless Person: Sees the super human as a vagabond/transient and probably ignores him altogether.

Horrific Fiend: Sees the character as some sort of fiend, demon, or monster conjured up from the victim's own fears. This will give the super being a Horror Factor of 1D6+12 and most victims will try to avoid the dangerous looking creature. On the other hand, heroes and the authorities may attack him.

Intimate Lover: The character appears to be the victim's lover, girlfriend/boyfriend, spouse, ex-lover, etc. Most who see their loved one will do anything to keep that person safe, but will also become jealous if others react to their lover in the same manner. And if it's an ex-lover . . . who knows what emotions might boil over.

Powerful Superhuman: Others see the super being as some other very powerful, super being – typically more powerful than he truly is. He will seem 2D4 levels higher than normal and can use the victim's false perception of him to bluff and intimidate him and those around him who are weaker and frightened of the brute. Villains and heroes may see the superhuman as a threat and concentrate their attacks and attention on him. Heroes who see a champion may feel they have their backs covered or a new ally to join a battle they cannot win.

Attacks per Melee: Fortunately, only minimal concentration is required, enabling the super being to engage in combat or other actions while using this ability. However, the character must spend one melee attack per melee round to maintain the effect.

Saving Throw: 16 or higher (M.E. bonuses applicable) saves. A successful save means the intended victim sees the character for what he really is.

Pestilence

By Carmen Bellaire and Kevin Siembieda

The character can generate airborne, fast acting diseases to undermine and impair his opponents. These super-bugs take effect in a matter of a few seconds, but thankfully, only last a short while before the unnatural diseases wear off.

Range: Touch. Heroes must be careful not to accidentally inflict a disease on an innocent bystander.

Duration: Two minutes (8 melee rounds) per level of experience. At the end of the duration *ALL penalties end*, and the victim recovers instantly from the disease, only any damage inflicted remains. There is no lingering illness or infection left in the victim when the pestilence ends.

Damage, Penalties & Effects: Based on the type of disease. May be any of the following.

Fever: Inflicts a terrible fever. Victims are burning up, dizzy, weak, vision is blurred, the body aches and it is difficult to concentrate. Reduce speed and initiative by half, -2 melee attacks/actions per round, combat bonuses are half, skills suffer a -30% penalty. The victim will want to find somewhere to sit down and rest.

Flue-Like Illness: The victim is immediately afflicted with a terrible cough, runny nose and aching muscles, he feels awful and wants to lay down. He can continue to fight but is at half his normal combat bonuses and attacks per melee, loses the initiative (if he had it), and loses 2D6+120 S.D.C. (not Hit Points) per melee until he is down to only 30%.

Lung Infection: The victim coughs, wheezes and cannot catch his breath. This illness is especially effective against characters with the powers of *super-speed* and *flight* as they are unable to travel faster than 25% their usual speed and lose half their attacks per melee. Worse, the speedster or flyer must stop and rest for one melee round (has only two melee attacks/actions that round) after only 1D4 melee rounds of combat, super speed or flying.

Killer Headache: The victim has a brutal, throbbing headache that makes concentration difficult. All skills are -30% to perform, magic spells take up twice the usual amount of time to cast and cost 20% more P.P.E., and psionic powers do half their normal damage and have half their normal duration and range. Also reduce speed and all combat bonuses by half.

Plague: Victim turns pale and blotchy, becomes delirious, is burning up with fever, and is so weak that he can barely stand. Looks like he's hovering on death's door! The victim has only two attacks/actions per melee round, no bonuses of any kind and furthermore, is -4 on all rolls. Skill performance is -60%. If the character tries to engage in combat or exerts himself in any other way, there is a 01-35% chance of collapsing and falling into a coma (roll to save vs coma, but at +25% to save), and medical help may be needed.

Power Debilitation: The illness attacks what makes the character superhuman, muscles ache and the character feels weak and tired. Super Strength (all types) turns into ordinary P.S. and reduce the P.S. number by half! Powers

of super-speed are reduced by 75% and the character loses two melee attacks per round. Characters with fast healing/bio-regenerative powers can NOT heal while infected. ALL other powers see the amount of damage, duration and range reduced by *HALF*. Combat bonuses are also half. Ordinary people, psychics, mages, and non-super-powered categories of heroes are *not* affected by this disease!

Rashes: Large, ugly rashes form on the victim's skin, reducing P.B. by half. These rashes are so itchy and distracting that the victim has no initiative, all combat bonuses are at -2 and loses half his melee attacks/actions scratching the rashes.

Sickness: Victims feel sick to their stomach, suffer from headaches, running sinuses, watering eyes, nausea, vomiting, cannot hold food down and have a strong need to sleep. If the victim tries to push himself (always roll at the beginning of each melee round), there's a 01-45% chance of collapsing into unconsciousness for the next 2D4 melee rounds. Fast and sudden movement has a 01-70% likelihood of causing vomiting, which uses up 1D4+2 melee attacks/actions. Furthermore, the character has no bonuses to fight or defend himself while vomiting. Otherwise, -3 on all combat bonuses, -2 attacks per melee, -20% on skills and remember to roll for collapse every time the character exerts himself.

Attacks per Melee: It takes two melee attacks/actions to inflict the unnatural disease upon a victim.

Saving Throw: A roll of 14 or higher, with any applicable bonuses vs disease added in. Once a victim has been affected with a disease he/she cannot be inflicted with another one until the first disease's duration ends. This includes any naturally occurring illnesses the victim may have, so having a common cold or a flu will make the victim temporarily immune to this power (as would an immunity to disease). A successful save means the intended illness has no effect at all. If a victim saves once against that particular Pestilence he cannot be infected by it for 48 hours, but his attacker can try to inflict a different unnatural disease upon him. Characters with Invulnerability are immune to this power even though they can catch ordinary illnesses.

Bonuses: The character is totally immune to all diseases.

Petrification

A frightening power of transformation that can change any living creature or inanimate object into solid stone! Actually, some superhumans with Petrification can turn their targets into crystal, metal, or wood rather than stone.

The effects of petrification are instant, but thankfully, temporary. The transformed person, creature or object turns into stone (or one of the similar properties noted previously), rendering him immobile. A petrified character is placed in stasis and remembers nothing of the time that he was turned to stone. If the petrified character has a limb broken while altered, it will be missing when restored to his normal form and medical attention will be required. If the petrified character is somehow smashed/blown up, the life essence inside is destroyed. When the duration ends,

the transformed character/creature/object will be returned to its normal form, ignorant to what happened.

Range: Touch.

Duration: Three hours, plus one hour per level of experience. That's melee rounds, not hours, for characters with the power of *Invulnerability* or *Earth Possession*, and those who can *Alter Physical Structure: Stone, Pebbles, Glass, Sand, and Metal* are completely immune.

S.D.C. and A.R. of the Victim: Varies with the material; most Petrification powers (80%) turn the victim to stone, but there are some alternative materials.

Crystal Transformation: 900 S.D.C. with an A.R. of 15, it takes 450 points of damage to snap off a limb.

Metal Transformation: 1600 S.D.C. with an A.R. of 18, it takes 800 points of damage to snap off a limb.

Stone Transformation: 1200 S.D.C. with an A.R. of 17, it takes 600 points of damage to snap off a limb.

Wood Transformation: 800 S.D.C. with an A.R. of 14, it takes 400 points of damage to snap off a limb.

Damage: None, unless someone damages or destroys the petrified character.

Attacks per Melee: Each petrifying touch counts as two melee attacks/actions.

Saving Throw: 15 or higher (P.E. bonuses applicable) to save. A successful save means the petrification didn't work, this time.

Bonus: The super being with this power is, himself, impervious to Petrification.

Polymorph

The character possesses the unusual ability to shape change into *inanimate objects*. While the character cannot take on the form of other people or living creatures, nor high-tech equipment, weapons or vehicles, Polymorph enables the super being to become simple objects such as a boulder, park bench, length of fencing, door, sheet of wood, chair, couch, desk, table, lamp, chest, shelf, axe, shovel, push cart, wagon, bicycle, etc. He can also Polymorph to *look like* a stove, refrigerator, microwave oven, toaster, television, copier, printer, computer, monitor, gun, or complex device, but he does not actually work/function as an electronic device or complex machine. Even the door to the 'fridge will not open, his appearance is fake, but effective as long as nobody tries to use the item.

This ability enables the hero to hide in plain sight, as long as he takes care to pick objects that match his surroundings. Furthermore, by changing into a stop sign, one-way sign, or traffic barricade, the character can impair or redirect traffic or block a path. He can arm another hero by becoming a sword or a club (but not guns), and could try to bluff or fake out an adversary by taking on the appearance of a gun or bomb.

Statistics: The character retains most of his normal attributes. Even though he has turned into an inanimate object he can still move, bend and twist, but of course he can also stay perfectly still to make the illusion complete. Re-

gardless of his appearance, the character retains his own S.D.C. and Hit Points, but gains the A.R. of the object he turns into. The character does lose his ability to speak unless he morphs part of his body into his human form.

When the character takes the form of objects with *legs*, his Spd attribute remains the same as his human form, but if the object has no legs or just feet or stubby legs, then he can only shuffle or slide along at 10% his normal Spd. If a length of chain, he can slither along the ground at half his normal Spd attribute. Finally, if the character takes a shape with wheels, like a bicycle, skateboard or wagon, his speed is increased to three times faster.

Range: Self only.

Duration: 15 minutes per level of experience.

Damage: Minimal. Even a weapon rarely does more than 3D6 damage. **Attacks per Melee:** Each Polymorph transformation counts as one melee attack/action, and even returning to his human form counts as one melee attack/action. **Note:** The character does not have to change back to human form to take the shape of a new object. He can switch from one appearance directly to another with just a thought (still counts as one melee attack).

Limitations: Simple objects, as noted previously, no electronics, guns or complex devices with engines or a lot of moving parts. Nor can he Polymorph into a dead body, skeleton or animated corpse/zombie.

Lastly, the character can assume the form of an object that is as small as a pistol, hammer or toaster, and as large as a refrigerator. **Note:** The character takes on the full weight of any object that he turns into.

Portals

The character with this power can create portals that function as two-way doorways over short distances. These Portals can be used for travel, to escape a locked room or prison cell, as well as a defense or to gain access to places where he doesn't belong. A Portal will usually circumvent alarm systems and most defenses and fortifications. A Portal appears as a circle or rectangular door shape made of crackling energy about 10 feet (3 m) tall and five feet (1.5 m) wide. Looking into the energy field reveals nothing about what is on the other side, you have to go through one to find out where it leads. Consequently, it is best to know what awaits on the other side of the wall when the portal is created.

1. Portal Travel: At will, the super being can create a portal to travel through any wall or locked door, or between any two short points. One portal will open right next to the character, and the other will open a short distance away. While it is best to have line of sight on both locations, the character can open a portal to a location that he cannot see, provided he knows a little something about it (it's the basement, a storage closet, the room at the end of the hall, etc.) and it is in his range. The second Portal opens to that second, nearby location. Problem is, if the Portal's creator doesn't know what waits at the second location, the Portal could open directly into traffic, over a

swimming pool, into a room filled with enemies, or other dangers or problems. With practice, the character can prevent falling damage by opening a portal just a few feet above the ground and then opening the other right in front of himself as he falls. This way he will strike the ground after falling only a few feet and take no damage.

Range: A portal can be made by touch or created up to 10 feet (3 m) away per level of experience.

Travel distance can be as short as just the other side of the door, wall, floor or ceiling, or as great a distance as 300 feet (91.5 m) +30 feet (9.1 m) per level of experience.

Duration: Travel between the two points is done in an instant, but once a Portal is created, it remains open for 1D4 melee rounds. Its creator cannot shut it sooner.

Damage: None, although one could step into a dangerous situation. Another danger is the portals remain open long enough for an enemy or pursuer to follow.

Attacks per Melee: Creating a pair of portals (one at each end; an exit and entrance portal) counts as two melee attacks/actions.

2. Portal Attack: The portals can be used to perform a simple attack. By opening a portal beneath an opponent or in front of a rapidly moving one, and opening the other portal high up in the air, the opponent will fall a great height (up to the portal's maximum range). The character will have to make a successful strike roll and the opponent can try to dodge out of the way (at a -4 dodge penalty). But the attack cannot be parried and armor ratings do not apply against this type of attack.

Range: A portal can be made by touch or created up to 10 feet (3 m) away per level of experience.

Duration: Remains open for 1D4 melee rounds.

Damage: Based on the height of the fall, typically 1D6 per 10 feet (3 m). The victim can try to roll with the fall for half damage. Appearing somewhere you did not expect to be via Portals is not physically damaging, but is disorienting and requires 1D4+2 melee rounds to figure out what happened, where you are and where the super being is (or was last) located before you went through the portals.

Attacks per Melee: Creating a pair of portals counts as two melee attacks/actions.

Bonus: +2 to strike but no other bonuses apply.

Prodigious Limbs

By Kevin Siembieda

An ability that enables the character to increase the size and length of his limbs to monstrous proportions. To some onlookers, this power may seem as if the character has a Stretching or elastic-type power, because the size of the limb enlarges the farther it gets from the body. That means an enlarged and extended arm will end with a fist/hand the size of a sports car (8-11 feet/2.4 to 3.3 m long from the tip of the index finger to wrist, 6-8 feet/1.8 to 2.4 m wide for the average man), but the arm tapers to normal by the time it reaches the shoulder. An enlarged arm has Supernatural P.S. and dramatically increased S.D.C. weight, mass and punching power. Yet despite the mas-

sive and disproportionate size, the super being can use it as naturally as could be without affecting his balance or crushing the rest of his body.

Bonuses to the Character in Human Form: Superhuman P.S. in human form, +2D6 to Hit Points and +4D6 S.D.C.

1. Prodigious Hands and Arms: The super being can increase the size and length of his hands and arms to 10 times their normal size and length; that's approximately 2.5 feet x 10 feet = 25 feet (0.76 m x 3 m = 7.6 m) for the average human. The character can regulate the size and length of his arms from normal to maximum. At maximum size and length the character's hand is large enough to grab and hold an adult in his hand as if the victim were an action figure.

Increased P.S.: At any size over 15 feet (4.6), the super being's Prodigious Limb gets a 1D6+6 bonus to P.S. and becomes Supernatural Strength. Any size shorter than 15 feet (4.6 m) is Superhuman.

Increased S.D.C. (for the limb only): The giant-sized limb has 10 S.D.C. for every foot (0.3 m) of length. A 15 foot (4.6 m) limb has 150 S.D.C., a 25 foot (7.6 m) has 250!

Damage (Arm & Hand): 1D10 damage for every five feet (1.5 m) of length beyond 10 feet (3 m). That's +3D10 damage at 25 feet (7.6 m)! Plus damage bonuses for high P.S. beyond 15 and additional damage from Supernatural P.S. as is applicable. Remember, P.S. is Superhuman up to 15 feet (4.6 m).

An enlarged hand and arm can hold an opponent and has a 01-36% chance of pinning both arms, +4% per level of experience starting at level two. If this is the case, the victim cannot use his arms to fight back. Breaking the hand's hold requires the victim, or victim and his allies, to have a combined Supernatural P.S. that exceeds the Prodigious Limb super being's by at least 10 points.

Bonuses (Arm & Hand): +1 on initiative, +2 to strike, +5 to grab/hold/entangle, but is -4 to dodge. P.P. attribute and Hand to Hand Combat skill bonuses may also be applied to these bonuses. Lost S.D.C. of enlarged limbs heals at a rate of 2D6 S.D.C. per hour whether in human form or enlarged, prodigious form.

2. Prodigious Feet and Legs: The super being can increase the size and length of his feet and legs to 10 times their normal size and length; that's approximately 3 feet x 10 feet = 30 feet (0.9 m x 3 m = 9.1 m) for the average human. The character can regulate the length and size of his legs from normal to maximum. At maximum size, the character's foot is the size of a pickup truck and he towers 30 feet (9.1 m) off the ground.

Increased P.S.: Same as the arm, above.

Increased S.D.C. (for the limb only): Same as the arm, above.
Damage (foot and leg): Same as the arm, above.

An enlarged foot can stomp a person as if he were a cockroach or a car as if it were a metal toy. Applying careful pressure with the foot, the super being has a 01-40% (+4% per level of experience starting at level two) chance of pinning the entire body of his victim (arms and legs) flat

under his foot without killing him. This is a careful and calculated stomp attack that does one third damage and pins the opponent unless he manages to dodge, but counts as two melee attacks. If pinned, the victim cannot use his arms to fight back. Breaking the foot's hold requires the victim, or victim and his allies, to have a combined Supernatural P.S. that exceeds the Prodigious Limb super being's by at least 18 points due to the weight and leverage of the prodigious super being.

Bonuses (foot and leg): Increase Spd by 10% for every 5 feet (1.5 m) of height/length of the leg. +3 to strike with stomp attack, +1 with kick attacks, but is -4 to dodge. P.P. attribute and Hand to Hand Combat skill bonuses may also be applied to these bonuses. Lost S.D.C. of enlarged limbs heal at a rate of 2D6 S.D.C. per hour.

Prodigious Multiple Arms

By Kevin Siembieda

The super being has 2-6 extra arms and hands (or tentacles as the case may be). All extra limbs are identical and only appear when the character assumes his super-human identity. Until the multiple limbs are summoned forth, the character appears completely human. **Note:** This ability cannot be combined with Prodigious Limbs.

Select one of the following types of Prodigious Multiple Arms, but once the selection is made, it cannot be changed.

Two Extra Human Arms: The super being has two additional arms that can be made to appear at will. P.S. is the same as whatever the character usually has.

Bonuses: +2 attacks per melee round, +2 to strike, parry, and disarm, and +2 to pull punch; all are in addition to other applicable combat bonuses from combat skills, P.P. attribute and other powers. +15% to Climb/Rappel, +10% to balance, +5% to all Electrical, Mechanical and other skills (like surgery, Acrobatics, Gymnastics, etc.) where having an extra pair of arms and hands would come in handy (no pun intended).

Four Insect Arms: The super being has two pairs of insect arms (that's four arms) he can make appear, at will, along the rib cage, under his human arms. That's one pair (two insect arms) on each side; four total. Insect arms don't have human fingers or hands, but end in a pair of sickle-shaped claws similar to many beetles. The claws can be used to press buttons, hook and pull levers, and work a computer key pad, but they can *NOT* turn a door knob nor pick up and carry items or hold and use tools or weapons. The insect arms are twice the length of the character's normal arms, typically about 6-7 feet (1.8 to 2.1 m) long and bend like an insect's.

Superhuman P.S. for Insect Limbs: Regardless of the super being's usual level of strength, be it normal or Supernatural, the insect arms have a Superhuman P.S. of 3D6+20. If the character already has Superhuman or Supernatural P.S., do not adjust the arms' P.S. to equal it nor his P.S. to equal that of the arms, they are unique unto themselves and have a separate P.S. rating.

Superior Climbing: The insect arms can be used to climb any porous surface, including trees, stone, brick, concrete, steel and painted surfaces. Base Climbing Skill: 85% +1% per level of experience starting at level two. Rate of climbing on porous surfaces is equal to the character's running speed! Half speed on plastic. Cannot climb smooth surfaces like glass, ice or highly polished, smooth surfaces.

Damage Bonus: The pair of sickle-like clawed feet can be used as slashing weapons to inflict 2D8 (or 4D4) damage +P.S. damage bonus per pair of slashing blades. 1D8 (or 2D4) damage from one sickle claw, but they are usually used in tandem.

Bonuses: +1 attack per melee per pair of insect arms (+2 total when all four are used), +1 to strike, parry, and disarm *per each* insect arm (that's +4 when all four arms are in use). Is also +2 to pull punch and +2 to entangle. All bonuses are in addition to other applicable combat bonuses from combat skills, P.P. attribute and other powers.

Six Prehensile Tentacles: The super being can make as many as three pairs of tentacles (that's six tentacles) appear at will. The tentacles are similar to those of an octopus (no fingers or hands), but are prehensile and can be used together to operate machines, press buttons, pull levers, turn knobs, work a computer key pad, pick up and carry items, tools and weapons with surprising agility. The tentacles are located along the side of the character, under his normal arms. Each is three times longer than the character's normal arms, typically about 9-10 feet (2.7 to 3 m) long and can bend in ways a human arm cannot.

Supernatural P.S. for Tentacles: Regardless of the super being's usual level of strength, be it normal or Supernatural, the tentacles have a Supernatural P.S. of 2D6+20. If the character already has Supernatural P.S. and it is greater than the tentacles, do NOT increase the P.S. of the tentacles the equal to his, these extra appendages are unique unto themselves and have a separate P.S. rating.

Superior Climbing: The tentacles can also be used to climb most surfaces, including smooth surfaces, by using the sucker cups located on the underside of each tentacle. Base Climbing Skill: 72% +2% per level of experience starting at level two. Rate of climbing is equal to half the Spd the character can run (half that Spd again when climbing smooth or polished surfaces).

Bonuses: +1 attack per melee per pair of tentacles (+3 total when all six are used), +1 to strike, parry, and entangle *per each* tentacle (that's +6 when all six tentacles are used). Is also +3 to pull punch and +2 to disarm. All bonuses are in addition to other applicable combat bonuses from combat skills, P.P. attribute and other powers.

Rainmaker

By Carmen Bellaire & By Kevin Siembieda

The power to create precipitation, rain, snow, etc. The character has the ability to summon rain from a clear sky, or to create snow, sleet or hail in the middle of summer.

The amount and ferocity of the rain can range from a gentle sprinkle to a downpour of rain or sleet and hail. The ability works outside or indoors and can be made to affect an area or hover over just one individual or location, like in the cartoons.

In addition to various combat applications, this ability is great for crowd control (sending people for cover), creating confusion, reducing visibility, reducing safe speeds of travel on roads by creating slick surfaces, and practical jokes.

Note: Unlike the Control Elemental Force: Air power, which is the manipulation of the air and winds, this power is limited to rain and related forms of precipitation associated with rain, but this is still a formidable ability, and together these two powers give a super being considerable control over the weather.

Rainmaking Abilities, Damage & Penalties:

Range: 400 feet (122 m), plus 40 feet (12.2 m) away per level of experience; line of sight or clear knowledge of the target's location (must know exact location). **Note:** Range is x10 for Mega-Heroes.

Duration: In combat the Rainmaker can only maintain his power for one minute (4 melee rounds) per level of experience, but outside of combat the effects can be maintained for one hour per level of experience. Once it is created the force will stay in effect without any active effort on the character's part, but the hero can manipulate the effect anytime he likes, increasing the intensity or the type of "rain" (each change counts as one of the character's melee attacks). Of course, the Rainmaker can turn off the rain anytime he desires.

Area of Effect: Up to a 300 foot (91.5 m) radius, +30 feet (9.1 m) per level of experience, may be affected at a time.

Note: Area of Effect is x10 for Mega-Heroes.

Attacks per Melee: To make it rain counts as one melee attack, and each change of the precipitation (downpour, sleet, hail, etc.) counts as one new melee attack.

Damage: Based on type of precipitation, as follows:

Light Rain: A sprinkle or light rain. No damage but gets people wet and will get most people moving toward shelter.

Rain: A strong, steady rain. No damage, but it will get most people running for cover. Those who stay in the rain will get drenched in a matter of 1D6+1 melee rounds. Visibility is reduced to about one mile (1.6 km).

Heavy Rain: A heavy downpour. No damage, but it will send most people running for cover and unwilling to go out in the rain. Those who stay in the rain will get drenched in a matter of 1D4 melee rounds. Visibility is reduced to 1000 feet (305 m), -15% on piloting skills. **Note:** Radio and cell phone range is reduced by 40%.

Torrential Rain: A monsoon downpour and strong winds (30 mph/48 km). People flee for cover and have no desire to go into the rain whatsoever. Those who stay in the rain will get drenched in a matter of one melee round (15 seconds). Visibility is reduced to just 60 feet (18.3 m) minus 5 feet (1.5 m) per level of the Rainmaker. -30% to piloting skills for aircraft and ground vehicles. **Note:** Radio and cell phone range is reduced by 90%.

Roads/ground where it is raining are covered in pools of water and there is a 01-70% of hydroplaning and loss of control, resulting in a crash for vehicles and super beings traveling faster than 40 mph (64 km). Damage is 2D6 points per 10 mph (16 km) over 40 mph (64 km). Coming to a quick stop is impossible, and the vehicle (or superhuman) skids 1D6 yards/meters per 10 mph (16 km) above 40 (64 km) and add an extra 4D6 damage to any crash.

Freezing Rain: Rain that hits the surface as fine, wet, frozen particles that quickly covers everything with ice. The coating is an eighth of an inch thick per every 10 minutes of freezing rain, but even an eighth of an inch is enough to wreak havoc.

The pellets of rain are rarely large enough to sting unprotected skin, although a person will definitely feel it, and the rain creates a tinkling sound as it hits. **Note:** Radio and cell phone range is reduced by half.

The danger comes from the *freezing* aspect of the rain. Windows are coated in ice and impossible to see through within 1D4 minutes, and the window wipers of vehicles will have a hard time keeping up and get clogged every 1D6+1 minutes, requiring the driver to stop and get out to scrape the window (not applicable to aircraft); -60% to piloting skills for ground vehicles and aircraft alike, but -70% for aircraft landing on ice covered roads.

Roads/ground/surfaces where it is raining are covered in a sheet of wet ice within one minute, making even walking across it a difficult proposition! Vehicles and superhumans traveling faster than a Spd of 6 (that's crawling at a snail's pace) have a 01-96% likelihood of sliding out of control and falling or crashing.

Those on foot take 1D6 damage from the fall, slide 1D4 yards/meters, lose initiative and two melee attacks/actions from the fall. Getting back on their feet will take another two melee attacks/actions.

Vehicles and super speedsters going faster than a Spd of 6, cannot stop or slow down on the ice, lose control and slide 10 yards/meters for every 10 mph (16 km; or fraction thereof) until they stop, hit a dry patch where the ice ends or crash into something. Crash damage is 2D6 points per every 10 mph (16 km) and add an extra 2D4x10 damage to any crash.

Freezing Rain that lasts for more than 40 minutes will create such an icy build up that it will create a hazard to wires. Ice that remains frozen on electrical wires for more than two hours (or ice thicker than two inches) will pull down 1D4x10% of electrical wires.

Hail: Balls of ice that fall from the sky with rain. Hail balls ranging in size from that of pea (no damage) to marble, walnut, and golf ball-sized pieces which inflict 2D6 points of damage per melee round to people and animals who don't take shelter. Does only minor damage (one point every four melee rounds) to hard structures like cars and buildings with an A.R. of 13 or less, no damage to items with an A.R. of 14 or higher (including super beings). However, the noise (loud clunks and rata-tat-tat of the hail), distraction of the falling rain and ice, constant movement, and reduced visibility are distracting even to

superhumans not hurt by the falling ice. **Note:** Radio and cell phone range is reduced by 50%.

Combatants in a hailstorm lose two melee attacks per round, all combat bonuses are reduced by half and to speak or cast magic spells the character must cover his mouth and shout. Furthermore, the ground becomes slippery, covered in water and balls of ice in just one minute (4 melee rounds). Thus, characters on foot moving faster than a Spd of 10 have a 01-80% chance of slipping and falling; take 1D6 damage from the fall, slide 1D4 yards/meters, lose initiative and two melee attacks/actions from the fall. Getting back on their feet will take another one melee attack/action.

Vehicles and super speedsters going faster than 10 mph (16 km) cannot stop or slow down on the loose ice, lose control and slide 10 yards/meters for every 20 mph (32 km; or fraction thereof) until they stop, hit a dry patch where the ice ends, or crash into something. Crash damage is 2D6 points per every 20 mph (32 km) and add an extra 1D6x10 damage to any crash.

Visibility is reduced to just 100 feet (30.5) minus 5 feet (1.5 m) per level of the Rainmaker. -50% to piloting skills for aircraft and ground vehicles alike.

Sleet: Is a mixture of rain and slush that stings when it hits people, but does no damage. People flee for cover and have no desire to go into the sleet whatsoever. Those who stay in the sleet will get drenched in two melee rounds (30 seconds) and their clothing/bodies coated in slush. **Note:** Radio and cell phone range is reduced by 60%.

Visibility is reduced to just 100 feet (30.5 m) minus 5 feet (1.5 m) per level of the Rainmaker. Plus the icy rain-slush mix will coat windows, making it impossible to see out of them in 1D6+4 minutes, and the window wipers of vehicles will have a hard time keeping up and get clogged every 1D6+6 minutes, requiring the driver to stop and get out to scrape the window (not applicable to aircraft); -40% to piloting skills for ground vehicles and aircraft alike, but -50% for aircraft landing on slush covered roads.

Roads/ground where it is sleeting are covered in pools of water and freezing slush, creating a 01-90% chance of hydroplaning or sliding out of control, resulting in a crash for vehicles and super beings traveling faster than 30 mph (48 km). Damage is 2D6 points per 10 mph (16 km) over 30 mph (48 km). Coming to a quick stop is impossible, and the vehicle (or superhuman) skids 2D4 yards/meters per 10 mph (16 km) above 30 mph (48 km); add an extra 1D4x10 damage to any crash.

Other Rainmaker Abilities:

1. Can cause a loud, eerie thunderclap that will frighten (01-80% chance of panicking) animals, making them want to run away, as well as startle people; save vs Horror Factor 9.

2. Can fire a piece of golf ball-sized hail at an opponent. Range: 100 feet (30.5 m). Damage: 1D6.

3. Can sense when rain is coming and predict its severity and approximate arrival time (within 1D6 minutes) at a skill percentage of 80%+2% per level.

4. Resistant to cold, water and electrical attacks, with each of them doing only half damage.

5. Suffers half the usual penalties from any of the conditions above and can travel, on foot, twice as fast before any penalties kick in.

Re-Channel Kinetic Energy

By Carmen Bellaire and Kevin Siembieda

The character with this power can absorb any type of physical/kinetic energy attack, including bullets, arrows, rail gun rounds, missiles, explosives, car crashes/impact, falls from great heights, force bolts, punches, kicks, and any type of impact from clubs and other blunt weapons (swords and other weapons that cut or stab do full damage) and takes *no* damage from such attacks. This power enables the super being to absorb the energy from the impact/blow and expel that kinetic energy in a force that inflicts the same amount of damage from that original attack! (So the original attacker must still roll for the damage that he should have inflicted.) This kinetic force can be delivered as a punch, kick or force blast, and can be returned immediately or held for as long as two melee rounds (30 seconds) and unleashed at his attacker or a different target. For example: If the super being is hit with a super-punch that should have done 23 points of damage (always have the attacker roll for damage), he absorbs the force of the attack and he can strike back with a punch, kick or force blast that does 23 *points* of damage without having to roll dice. Whatever damage there was from the impact/kinetic force of the attack leveled at the super being is the damage he can fire back with. Do not add in any damage bonuses the character may have for his own P.S. or other powers.

This ability is really formidable when the damage inflicted upon the superhuman is tremendous, say an attack from a high Supernatural P.S., explosion or car crash/impact where the damage could be 50-300 points. The character is not knocked down or back from the impact, absorbs this energy (measured by the damage it should have inflicted), and he is able to unleash that damage, in its entirety, upon another individual or target!

Range: Hand to Hand Combat or even just a touch, or as a force blast that has a range of 100 feet (30.5 m) per level of experience; line of sight.

Duration: Instant, returning the force of the blow with his next attack. However, the character can opt of hold the kinetic energy of one particular attack for up to 30 seconds (two melee rounds), holding the kinetic force in reserve while he chooses not to fight back at the moment or to strike with a different one of his powers, or his own fists, etc. The reserved energy can be used as one of his attacks anytime over the next 30 seconds (2 melee rounds). If it is not used, it harmlessly fades away. **Note:** He can *NOT* collect up the force/damage of several attacks, hold them, add the damage together, and fire it off as a super-blast of force. He can only unleash the force of one attack at a time. However, he can swap out the kinetic en-

ergy/force/damage of one attack for another if he so chooses.

Damage: As described above.

Attacks per Melee: Each re-channeled force blast or attack counts as one melee attack/action.

Bonuses: +2 to strike with any melee attacks using the absorbed kinetic energy whether it is a punch, kick or blast. Impervious to all kinetic energy and physical attacks, including attacks via Telekinesis and magic spells that deliver a punch-like impact. Is not knocked back or off his feet from an impact or explosion, remains standing and can return the attack immediately.

Weakness: Takes damage from energy blasts, fire, heat, cold, gas attacks, poison, drugs, disease, psionics and magic, as well as weapons that cut and stab.

Rocket Charge

The character can perform brief, but amazing bursts of speed, surrounded by a protective field. The interaction between the field and the ground causes the surface the super being is running on to catch fire, leaving a flaming trail wherever he runs.

1. Rocket Run: The moment the character starts running, a protective field surrounds him. The field prevents the runner from creating a sonic boom and makes him impervious to damage from impacts and crashes, but inflicts damage to anything that he strikes (see the Rocket Charge below). The character is able to run at a speed of 1500 mph (2400 km)/Mach 2, +100 mph (160 mph) per level of experience. He can reach his maximum speed in just one melee attack/action (roughly 3 seconds) and stop just as quickly thanks to the same protective field. Unfortunately, the character can only keep up this speed for 1D4 melee rounds per level of experience before he must stop for 1D4 melee rounds to let his protective field restore itself.

The character gains the following bonuses while running:

+1 melee attack/action.

+3 to initiative.

+1 to strike, parry and dodge.

+3 to roll with punch, fall or impact.

+2 to damage for every 100 mph (160 km) of speed from punch, body ram, or leap kick.

2. Rocket Leap: Can leap 20 feet (6.1 m) high or across for every 100 mph (160 km) of speed and land safely on his feet in a dead stop or hit the ground running, though at half the speed he attained at the moment of the leap. Leaps at speeds lower than 100 mph (160 km) are only 10 feet (3 m).

3. Rocket Charge: The character's primary means of attack is to slam head first into an opponent using his Rocket Charge.

Range: Hand to hand combat, with a line of sight from the character's starting point.

Duration: Instant.

Damage: 2D6 damage per 100 mph (160 km) of speed plus damage bonus noted above. In addition, there is a 01-80% chance of knocking down any opponent struck by the Rocket Charge. Anyone knocked down loses their initiative and two melee attacks/actions as they regain their footing.

Attacks per Melee: Counts as one melee attack/action with a short run (under 700 mph/1120 km), or two melee attacks/actions with a longer run and greater speed (800 mph/1280 or faster).

Bonus: +1 to strike plus P.P. attribute bonus only.

4. Ricochet Attacks: The character can rocket himself at one opponent and angle himself in such a way that he bounces off and ricochets to hit a completely different target. This can be done several times as part of a single attack. The character may bounce off as many as three targets at level one, +1 additional target at levels 4, 8 and 12, provided they are all within 60 feet (18.3 m) of each other.

Range: Hand to hand combat, with multiple targets within 60 feet (18.3 m) of each other.

Duration: Instant.

Damage: Only 5D6 damage (no bonuses) per target, because the super being is bouncing off several targets in rapid succession. In addition, there is a 01-45% chance of knocking down any opponent struck by the ricochet attacks. Anyone knocked down loses the initiative and two melee attacks/actions as they regain their footing.

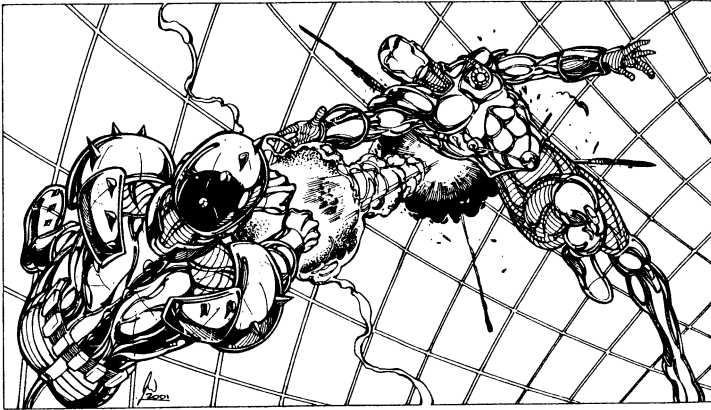
Attacks per Melee: Counts as two melee attacks/actions regardless of the number of targets struck.

Bonus (Ricochet Attack only): +2 to strike at levels 1, 3, 6, 9, and 12. No other bonuses to strike apply and the player must roll a separate roll to strike for each target he's trying to hit, and as soon as one target is missed, the ricochet attack ends, even if the character has more ricochet targets left.

5. Flame Wave: The character's protective field causes a Flame Wave to follow him wherever he runs. The flame is small and usually sputters out in 2D6 seconds, less than a melee round. With careful planning, however, the Flame Wave can be used to start fires by running across or through highly combustible material such as spilled oil or gasoline, dry grass, rags, curtains, and similar. Plain wood, tile or linoleum flooring will not burn, the fire goes out before the wood catches fire, but it will leave a brown, charred mark.

The fire will burn until someone puts it out or the fire burns itself out. Damage depends on what's in the area and how quickly the fire spreads. G.M.s, use common sense.

6. Other Abilities and Bonuses: +1D6x10 to S.D.C. Fire and heat attacks do half damage to this character, but plasma, magical fire and all other forms of energy do full damage. The super being can accurately judge distance to within 1D4 feet (0.3 to 1.2 km). Judges the speed of any moving object within 1D6 mph (1.6 to 9.6 km).



Self-Explosion

Inspired by Aaron Oliver

This power turns the character into a walking bomb of incredible power and able to blow himself up and take absolutely no damage from the experience! It is important to note that the character is completely unharmed by the use of this power (doesn't bleed from it, feel any pain, etc.) and recovers quickly and fully after each use of this bizarre ability.

1. Explode Self: The character's body seems to be atomized when he triggers the explosive reaction. In reality, his body is converted to energy that survives the explosion and reforms in 3D4 melee rounds.

Range: Self/touch.

Area of Effect: 20 feet (6.1 m) radius, plus an additional two feet (0.6 m) per level of experience. The character can reduce the blast radius to concentrate in on a smaller area as desired.

Duration: Instant.

Damage: 4D6x10 damage +5 points of damage per each level of experience at the center of the blast (10 foot/3.5 m radius), half that damage from shrapnel and explosive force to the remainder of the blast radius. Everything in the blast radius takes damage.

Attacks per Melee: Each use counts as three melee attacks/actions.

2. Explosive Touch: The super being can focus his explosive energy into his hand to explode a specific item such as a lock, tumbler, door, etc., rather than the larger radius effect. This is typically used for precision work.

Range: Self/touch.

Duration: Instant.

Damage: 2D6, 4D6 damage, 6D6 damage, 1D4x10 damage, 1D6x10 damage or 2D4x10 damage +2 points of damage per each level of experience. The character can pick the amount of damage inflicted and only the exact item touched explodes. **Note:** For some reason, only 2D6, 4D6 and 6D6 damage can be inflicted on an organic being or living creature by touch. Perhaps it's because they don't conduct the explosive energy as efficiently as hard targets. Maximum damage can be inflicted upon bionic limbs, robots, androids, body armor and power armor. Interestingly enough, hitting *armor* with the explosive touch explodes the armor and does minimal (10%) damage to the

character inside the armor. Likewise, the self-exploding super being can target a handheld weapon, backpack, jet pack, attached weapon or artificial limb, etc., worn/attached to an opponent's body, blowing it up, but doing minimal collateral damage (10%) to the person. That's how precise the Explosive Touch is.

Attacks per Melee: 4D6 and 6D6 counts as one melee attack, greater damage counts as two melee attacks.

Bonus: +15% skill bonus to the Safe-Cracking skill and +10% to all Demolition skills.

3. Explosive Punch or Kick: The character's punches and kicks explode on contact to inflict considerable damage with each impact. **Range:** Touch.

Duration: Instant.

Damage: 6D6. P.S. damage bonuses do *NOT* apply.

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

Bonuses: Same as the character's usual bonuses to strike and disarm.

4. Explosive Leaps: The character can channel an explosive force through his feet sufficient to propel him into the air. This may be done from a standing still position or on the run.

Range: Self, the blast propels the character 25 feet (7.6 m) +5 feet (+1.5 m) per level of experience. The leap can be horizontal or vertical.

Duration: Instant.

Damage: 2D6 damage to the ground/floor at the blast point.

Attacks per Melee: Counts as one melee attack/action.

5. Critical Mass Explosion: This is an extremely powerful explosion, the largest the character can create. However, it is extremely dangerous, both to the super being and those around him. After using this devastating explosion it takes 4D6 weeks for the character to reform his body, he *permanently loses* 1D6+3 Hit Points, one P.B. attribute point, and has a 01-33% chance of permanently losing his Self-Explosion super ability.

Range: Self.

Area of Effect: A total blast radius of 500 feet (152 m).

Duration: Instant.

Damage: Everything in the blast radius takes damage, with the greatest damage being at the epicenter.

The Critical Mass Explosion Does:

1D6x100 points of damage to the first 100 feet (30.5 m) at the center.

5D6x10 points of damage to the following 100 feet (30.5 m).

2D6x10 points of damage to the next 100 feet (30.5 m).

1D6x10 points of damage to the subsequent 100 feet (30.5 m).

4D6 points of damage to the final 100 feet (30.5 m).

Total Blast Radius: 500 feet (152 m).

Attacks per Melee: This Critical Mass Explosion requires one minute (4 melee rounds) of concentration to set up. The Critical Mass Explosion must then be the first attack

of the 5th melee round and completely destroys the character's body.

6. Other Abilities and Bonuses: Impervious to explosions and shrapnel (stings but takes no damage whatsoever).

Falls and high speed impacts do half damage. All other types of attacks do full damage.

+10% to save vs coma/death (in addition to any P.E. or other bonuses). Add 1D4x10 to S.D.C.

Shadow Manipulation

The ability to manipulate and control shadows, allowing the character to create a variety of effects.

1. Alter Shadows: Can increase or decrease shadows in the area by up to 10% per level of experience. He can also shape and distort existing shadows to make them longer, deeper and more intimidating. This makes the shadows look ominous (Horror Factor 12), and/or provides more shadows for cover or the use of other shadow-based powers.

Range: 100 feet (30.5 m) +20 feet (6.1 m) per level of experience.

Duration: 10 minutes per level of experience.

Damage: None.

Attacks per Melee: Each use of Alter Shadows counts as one melee attack/action.

2. Shadow of Concealment: A shadow that seems to swallow up the super being and/or others, making them seem to disappear. Nightvision and infrared optic systems do not work in a Shadow of Concealment and thermal sensors and motion detectors show nothing. Used to conceal people, objects or self in the shadow. Intense light, however, will negate the shadow and reveal all hiding inside. **Note:** Anyone and everything inside a Shadow of Concealment is hidden.

Range: Can create the Shadow of Concealment up to 100 feet (30.5 m) away +20 feet (6.1 m) per level of experience. Maximum area of concealment is 20 square feet (1.86 sq.m) per level of experience.

Duration: 10 minutes per level of experience.

Damage: None.

Attacks per Melee: Creation counts as two melee attacks/actions.

3. Shadow Awareness: The character is able to sense when others like him are near, including those with shadow abilities, any being made of or transformed into shadow, any shadow melded creatures, and denizens from the Realm of Shadows like Shadow Beasts. However, while the super being is aware that a creature(s) is near, he does not know the exact location or the identity of the person(s) or creature who possesses the power.

The super being can also see in the complete absence of light, as if it were daytime, and magically (or super ability) created darkness that normally prohibits vision, although the range of vision is reduced to 200 feet (61 m).

Range: "Shadow Awareness" is automatic, and will sense

any shadow beings within a 120 foot (36.6 m) radius +20 feet (6.1 m) per level of experience.

4. Strength of Shadows: The character draws strength from shadows. When this happens, the shadow(s) disappear completely for the duration of the power. The Strength of Shadows provides the character with the following bonuses: +1D6x10 to S.D.C., +1 melee attack/action, +4 to damage in hand to hand combat, +2 to save vs mind control, +4 to save vs light-based attacks and blindness, +10% to save vs coma/death, and +10% to the Prowl skill.

Range: Self.

Duration: One minute (4 melee rounds) per level of experience.

5. Shadow Blast: A bolt of shadowy black energy fired from the eyes or the hands.

Range: 200 feet (61 m) +10 feet (3 m) per level of experience.

Duration: Instant.

Damage: 5D6 points of damage, +1D6 damage at levels 3, 6, 9, 12 and 15.

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

Bonuses: Same as the character's usual bonuses to strike.

6. Shadow Wrap: The character is able to manipulate a victim's own shadow to bind and hold them! When this power is used, the target's shadow stands up off the ground or steps off the wall and wraps itself around the victim like a sheet. The shadow then begins to constrict, eventually holding the victim snugly, and preventing any movement.

The victim may attempt a saving throw, but needs a 16 or higher to save. A failed roll means he is bound tight and unable to move for the duration of the attack. A P.S. of 40 or a Supernatural P.S. of 30 or higher can break out of the Shadow Wrap but will spend 1D6+1 *melee actions/attacks* trying to do so. Strong light (including a Globe of Daylight spell) will instantly dispel the shadow and free the individual.

Range: Can be cast up to 20 feet (6.1 m) away +10 feet (3 m) per level of experience. Only one person can be attacked at a time.

Duration: Four melee rounds (one minute) +2 melee rounds per level of experience. Its creator may cancel it at any time.

Damage: None, but the victim cannot see, move, attack or defend himself; it is as if he were bound in a straightjacket from head to toe. He can speak, though his words are muffled, but a spell could still be cast. Psionics can also be used, though remember the victim cannot see, unless the creator of the Shadow Wrap has deliberately left his head/face uncovered.

Attacks per Melee: It takes two melee attacks to inflict the Shadow Wrap on a single victim.

Saving Throw: 16 or higher will allow the victim to wiggle or dodge free before he gets wrapped up in the shadow, but he loses one melee attack/action in the process.

Bonuses: The Shadow Wrap is +4 to strike and entangle; no other bonuses apply.

7. Wall of Shadows: A towering wall of darkness that exists only as a black wall. No light can pass through the wall and lasers and light blasts are stopped cold. Nor can anyone see what is inside the shadowy barrier or what's on the other side of it. Nightvision or optic systems that normally enable someone to see in the dark can't see a thing.

Any living being or vehicle attempting to pass through the wall can do so, but at a snail's pace of only two feet (0.6 m) per melee round (super-speedsters can move at a speed of 6 feet/1.8 m per melee round) and lose all combat bonus, while attacks per melee are reduced by half.

Height of the Shadow Wall: 10 feet (3 m) tall +2 feet (0.6 m) per level of experience.

Length of the Shadow Wall: 20 feet (6.1 m) long +10 feet (3 m) per level of experience.

Thickness of the Shadow Wall: 6 feet (1.8 m) +2 feet (0.6 m) per level of experience.

Range: The shadow wall may be created up to 40 feet (12.2 m) away per level of experience.

Duration: 1D4 melee rounds per level of experience.

Damage: None, but victims can stumble and fall in the darkness (01-40% chance); 1D4 points of damage, lose the initiative (if they had it) and lose one melee attack/action.

Attacks per Melee: It takes three melee attacks/actions to create a Wall of Shadows.

8. Shadow Meld: The ability to become invisible in shadows or darkness. The only requirement is that the shadows must be man-sized or larger. Exposure to bright lights will dispel the shadow and reveal the character. Ideal for hiding.

Range: Self only.

Duration: As long as desired.

Attacks per Melee: Using Shadow Meld counts as one melee attack.

9. Limitations & Penalties: The character's eyes are jet black! Sunlight hinders the character's sight and abilities. Direct sunlight or bright artificial light reduces vision by half and the super being suffers a penalty of -3 to initiative and all combat bonuses. For this reason, the character is likely to try to stay inside buildings or move from shadow to shadow during daylight hours.

The character also takes double damage from lasers and light-based attacks, including light-based magic spells.

10. Other Abilities and Bonuses: Impervious to all shadow attacks, and feels most comfortable in the dark.

Can generate dark shadows across his face and body that can be used to conceal his features and identity.

The character can slip his shadow, so that he has no shadow whatsoever, making it easier for him to sneak around unnoticed. This and the character's ability to slip in and out of the shadows, helps in skills such as Prowl, Tailing and Surveillance, all +15%. See page 50 of the **HU2** rule book for details on Tailing.

Slime Generation

The character can produce a vile, noxious slime that has the smell of blood, bile, vomit, feces and urine combined, a smelly slime that could make a maggot retch. The repulsive slime can be sprayed onto a victim or object, it can be used to cover the ground, or it can be used to coat the character himself. While the slime can make even the strongest stomach queasy, the super being with this power is completely immune to its horrific smell and all similar nauseating scents.

1. Bolts of Slime: The character can fire a bolt of slime that strikes with a thud and splatters like a water balloon (covers a 5 foot/1.5 m diameter per blast of slime).

Range: 20 feet (6.1 m) per level of experience.

Duration: 2D6+12 minutes, when the slime finally dries into a crusty crud, or until it is washed away with ordinary soap and water (takes 1D4+2 melee rounds to clean), whichever comes first.

Damage: 1D6 damage when the slime hits someone directly, plus the victim must save vs the nauseating slime.

Nauseating Stench: Slime has a stomach-turning stench. Characters with a **P.E. of 14 or less** have a 01-93% likelihood of losing their lunch, those with a **P.E. 15-24** have 01-75% chance, and even those with a **P.E. 25 or greater** have a 01-50% chance. Vomiting causes the character to *lose all* attacks for one melee round (15 seconds) and if attacked while retching, they are -3 on initiative, -3 to parry and dodge, and cannot perform a skill, cast a spell or use psionics.

Even characters who manage to hold on to their stomach contents are distracted by the terrible smell and will want to get away from it as soon as possible. **Stench Penalties:** As long as they are within a 40 foot (12.2 m) radius of the slime they are -1 on initiative, -1 to parry, disarm and pull punch; doing a skill takes 30% longer and suffers a -15% penalty on skill performance. Double the range and the penalties for characters with Heightened Sense of Smell or Animal abilities. Triple the penalties when the individual is covered in slime. (Time for a wash!)

Coating an object in slime makes it impossible for anyone but the slime maker to pick it up or use without danger of it slipping out of his hands. There is a 01-80% chance that the item cannot be carried or used without slipping out of the hands; roll once for every melee round and for every attempt to use the slimed item. Slimed guns are -4 to strike and melee weapons are hard to use and hold onto (-3 to strike, -2 to parry). Penalties remain in effect for 2D6+12 minutes, when the slime finally dries into a crusty crud, or until it is washed away with ordinary soap and water (takes 1D4+2 melee rounds to clean), whichever comes first. Stench remains at half potency even after the slime dries.

Slime Slippery Floor: Slime bolts can also be used to cover the floor, ground and street where people travel. Going across a patch of slime-covered floor (or having slime-covered feet) must be done at a Spd of 5 or less. Going faster than a Spd of 5 has a 01-80% chance of the character slipping and falling (1D6 damage, loses initiative

and two melee attacks/actions; -25% on Piloting skill rolls). Roll for every five feet (1.5 m) of slime one has to travel across when going faster than Spd 5.

Eye Shot: If the slime is shot into an opponent's eyes (requires a Called Shot), he is *temporarily* blinded (-10 to strike, parry and dodge). Blindness lasts for 2D4 melee rounds or until the eyes are rinsed with water or eye drops. No damage, otherwise.

2. Coat Self with Slime: The super being can coat himself in his own slime to make him difficult to wrestle, pin, bear hug or entangle in hand to hand combat. Anyone striking/grappling/holding the slime maker is -4 to strike/hold/entangle and has a 01-60% chance of slipping and falling on the slime surrounding him. If the attacker falls, he takes 1D4 damage, loses his grip/hold on the slime maker, loses initiative and must spend two melee actions getting back on his own feet. ALSO roll for the stench factor! Roll to see if the opponent can avoid vomiting every time he grapples with the slime maker. Vomiting is likely to give the slime maker time to escape or counterattack. Similarly, the slime covered super being can attempt to escape any bonds once per melee round with the following chance for success: hands and/or feet tied with rope, handcuffed or chained - 70% likelihood of escape. Hands, arms, legs and body bound with rope, chains, straps or straightjacket - 60% chance to escape; or if the character has the Escape Artist skill, he gets a +30% bonus to escape.

3. Slime Slider: The super being can exude slime from his feet to slide across smooth (tile, linoleum, wood, etc.), and reasonably smooth surfaces (including concrete, asphalt and even grass and carpeting) at double his usual running speed as if he were traveling along a water slide. To maintain the sliding ability the character uses up three melee attacks per round.

4. Bonuses: Immune to his own slime and can pick up and use any slimed or slippery object without penalty. He can also travel across a slime covered floor without danger of falling and without penalty; half the percentage chance and half the penalties to slip and fall on *any* wet or slippery surface even when going at full speed.

Impervious to his own slime's stench, +4 to save vs all stench-based attacks and suffers half the penalties for half the duration time.

+3D6 to S.D.C., +1 to P.E., +10% to balance, and +1D4 to Spd.

Stretch Time

The super being has the ability to modify time for short periods within a limited range. Time itself will actually be affected within the area under his influence. The time distortion is not permanent and time "snaps back" to normal within a few seconds after the character has stopped using his super ability.

1. Speed up Individuals and/or Vehicles: The super being can increase the speed of himself and as many as two other individuals or one vehicle (car, truck, boat, etc.) for a brief period of time. Targets of the "speed up" effect

feel as if they are moving faster than those around them, and that everyone and everything else is moving slowly while they are moving fast.

Bonuses: The speed of the affected person (or vehicle) is increased by 50%, they gain one additional melee attack, and are +2 on initiative, and +2 to strike, parry and dodge. Can also dodge a bullet, energy beam or thrown object without penalty, because the sped-up characters can see it moving toward them at what appears to be a reduced speed.

Range: Self and as many as two others by touch.

Duration: One minute per level of experience with at least a one minute break between usage.

Attacks per Melee: Engaging the power on oneself counts as one melee action/attack, and each additional character (up to two) also counts as one melee attack/action each.

Saving Throw: None.

2. Split-Second Acceleration: The ability to increase time and speed on himself for a split-second to allow the character to throw high speed punches and kicks.

Range: Self, but the attacks are leveled against others.

Duration: Takes a split-second.

Attacks per Melee: As below.

Damage:

Fast Punch - 2D6 damage; counts as one melee attack.

Super Fast Punch - 4D6 damage; counts as two melee attacks.

Fast Kick - 3D6 damage; counts as one melee attack.

Super Fast Kick - 6D6 damage, but counts as two melee attacks.

3. Accelerate Thrown Weapons: The character can accelerate any thrown weapons, just as he releases them to increase their range; increase by 50% and does an extra die of damage. The item must be thrown and does not work on arrows, crossbow bolts, bullets, energy blasts or modern weapons. (See throwing ranges on page 235 of the **Heroes Unlimited RPG, 2nd Edition**.)

4. Warning Glimpse about the Future: The super being can touch someone or an object or pause to think about his next action (walking through a particular door, attacking someone, taking a specific action, saying something to a particular person, etc.) and see what will happen if he does so. This functions as a sort of vision or small glimpse of the future in which the character is able to see what happens in the next 6-10 seconds after he makes his one move. This is a way to avert traps, avoid mistakes, prevent a dangerous reaction, etc. This gives him some insight on what or what not to do and also provides bonuses to parry and dodge if he sees an incoming attack.

To use the Warning Glimpse about the Future, the character must focus and will it to happen, burning up one of his melee attacks/actions. However, the ability can only be performed four times per level of experience per 24 hours, and no more often than once every four melee rounds (one minute).

Range: Self only.

Duration: About three seconds/one melee action.

Attacks per Melee: Uses up one.

Bonuses: +4 to parry, dodge, roll with impact, and pull punch.

Note: Stretch Time is a companion power to both *Pause Temporal Flow* and *Slow Motion Control*, so these bonuses are NOT accumulative if you have two or three of these powers.

5. Uncanny Sense of Time & Bonuses: The character has an uncanny sense of time and is never late, unless he wants to be. Knows the day and time within 1D4 minutes without having to refer to a timepiece.

+3 to save vs time altering powers and magic, +1 to initiative at levels 1, 5, and 10.

Sub-Zero

This character has the ability to create and manipulate aspects of cold, and while the production of ice is not the main focus of this power, it's often a side effect of this ability.

1. Generate Extreme Cold/Absorb Heat: The super being can absorb the heat from the surrounding area and make it cold at a rate of -25° Fahrenheit (13.9 C) per melee round or -100° Fahrenheit (55.6 C) per minute. The temperature can be reduced to as low as -100° Fahrenheit below zero (-73.3 C). At these incredibly low temperatures extreme tissue damage is possible, solids will become fragile and atmospheric gasses liquify and freeze.

Range: Affects 50 foot (15.2 m) radius +10 feet (3 m) per level of experience radiating from around the super being.

Damage/Effects: 70° Fahrenheit (21.1 C): Average room temperature.

50° to 35° Fahrenheit (10 to 17 C): Uncomfortably cold as temperatures approach freezing. The unnatural cold will be noticed by those around the super being alerting them that something strange is going on.

34° to 0° Fahrenheit (1.1 to -17.8 C): Water freezes at 32° Fahrenheit (0 C) causing the water in the atmosphere to condense into snow and ice (any standing water will also freeze), making the ground hard, and water freeze. Frozen water is slippery. Any accumulation of snow will also make the ground wet and icy. Speed must be reduced by half or there is a risk of slipping and falling. Trying to travel at a faster speed has a 01-50% chance of falling or crashing in a vehicle. Those on foot who fall slide 1D6 yards/meters, lose initiative and two melee attacks/actions. The pilots of vehicles suffer a -20% Piloting skill penalty and may crash, suffering 2D6 damage for every 20 mph (32 km) he was traveling. The same is true for superhuman speedsters.

Anyone in the area without warm, winter clothing (or powers to compensate) will become numbed by the cold and suffer the following penalties: -2 to initiative, -1 to strike, parry, dodge and -2 to roll with punch, fall or impact, and the numbness and penalties last for 2D4 melee rounds even after the victim leaves the frozen area of effect.

-1° to -35° Fahrenheit (-18.3 to -37.2 C): All the above, plus hypothermia and frostbite will begin on those unprotected against the cold for more than 10 minutes. The victim's skin becomes cold to the touch, his extremities (fingers, toes, nose and ears) feel frozen and his lips have a purplish hue to them. The victim suffers -20% to skill performance, -1 melee attack/action, -4 to initiative, -2 to all combat rolls, Spd is halved and the victim will have a hard time talking clearly. Frostbite will occur after about 20 minutes of exposure; 1D6 damage per every 20 minutes. Victims will need 2D6x10 minutes of being warm and dry to return to feeling normal and warm, but any damage taken from the frostbite will remain and may need medical care.

-36° to -100° Fahrenheit (-37.8 to -73.3 C): All the conditions of the first entry compounded by extreme cold temperatures. Extreme hypothermia and frostbite will have begun to set in by this point. The victim will be overcome by violent shivering and his ability to perform complex tasks is clearly impaired. The victim suffers -40% to skill performance, reduce attacks/actions per melee by half, no initiative, all combat bonuses are reduced by half, speed is reduced 75%, and the victim cannot stand for more than 1D4+3 melee rounds at a time, unless he is bracing himself against something. Has a hard time talking clearly. The severe frostbite will cause 4D6 damage for every 5 minutes of exposure.

Duration: Varies. The temperature will rise 25 degrees Fahrenheit (13.9 C) per melee round when the character ceases using his power or if he leaves the area of effect, until it reaches its normal starting temperature once more.

Attacks per Melee: Requires the concentration of the super being to maintain the extreme cold for more than 1D6 minutes. If he stays in the area and focuses to maintain the cold, it requires all except one of his melee attacks each round. If he leaves the area, the cold stops after 1D6 minutes and the temperature quickly returns to normal.

Note: This ability can be used to counter the heat generating effects of powers like APS: Fire and Control Radiation.

2. Bolts of Cold: A short blast of intensely cold energy that can even damage solid items like metals and stone (it makes the bond between their particles brittle and weakens their overall structure somewhat) – so cold it actually burns when it hits.

Range: 500 feet (152.5 m) +10 feet (3 m) per level of experience.

Damage: 1D4 per level of experience, plus side effects. These Bolts of Cold cause a very thin coating of ice on a target and instant numbness (-2 to initiative, -1 to strike, parry, dodge and -2 to roll with punch, fall or impact for 1D4 melee rounds).

Duration: Instant damage, penalties from numbness last for 1D4 melee rounds.

Attacks per Melee: Each bolt of cold counts as one melee attack.

Bonuses: Same as the character's usual bonuses to strike.

3. Sub-Zero Freezing Blast: An incredibly powerful blast of cold that can make solids brittle and fragile.

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

Damage: Varies.

Sealed Shut: Can be used to freeze a lock, door, window, lid, trunk, wheel, gear, and similar, closed/stuck as if it were glued or welded closed and unopenable or unable to move. Requires a P.S. of 45 or greater (or a Supernatural P.S. of 30 or greater) to force open and uses up 1D4+1 melee attacks/actions in the effort. Forcing the item open does 2D6 points of damage to it. **Note:** Otherwise, one must expose it to warmth/heat (at least 70 degrees Fahrenheit) and wait 1D6+6 minutes for it to thaw out to open the item.

Freeze Objects: A blast of super-freezing cold that causes most objects made of metal, stone, ceramics, plastic or wood (mailbox, armored/metal door, brick wall, telephone pole, etc.) to become incredibly brittle for a short period of time. The object can then be shattered to pieces if smashed with a heavy object or a great deal of force, like a Superhuman or Supernatural P.S. powered punch or shot with a heavy caliber bullet or any attack that does more than 34 points of damage. This can be useful when the character needs to smash through a locked door or wall, or he wants to completely destroy something. Will also instantly freeze as much as 200 gallons (757 liters) of water into a solid brick that remains frozen for 1D4 hours. **Note:** Objects are brittle enough to shatter from 35 points of damage for 1D4+4 melee rounds.

Freeze the Living: People and animals do NOT become brittle when struck by this power, instead they take 5D6 damage and lose complete feeling in the limb or body part targeted, as is if is paralyzed, only it feels as if it is on fire. Freezing an arm or hand makes it completely useless, freezing both makes using weapons or tools impossible. Freezing and immobilizing one leg reduces the victim's Spd by 50%, freezing both makes the victim unable to move. The Sub-Zero attacker can also freeze a person's feet to the ground. Freezing the face/head makes the character unable to do more than mumble and freezes the eye lids shut (Blind: -10 to strike, parry, dodge and disarm). **Note:** The numbing effect lasts for 1D4+1 melee rounds.

Duration: See above.

Attacks per Melee: Each Sub-Zero Freezing Blast counts as two melee attacks.

Bonuses: Same as the character's usual bonuses to strike. Targeting a specific item or limb requires a Called Shot.

Note: Characters who are Invulnerable or Intangible, or impervious to cold, suffer no damage or penalties from this attack.

4. Ice Constructs: The super being is able to freeze the moisture out of the air, enabling him to form simple ice armor and melee weapons, tools, and other items created from ice. This ability is limited to items that the character can shape with his bare hands.

Range: Touch or thrown.

Ice Armor, A.R. and S.D.C.: The character can create armor, reminiscent to the armor plating worn by the knights of old. The ice armor is quite hard and will have 25 S.D.C. per level of experience and an A.R. of 14.

Ice Weapons: Simple melee or throwing weapons, such as swords, knives, spears, javelins, clubs, axes, etc., can be created. Each ice weapon will have 2D4x10 S.D.C. and an A.R. of 12 and inflict damage equivalent to its metal counterpart (typically 1D6, 2D6, 3D6 damage). Ice tools such as screwdrivers, hammers, wrenches, crowbars, handcuffs, etc. are also possible with similar S.D.C. and A.R.

Reproducing or creating an "ice sculpture" is also possible if the character has the Art skill (+15% bonus).

Damage: Same as their real world equivalents. Character should have the appropriate W.P.s to make the best use of this ability.

Duration: Lasts until the item melts, but ice item(s) remain cold and preserved while in the possession of the super being.

Attacks per Melee: Simple ice weapons/tools can be created in one melee attack/action. Ice armor is more difficult to create so it requires all the actions of one full melee round to make.

Bonus: +1 to strike with any ice weapon.

5. Preserve Ice: Any ice constructions on the super being's person (belt, backpack, etc.) or nearby (within 10 feet/3 m) remain cold and perfectly preserved; do not melt.

6. Ice Slide: By focusing his cold on the ground before him, the character can condense the water out of the air to form a slick runway or ramp made out of ice to slide on. The super being can travel along his ice slide as fast as he creates it, allowing for an impressive speed of 60 mph (96 km). The character has complete control over his direction and speed, giving him a +2 to dodge while sliding. The character can pull up to twice his normal carrying capacity (based on his P.S.) along the ice slide with him, but this reduces his sliding speed by 25%.

The ice slide can only be created along the ground and cannot be used to cover living beings or to cover the sides of walls or trees. Nor can he create ice under the feet of others to cause them to slip and fall. However, the character can bowl over whoever is in his way by performing a high-speed body block doing 2D4 damage +1D4 per 20 mph (32 km).

The ice left behind quickly melts in one melee round (15 seconds). The ice slide cannot be elevated more than 10 feet (3 m) per level of experience off the ground. Any higher than that and the slide will collapse, and the character will fall to the ground (loses initiative and two melee attacks). The ice slide can be used to cross water, but the trail left behind still melts quickly and cannot be used by others to cross the water unless they are being pulled across by the character generating the ice slide.

7. Other Abilities, Bonuses, and Limitations: Character is immune to extreme cold and cold-based damage, even magical cold; no damage. Never slips and falls on ice; can travel across ice at full speed without penalty.

Suffers double damage from magic fire, but half damage from ordinary fire.

Can estimate air temperature within 1D4 degrees Fahrenheit.

Super-Regeneration

By Wayne Beaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

One might think of this as the cosmic version of Healing Factor. Quite simply, it provides the character with supernatural healing abilities and health. This character never gets sick, rarely tires, always has energy, and recovers from injuries at amazing rates. Many supernatural creatures will have some level of regeneration, but it is rare to find this kind of healing among mortals, thus its classification as a Major Super ability.

Bonuses & Abilities:

Impervious to disease. Poisons and drugs last only one tenth their usual duration (typically 15-60 seconds), and have one third their normal effect/penalties or damage.

Heals damage at the rate of 2D6 points per melee round (or 1D4x10+4 per minute). Never scars, no matter how grievous the wounds. Only wounds from magic may leave some minor scarring.

Injury to internal organs heals completely in a matter of minutes. A lost organ will completely regenerate within an hour. Massive injury to the heart or brain is painful but not lethal, even if 90% is lost! It will regrow within a matter of 1D6x10 minutes. However, such severe trauma will make the character weak for 1D6+1 hours. Reduce speed, attacks per melee round, combat bonuses and skill performance by half for the duration of the recovery time. Moreover, the healing of additional S.D.C. and Hit Point damage during this period is at half as the body struggles with the strain of the phenomenal amount of healing it must do.

Note: Such grievous injury to the brain will cause the character to forget the exact cause of death and the most traumatic moment. ("I remember seeing the missile volley coming at me and then. I guess they hit me? The next thing I remember is being pulled out of the rubble by a rescue team.") If it seems appropriate, the G.M. may make it so the character does not remember the 6-24 hours before his or her near death experience.

Regrows lost limbs. A finger, toe, hand or foot will regrow within 24 hours. An entire arm or leg, within 48 hours. More than one limb 3D6+72 hours. Half or more of the body, 2D6+10 days. During this period, the character suffers from the penalties noted above under "massive injury" as well as the obvious penalties from the injury. **Note:** Decapitation, complete destruction of the brain and being blown to bits or atomized spells death, and Super-Regeneration is impossible.



Superluminal Flight (FTL)

By Wayne Beaux Jr., reprinted from **Aliens Unlimited™: Galaxy Guide™** for your convenience.

The incredible power to fly at the speed of light! However, unlike the other flight powers, Superluminal Flight is not a versatile thing capable of maneuverability and finesse. The human body is not meant to move at such speeds, not even superhuman ones, thus the use of this ability is straightforward: speed of the greatest magnitude. Each level of experience enables the character to reach one factor, starting with the speed of light, factor 1, at first level. Turning at such speeds takes millions of miles and could never be done on the proverbial dime, let alone within an atmosphere, so the character can only travel from point to point or follow a spacecraft traveling at around the same speed. In short, despite the super being's small size, he uses the same maneuvering rules as a spacecraft. His one advantage, however, is acceleration and stopping power, for this ability accelerates to top speed in a matter of three seconds and the character can stop just as quickly.

Abilities & Bonuses:

+3 to dodge when flying at FTL and +3 to roll with impact, punch or fall.

Can fly at speeds greater than the speed of light: One factor for each level of experience. Level one = factor one, level two = factor two, and so on.

Limited vulnerability to outer space: The most basic, flimsy spacesuit or a simple air mask and oxygen tank/air supply is sufficient to keep the character alive while in space. Of course, for this character, he is basically flying Faster Than Light or virtually stopped. When traveling at

FTL speed, the character's metabolism slows to a crawl (using up only five minutes of air for every 24 hours of flying). Thus, he can travel for hours, days, weeks, and even months without any ill effect from hunger or aging. It is only after he stops flying at FTL that the character's normal metabolism kicks back in and he will require the usual nutrition, water and air to maintain his body.

The character can also survive three times longer in outer space without any protection, and suffers half the usual penalties and damage from exposure to space.

While flying at the speed of light the character is protected from the dangers of space (virtually breathes without air, impervious to cold, radiation, depressurization, etc.) and collisions with small bits of flying debris cause them to atomize (the character is unharmed). However, he is not protected from collisions with anything his own size or larger. To collide with a large object/spacecraft will create a collision comparable to an interceptor or meteor (see the rules and damage table elsewhere).

Meanwhile, the super being will suffer the following: 4D6x10 points of damage to the character's S.D.C. and Hit Points (may be a fatal crash), plus roll percentile dice to determine other injury (see the Serious Damage Table on page 19 of **HU2** for complete penalties):

01-20% Knocked out and unconscious for 1D4 hours (may suffer temporary amnesia or concussion at the G.M.'s discretion).

21-40% Fractured arm.

41-60% Fractured leg.

61-80% Broken Ribs or Pelvis.

81-00% Torn arm or leg muscle (G.M.'s choice).

This super being has a keen sense of direction, can plot a course by looking at maps and charts (equal to a Navigation skill at 60%), and can find any planet or space coordinate he has ever visited. Likewise, the character can sense when he is approaching his destination.

Limitations:

No Slower Form of Flight: The character cannot fly slower than FTL Factor One - except when slowing down to land or taking off (reaches factor one in three seconds). This means he cannot fly to places within close proximity, which for this super being is anything closer than 100,000 miles (160,000 km). On Earth, this means he could fly to the moon in a heartbeat (a few seconds) but cannot fly from New York to China, or to the store down the street. He cannot hover, glide or do any other type of flying unless he possesses another flying super ability or artificial means (jet pack, etc.).

No Pinpoint Landings: A character with Superluminal Flight can decelerate quickly enough to land on a planet without impacting like a meteor and does not burn up in the atmosphere coming or going. However, he will have trouble landing at a specific location/space port/city and has only a 01-30% chance of landing at the exact location desired. At levels 1-5 the character will land 1D4x1000 miles (1600-6400 km) away, at levels 6-10 he will miss it by 1D6x100 miles (160-960 km), and at level 11 and higher he will land within 1D6x10 miles (16-96 km).

No Affinity to Space: Unlike other "space" oriented powers, this character does not share any special affinity with outer space, so Navigation, Zero Gravity Combat and other space related skills should be selected to make him or her a capable space traveler.

Swallowing Limbo

The character possess the unique ability to generate an extra-dimensional limbo within the silhouette of his own body. The super being cannot enter the limbo himself because his own body forms the portal through which the limbo is entered. Inside this extra-dimensional space there is nothing but a black void where even time and space seem to stand still. This limbo state might be considered a dimensional bubble in between the normal dimensions. Anyone/thing forced into the swallowing limbo is stored there until the duration ends or they are released by the super being. Even when two or more people/objects occupy the limbo at the same time, they cannot interact, because there is no light to see by or atmosphere to carry sound. But any victims in the limbo will not suffocate or starve because no time passes for them. Those trapped inside just wait helplessly until they are released.

To those outside the limbo, it appears as if the individual has disappeared after touching the super being. For an instant, observers will see the super being and victim turn into an inky blackness as the victim vanishes. This is actually a brief glimpse of the inside of the swallowing limbo. A similar blackness is seen when the victims/objects are released from within the limbo. These are the only times that the inside of the Swallowing Limbo can be glimpsed.

Because it's the super being's silhouette that is the doorway to the limbo, not just his actual body, many super beings with this power use a cape or cloak to expand their silhouette and make it easier to swallow larger victims and objects.

The uses of the Swallowing Limbo are many. It can be used to swallow and protect an innocent bystander or to capture a particularly vicious villain. It's important to note that anyone held inside the swallowing limbo is completely protected from harm and is not damaged even if the super being is, himself, injured. If the super being is killed, however, everything and everyone held inside the limbo is released unharmed. For the people so captured, the time between their capture and release seems like no more than a few seconds, even days or weeks have passed! That also means those captured in the throes of combat will come out swinging.

Holding Capacity: Regardless of the size of the character's silhouette, the swallowing limbo can only hold one person per level of experience as well as 100 lbs (45 kg) per level of experience of nonliving objects/items.

Range: Touch, hand to hand combat only.

Duration: The act of "swallowing" a person in the limbo of the super being's body counts as one melee action and takes only a few seconds. The individual can be held in the limbo state for 30 minutes per level of experience

each. However, starting at 6th level, the super being can keep as many as two victims in limbo for 1D6 days per level of experience. Time starts ticking from the moment the individual (or item) was placed in limbo. When the super being has filled up his personal capacity, he must remove people or objects from limbo if he is to be able to add anyone else.

Damage: None, the swallowing limbo just holds/contains its victims/objects.

Attacks per Melee: Counts as two melee attacks/actions to swallow one person/object.

Note: If this power is possessed by a Mega-Hero, the number of people he can keep in limbo is *three* per level for as long as three months per level of experience. Weight for nonliving items is 500 lbs (225 kg) per level of experience.

Swarm-Selves

The character can cause himself to split apart into a swarm of mini-selves, each with a fraction of the power of the whole. Each Swarm-Self is about the size of a 6 inch (15 cm) children's action figure. These *mini-selves* share the super being's thoughts, memories, personality, and mental attributes (I.Q., M.A. and M.E.) in a sort of group mind. In fact, when the swarm forms back into one whole person, the experiences of each miniature Swarm-Self will be remembered as if it were the personal experience of the individual super being.

Swarm Attributes: The character's P.P., P.E., and P.B./appearance are unchanged in the miniature versions, but P.S. is reduced to *one third* of what it is in human size; round up. (For example: If the character has a Superhuman P.S. of 47 in his normal form, each of his Swarm-Selves will have an Extraordinary P.S. of 16.) As strange as it may seem, when the character "swarms," the mini-selves are all dressed exactly as the original was when he divided into the *swarm* and the Swarm-Selves will be armed with mini versions of whatever weapons and equipment the original was armed with. Each of the mini-selves will be just a half pound (0.225 kg) and their (normal/ordinary) Spd attribute remains unchanged.

Attacks per Melee: Each Swarm-Self has *two attacks* per melee round regardless of what the character may have in human size, but each also has an *automatic dodge* (roll to dodge as always, but the act of dodging does not use up a melee attack/action).

Other Super Abilities: Reduce all aspects of other super abilities (their range, damage, duration, Spd, etc.) by 75%. That means super speedsters will run (or fly) at a quarter of their usual super-speed.

Combat Bonuses: Reduce combat bonuses to zero (unmodified die rolls only) except as noted under Bonuses & Limitations, below.

Number of Swarm-Selves: The number of mini-selves is based on the character's *Hit Points*; divide the number of Hit Points by five (rounded down) to get the number of Swarm-Selves created.

Hit Points and S.D.C.: Each Swarm-Self will have a total of five Hit Points and 50 S.D.C.! The hero's A.R. (if any) remains unchanged.

The character's normal S.D.C. is not used in his swarm form and damage done to the S.D.C. of the Swarm-Selves does not affect his normal S.D.C. in any way, nor does the loss of normal S.D.C. affect the S.D.C. of the swarm.

On the other hand, the loss of Hit Points in human-size reduces the number of Swarm-Selves that are created and the loss of Swarm-Selves reduces the hero's total Hit Points when he transforms back to normal. When only one Swarm-Self is remaining the character is *forced* to return to his human size and form. The character cannot split up again into his Swarm-Selves, until he has healed back up to a minimum of 10 Hit Points.

Range: Self. One of the major limitations of this power is that the Swarm-Selves operate as a *swarm*, fighting in unison, and must stay within close proximity of one another. The maximum distance that they may venture apart is only 20 feet (6.1 m). A member of the swarm forcibly taken outside of this maximum range lapses into a coma state, reviving only upon being brought back into proximity of the rest of the swarm, and will die within 1D6+10 minutes if not reunited. (The human-sized super being has to recover from the loss of Hit Points as if he had been injured, but once he's healed, that self can be created again.)

Duration: Can function as a swarm for up to one hour per level of experience.

Bonuses and Limitations: The small size of the Swarm-Selves make them ideal for spying, reconnaissance, surveillance, searches and rescue missions, as well as ambush and theft. They can also engage in combat, but have limited range, strength and ability, even when fighting in unison as a swarm.

+6 to automatic dodge, +20% to Prowl/hide, Tailing, Detect Ambush, and Camouflage, and +1D6+3 to Hit Points.

Due to their small size and relative toughness, the Swarm-Selves take only half the normal damage from physical attacks, including punches, kicks, stomp attacks, and all blunt attacks. Full damage from blade weapons, guns, energy attacks, explosions, magic, psionics and anything else.

The diminutive selves can only carry up to 20 lbs (9 kg) and can't use full-sized guns and advanced weapons with any measure of accuracy (-4 to strike, parry and disarm even on a Called Shot). Weapons that are miniaturized with them only do 20% of the damage they do at full size.

Swarm Combat Tactics: Due to the number of Swarm-Selves and their small size, the character has a number of special attacks available to him when in swarm form.

1. Swarm Attack: The swarming attack is the most basic form of attack where all the Swarm-Selves attack one opponent from several different locations, heights and angles, like a swarm of angry bees or fire ants. Tactics usually involve trying to disable, confuse, and separate their target from his teammates.

2. Distract, lure and hide. Another favorite ploy is to make noise, or even shout to make it sound like someone (big) is in the room or nearby and lure one or two opponents out to see who's there or to attack an intruder. ("Who's there? Show yourself." "Hey Joe, did you hear that?" "Sounded like it came from over there.") By hiding, like mice, there seems to be nobody there, but the victim has been lured away from his post or can be continued to be lured farther (or into a trap or ambush) by continuing the noise and hide tactic.

3. Trip Attack: Most humans don't expect to be attacked by a swarm of hamster-sized opponents at the foot or ankle level, and are usually taken by surprise from such attacks. This means an opponent is usually easily tripped and knocked to the ground. 1D6 damage from the fall, the victim loses initiative and two melee attacks, and has a 01-50% chance of dropping whatever he was holding when he fell (weapon, flashlight, important document or evidence, etc.).

4. The Gulliver Attack: After a successful trip attack, the swarm can use any available strings/wire/cords to tie the victim up as he flounders on the ground. They can also swarm and attack while he's off balance using punches, miniature weapons or other powers (if any).

5. Bump and Grab: Another ploy is to have part of the group attack or lure the subject away while the others grab important evidence and make a run for it, hiding in the shadows, under a desk or table, etc., until they can join their other selves and make a break for it, ideally, unseen.

Techno-Form

This super being is able to alter his physical form of flesh and blood to that of a machine. The machine-form is undistinguishable from some type of advanced robot, and even his internal systems will be mechanical in nature. This new form offers several benefits over the character's normal organic body, because the Techno-Form can transform into a variety of mechanical forms, like a jet, helicopter, car, hydro-foil, submarine, crane and winch, conveyor belt, and similar machine forms.

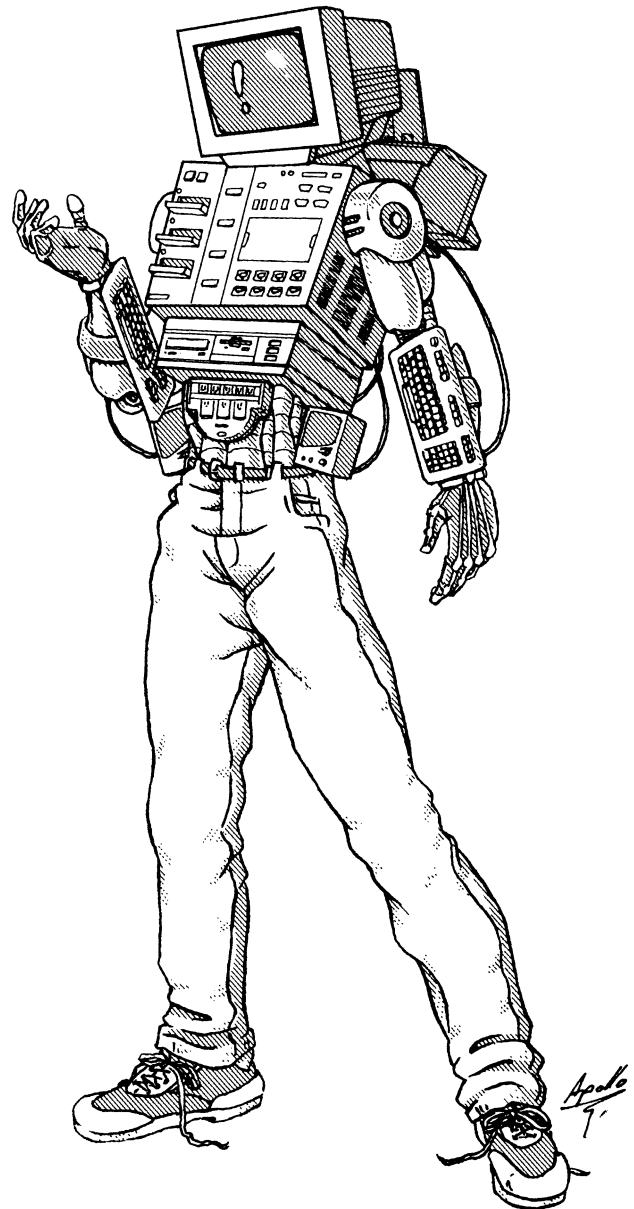
1. Basic Techno-Form Abilities: A character transformed into some form of machine takes on all the innate advantages and disadvantages of being a machine. First is his appearance. The character will remain the same general size as his human form, but appears as a sleek metallic man with exposed pistons and armored plating. The looks of the Techno-Form reflect the character's personality, but he or she always looks robotic.

Being a machine, the character has a silicon brain and is immune to mind-affecting powers, drugs, poisons and diseases that affect humans. Also immune to powers that affect the biological, including Bio-Manipulation. This is not all as good as it may sound as the Techno-Form is vulnerable to all spells, psionics, and powers that *affect machines*, including powers like Telemechanics and Mechano-Link, although the Techno-Form does get a saving throw (saves on a 15 or higher, including any M.E. attribute bonuses against such powers).

The Techno-Form has a minimal sense of touch, and no sense of taste or smell, but his senses of sight and hearing are improved. The diminished sense of touch gives the character a -20% penalty on all skills that require a delicate touch, like Demolitions skills, Pick Locks, Pick Pockets, Palming, Surgery, etc.

The Techno-Form's mechanical sight includes perfect, 20/20 color vision and exceptional long-range sight equal to an sniper's telescopic rifle scope, enabling the character to read a small sign or recognize a face from up to two miles (3.2 km) away, as well as Nightvision with a range of 2000 feet (610 m). His cybernetic hearing lets the character hear a whisper at up to 200 feet (61.5 m) away, and that hearing gives him an automatic dodge on all attacks; even from behind/surprise.

The character's mechanical body and limbs give him the equivalent of *Superhuman Strength* increased by 2D4+4 points (roll one time to determine how strong the character is whenever he takes on his machine form). Can carry 200 times P.S. in pounds and can lift 300 times, but the Techno-Form *never* gets fatigued.



Transforming from human form to his Techno-Form or back only requires one melee attack/action. It is also important to note that the Techno-Form character cannot transform an isolated part of his body by itself, it's all or nothing.

2. Increased S.D.C. and A.R.: The Techno-Form has a Natural A.R. of 13 and 400 S.D.C. Thus, an attacker must roll a 14 or higher to strike and inflict damage. Any roll to strike under the Armor Rating (A.R.) bounces harmlessly off the armor plating (Natural A.R.). Rolls above the A.R. 13 inflict full damage to the S.D.C. When all 400 S.D.C. are gone, damage is done to Hit Points.

The S.D.C. of the Techno-Form recovers at only half the normal rate of a flesh and blood human, but eating at least 10 lbs (4.5 kg) of metal instantly restores 4D6 S.D.C. per every 10 lbs (4.5 kg) consumed!

Armor piercing bullets, explosive rounds, grenades and light explosives inflict full damage when their roll to strike is 14 or higher, and half damage (to the 400 S.D.C.) even with attacks that fall under 13.

The hero is immune to gasses, poisons, toxins, diseases, cold-based attacks (no damage), and the vacuum of space, and does not need to breathe. The Techno-Form remains susceptible to fire, heat, plasma, electricity and other energy-based attacks, all of which do full damage. So do most types of magic and psionics.

3. Vehicular Transformations: The Techno-Form can transform his body from humanoid to any type of vehicle and most types of industrial machines (stamping press, cutter, conveyor, drill press, band saw, etc.). This transformation can only happen when in Techno-Form (not human) and counts as two melee attacks/actions. Like a life-sized transforming toy robot, the character's mechanical limbs and body shift, fold and reform into the type of vehicle desired. In some cases, however, the vehicle is half the size of the genuine article, such as a jet, steam-roller, steam shovel, etc. Retains memory, voice, and personality whether in Techno-Form or vehicular or other machine form. Also retains control of his new form even if there is a seat for a pilot/driver. The Techno-Form's S.D.C., A.R. and mechanical senses all remain the same as well, they don't increase just because the vehicular form may be a tank.

Sample Vehicular Forms: (The G.M. may design additional forms as desired.)

Cargo Truck: Holds up to 4 passengers, weighs 2 tons, 80 mph (128 km) maximum speed, 20,000 lbs (9,000 kg) maximum cargo load, no weapon systems.

Gun Emplacement: No passengers, weighs 1.5 tons, immobile cannon, no cargo space, artillery gun (1D6x10 damage, 1.5 mile/2.4 km range, each round fired burns up 1D6 Hit Points, +1 to strike).

Helicopter: Holds up to 4 passengers, weighs 1,000 lbs (450 kg), 125 mph (200 km) maximum flight speed, 5,000 feet (1,525 m) maximum altitude, VTOL capable, 2,000 lbs (900 kg) maximum cargo load, no weapon systems.

Hydrofoil: Holds up to 4 passengers, weighs 1,000 lbs (450 kg), 100 mph (160 km) maximum speed on the wa-

ter, 2,000 lbs (900 kg) maximum cargo load, no weapon systems.

Jet Fighter: Holds 1 passenger, weighs 1 ton, 700 mph (1120 km)/mach one maximum flight speed, needs a runway to take-off, 45,000 feet (13,716 m) maximum altitude, no cargo space, air to air chain-gun (4D6 damage, 5,000 feet/1,524 m range, each round fired burns up one Hit Point, +3 to strike).

Main Battle Tank: Holds up to 4 passengers, weighs 20 tons, 60 mph (96 km) maximum speed, all-terrain vehicle, no cargo space, main battle cannon (1D4x10 damage, 5,000 feet/1,524 m range, each round fired burns up 1D4 Hit Points, +2 to strike).

Mini-Submarine: Holds up to 2 passengers, weighs 1,000 lbs (450 kg), 60 mph (96 km) maximum underwater speed, 1.5 miles (2.4 km) maximum depth, 800 lbs (360 kg) maximum cargo load, no weapon systems.

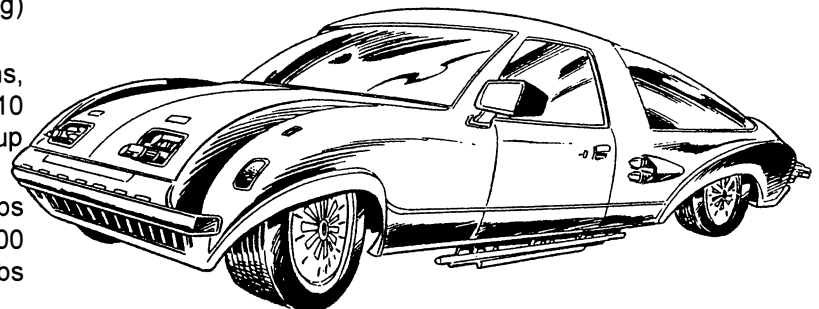
Motorcycle: Holds 1 passenger (does not need a rider to stay upright), weighs 500 lbs (225 kg), 125 mph (200 km) maximum speed, 200 lbs (90 kg) maximum cargo load, no weapon systems.

Passenger Bus: Holds up to 46 passengers, weighs 4 tons, 80 mph (128 km) maximum speed, 4,000 lbs (1,800 kg) maximum cargo load, no weapon systems.

Sports Car: Holds up to 2 passengers, weighs 1 ton, 200 mph (320 km) maximum speed, 1,000 lbs (450 kg) maximum cargo load, no weapon systems.

Note: The Techno-Form character cannot transform directly between vehicular shapes, but must first transform back to his humanoid robot form before he can transform into a different vehicular shape. Also note that the character can turn into any type of vehicular form that he desires and is only limited by the types of vehicles that the character has seen before.

The Techno-Form character is considered to have a skill of 80% +1% per level of experience in piloting whatever vehicle shape the character is currently turned into. But the character can also create simple controls (there will be no advanced avionics or radar, the pilot will have to rely on his own vision) and allow other characters to pilot him if he so wishes. However, the character instinctively pilots himself and does not need an actual driver. The vehicle form can be maintained indefinitely.



Transmutation

The character possesses the startling ability to transmute one type of matter into another. While this transmutation is not permanent, it can be used to generate a variety of effects, like changing the floor under an opponent's feet into water so that he falls through to the room below, or changing a bank vault door into glass so that the character can look inside the vault, or changing an opponent's sword into rubber. The possibilities are only limited by the character's imagination.

Range: Touch, or up to 10 feet (3 m); line of sight.

Maximum Weight: An object to be altered (or portion thereof) cannot weigh more than 50 lbs (22.5 kg) per level of experience.

Duration: The transmutation only lasts for 1D4 minutes per level of experience. The character can make a specific transmutation permanent by spending 2D6 S.D.C. and one point of P.E.; once spent, these points **cannot** be recovered.

Damage/Effects: The object can be transformed into a single pure substance, like iron, copper, gold, carbon, mercury, oxygen, etc., or a single compound like water, rubber, alcohol, CO2 and similar. The shape of the object does not change if it remains a solid and will return to its original form when the duration of the effect ends. Turning an object into a liquid or gas, however, means that it will respond accordingly, effectively destroying it as the liquid/gas is dispersed.

Transmuted objects no longer function as intended, so a bicycle changed into gold cannot be peddled and a door turned into glass will not open. Also a portion of a larger object can be transmuted provided that it's a separate and distinct portion of the bigger object. For instance, the character could change a tire of a speeding car into water, thereby forcing the car to a crashing stop, but he could not turn just half of the car into water. If the object is transformed into something fragile and then shattered, the object will be a pile of pieces when it returns to normal.

Note: This power cannot be used to transform or alter any living creature or intelligent being in any manner. This includes characters who can Alter Physical Structure into Stone, Steel, Plastic, Rags or any other inorganic substance, and inorganic material that possesses a life essence such as the Techno-Form and certain alien beings.

Attacks per Melee: Each use of the Transmutation power counts as one melee attack/action.

Bonus: The character with this ability and any items on his person are immune to any form of forced transmutation/alteration.

Zombie Flesh

The character does not seem to die, even when he has had huge holes blown through his chest or has been mangled, dismembered or crushed! The character feels no pain and has minimal blood loss, even from the most grievous of wounds. In many respects this is similar to a very gruesome version of invulnerability. Holes and wounds in the character's Zombie Flesh regenerate and close incredibly quickly, making even the deadliest physical wound just an inconvenience. The hero can even have a massive head wound or be decapitated and survive!

Abilities, Bonuses and Vulnerabilities: The effect of this gruesome form of invulnerability is that the character is effectively immune to physical attacks, taking no debilitating damage from them. Instead, knife wounds, bullets, grenades, explosives, punches (regardless of the attacker's P.S.), clubs, other melee weapons, car crashes, falls from great heights and any other purely physical damage mutilate and punch ghastly holes into the character's body, but he keeps on functioning as if nothing is wrong! Furthermore, those holes and damage miraculously heal in short order.

The super being suffers no penalties or pain from physical damage, but if a limb is blown off, the character will suffer from the loss of that limb, at least until it can be reattached or grows back (overnight). So if the character is decapitated he will be blinded until the head can be reattached (or grows back in 24 hours), or the character could simply look through his own eyes while he holds onto his head until it can be reattached. It only takes the hero 1D4 melee attacks/actions to reattach a severed body part by simply holding the limb in place! A lost limb or even head will regrow in 12 hours or 24 hours respectively. If blown into several large pieces it will take 48 hours to pull himself back together. If the pieces are kept apart by some outside force for more than 48 hours, the character will die.

While the zombie-like super being is more or less immune to physical harm, his power does not provide the same protection against other forms of attack/damage. Fire, cold, electricity, plasma, radiation, particle beams, other energy-based attacks, drowning, psionics and magic (except for physical psionic or magic attacks) all do full damage. Poison, toxins, drugs, disease, gasses, and all other forms of attack/damage do half damage.

Bio-Regeneration: The character regenerates 1D6 S.D.C./Hit Points per melee round.

Bonuses: +3D6x10 to S.D.C., +2D4x10 to Hit Points.

Add 2D6 to the P.S. attribute, which is considered Superhuman for the purposes of lifting and carrying things.

+30% to save vs coma/death (this is in addition to any P.E. bonus).



New Random Super Abilities Tables

New Random Super Abilities Tables

At last we provide you with a new, complete set of random super abilities for the **HU2** rule book, and **Powers Unlimited®** books one, two and three combined. Both the minor and major abilities are divided into two basic charts, the Defensive Abilities Charts, which contain protective/defensive powers, enhanced attribute powers, sensory powers, self-alteration powers and movement related powers for running away from combat. The Offensive Abilities Charts contain all the combat/attack powers, as well as the manipulation and control type powers. To use these charts you just pick if you want your character to have a defensively or offensively oriented power, then roll on the appropriate chart. This gives you some control in shaping an otherwise random hero.

Minor Super Abilities

Defensive Minor Abilities Chart

- 01 Underwater Abilities (HU2)
- 02 Hardened Skin (PU1)
- 03 Immune to Super Abilities (New)
- 04 Supervision: X-Ray (HU2)
- 05 Impervious to Fire & Heat (HU2)
- 06 Personal Force Field (PU1)
- 07 Ultra-Hearing (PU1)
- 08 Sliding (PU1)
- 09 Impervious to Shadows & Darkness (PU1)
- 10 Unnoteworthy - Forgettable (PU1)
- 11 Heightened Sense of Hearing (HU2)
- 12 Sensory Orb (PU1)
- 13 Life Sense (PU1)
- 14 Supervision: Spectrum Vision (New)
- 15 Extraordinary Intelligence Quotient (New)
- 16 Heightened Sense of Taste (HU2)
- 17 Mechanical Awareness (PU1)
- 18 Sleeplessness (PU1)
- 19 Scan Powers (New)
- 20 Impact Resistance (PU1)
- 21 Danger Sense (PU1)
- 22 Heightened Sense of Awareness (PU1)
- 23 Extraordinary Physical Prowess (HU2)
- 24 Healing Power (PU1)
- 25 Without Sustenance (New)
- 26 Mask - No Face, No Identity (PU1)
- 27 Immune to Psionics (PU1)
- 28 Hyperdensity (PU1)
- 29 Impervious to Disease & Illness (PU1)
- 30 Flight: Hover (PU1)
- 31 Indestructible Bones (PU1)
- 32 Sense Death & Destruction (PU1)
- 33 Living Anatomy (PU1)
- 34 Impervious to Cold & Freezing (PU1)
- 35 Un-Trackable (PU1)
- 36 Extraordinary Mental Endurance (HU2)
- 37 Antennae (PU1)
- 38 Shadow Meld (PU1)
- 39 Healing Factor (HU2)
- 40 Flight: Wingless (HU2)
- 41 Supervision: Advanced Sight (HU2)
- 42 Immune to Magic (PU1)
- 43 Parabolic Hearing (New)
- 44 Supervision: Circular Vision (PU1)
- 45 Dispersal (New)
- 46 Energy Shield (PU1)
- 47 Increased Durability (PU1)
- 48 Space Native (New)
- 49 Impervious to Sound & Vibrations (PU1)
- 50 Energy Resistance (HU2)
- 51 Flight: Insect (PU1)
- 52 Immune to Physical Attacks (New)
- 53 Heightened Sense of Balance (PU1)
- 54 Abnormal Energy Sense (PU1)
- 55 Flight: Space (New)
- 56 Impervious to Control & Possession (PU1)
- 57 Hold Breath (PU1)
- 58 Extraordinary Mental Affinity (HU2)
- 59 Radar (HU2)
- 60 Impervious to Poison & Toxins (PU1)
- 61 Extraordinary Physical Beauty (HU2)
- 62 Heightened Sense of Touch (HU2)
- 63 Supervision: Angular Vision (New)
- 64 Alter Physical Body (HU2)
- 65 Motion Detection (PU1)
- 66 Lightning Reflexes (PU1)
- 67 Extraordinary Speed (HU2)
- 68 Flight: Energy (PU1)
- 69 Heightened Sense of Recall (PU1)
- 70 Supervision: Paranormal Sight (PU1)
- 71 Criminal Intuition (PU1)
- 72 Density Walking (PU1)
- 73 Impervious to Fear & Terror (PU1)
- 74 Heightened Sense of Time (PU1)
- 75 Extraordinary Physical Strength (HU2)
- 76 Sidestep (PU2)
- 77 Flight: Winged (HU2)
- 78 Supervision: Nightvision (HU2)
- 79 Super Hibernation & Stasis Field (PU1)
- 80 Physical Perfection (PU1)
- 81 Enhanced Leaping (PU1)
- 82 Wave Rider (PU1)
- 83 Extraordinary Physical Endurance (HU2)

- 84 Impervious to Energy & Electricity (PU1)
- 85 Longevity (PU1)
- 86 Heightened Sense of Smell (HU2)
- 87 Immune to Kinetic Energy (New)
- 88 Supervision: Thermal Vision (PU1)
- 89 Blur (PU1)
- 90 Sonar (PU1)
- 91 Iron Will (PU1)
- 92 Evasion (New)
- 93 Supervision: Ultraviolet & Infrared (HU2)
- 94 Impervious to Light & Lasers (PU1)
- 95 Underwater Propulsion (New)
- 96 Shadow Cloak (New)
- 97 Quills & Spines (PU1)
- 98 Flight: Glide (HU2)
- 99 Immune to Illusions (New)
- 00 Supervision: Acute Sight (PU1)

Offensive Minor Abilities Chart

01-10 Energy Expulsion (roll on the sub-chart)

- 11 Bubble Glue (PU1)
- 12 Energized Fist (New)
- 13 Animal Brother (PU1)
- 14 Energy Claws (PU1)
- 15 Stench (PU1)
- 16 Frequency Absorption (PU1)
- 17 Anatomical Manipulation (New)
- 18 Toy Control (PU1)
- 19 Mental Stun (HU2)
- 20 Nightstalking (HU2)
- 21 Seismic Power (PU1)
- 22 Bookworm (PU1)
- 23 Tentacles of Hair (PU1)
- 24 Cell Rot & Decay (New)
- 25 Sleep Dust (PU1)
- 26 Whip Attack (PU1)
- 27 Shrapnel (New)
- 28 Heavyweight (PU1)
- 29 Charge Object with Explosive Energy (PU1)
- 30 Knock Back (New)
- 31 Shadow Shaping (PU1)
- 32 Solar Powered (PU1)
- 33 Energy Whip (PU1)
- 34 Enlarge Body Parts (PU1)
- 35 Dimensional Pocket (New)
- 36 Power Bands (PU1)
- 37 Fireworks (New)
- 38 Superhuman Strength (HU2)
- 39 Weightlessness (PU1)
- 40 Focused Touch (New)
- 41 Linguistics (New)
- 42 Super Wind Blast (PU1)

- 43 Lifting Field (PU1)
- 44 Body Weapons (HU2)
- 45 Gravitational Plane (PU1)
- 46 Shadow Stepping (PU1)
- 47 Dwarfing (New)
- 48 Speed Tasking (PU1)
- 49 Power Channelling (HU2)
- 50 Bend Light (HU2)
- 51 Windows (New)
- 52 Anatomical Independence (PU1)
- 53 Claws (PU1)
- 54 Power Weapon (PU1)
- 55 Sticky Globbs (New)
- 56 Super Bounce (PU1)
- 57 Pixie Dust (New)
- 58 Glow Bug (PU1)
- 59 Color Manipulation (PU1)
- 60 Doorway (PU1)
- 61 Harmonic Resonance (New)
- 62 Swing Line (PU1)
- 63 Warp Sound (PU1)
- 64 Gun Limb (PU1)
- 65 Lunar Strength (PU1)
- 66 Force Strike (New)
- 67 Instant Wardrobe (PU1)
- 68 Corrosive Spray (New)
- 69 Giant (PU1)
- 70 Fabric/Coth Material Animation (PU1)
- 71 Targeting (New)
- 72 Venomous Attack (minor; PU1)
- 73 Detonation or Explosive Power (PU1)
- 74 Battle Rage (PU1)
- 75 Adrenaline Surge (PU1)
- 76 Spit Spikes (PU2)
- 77 Resin (PU1)
- 78 Immovability (PU1)
- 79 Transfixing Gaze (New)
- 80 Earth Empowerment (PU1)
- 81 Power Stomp (New)
- 82 Beastmaster (PU1)
- 83 Super Burrowing (PU1)
- 84 Multi-Tasking (PU1)
- 85 Manipulate Kinetic Energy (HU2)
- 86 Alter Physical Structure of Limb (PU1)
- 87 Shadow Molding (New)
- 88 Instant Weapon (PU1)
- 89 Conduct Electricity (PU1)
- 90 Exploding Spheres (PU1)
- 91 Adhesion (HU2)
- 92 Disintegration (PU1)
- 93 Vocalization (New)
- 94 Tractor Beam (PU1)

- 95 Flying Force Disc (PU1)
- 96 Shadow Trap (New)
- 97 Multiple Limbs (HU2)
- 98 Feral (PU1)
- 99 Live Wire (New)
- 00 Choice of Clock Manipulation (HU2)

OR one of the following optional powers:

- Awe Factor (optional; New)
- Bio-Aura (optional; New)
- Horror Factor (optional; HU2)



Energy Expulsion Sub-Chart

- 01-05 EE: Fire (HU2)
- 06-10 EE: Force Blast (PU1)
- 11-15 EE: Icy Mist (PU1)
- 16-20 EE: Electricity (HU2)
- 21-25 EE: Heat (New)
- 26-30 EE: Plasma (PU1)
- 31-35 EE: Force (PU1)
- 36-40 EE: Ultrasonic Screech (PU1)
- 41-45 EE: Cold (PU1)
- 46-50 EE: Sonic Boom (New)
- 51-55 EE: Electrical Field (HU2)
- 56-60 EE: Light Explosion (New)
- 61-65 EE: Energy Aura (PU1)
- 66-70 EE: Shadow Bolt (New)
- 71-75 EE: Energy (HU2)
- 76-80 EE: Directed Sound (PU1)
- 81-85 EE: Flame Ring (PU1)
- 86-90 EE: Electromagnetic Pulse (PU1)
- 91-95 EE: Particle Beam (New)
- 96-00 EE: Light (HU2)

Major Super Abilities

Defensive Major Abilities Table

- 01-20 Alter Physical Structure (roll on the sub-chart)
- 21 Zombie Flesh (New)
- 22 Matter Expulsion: Metal/Steel (PU1)
- 23 Mimic (HU2)
- 24 APS: Bone (New)
- 25 Alter Metabolism (HU2)
- 26 Massive Damage Capacity (New)
- 27 Regeneration Ultima (PU1)
- 28 Prodigious Limbs (New)
- 29 Amphibious (PU1)
- 30 Mega-Wings (PU1)
- 31 Sonic Power (HU2)
- 32 Negative Matter (HU2)
- 33 Immortality (HU2)
- 34 Power Touch (PU1)
- 35 Matter Expulsion: Wood (New)
- 36 Alter Facial Features & Physical Stature (HU2)
- 37 Super-Consumption (PU1)
- 38 Defensive Immunity (New)
- 39 Reconstruction (PU1)
- 40 Sonic Absorption & Reflection (HU2)
- 41 Copy Energy Pattern (New)
- 42 Lycanthropy (HU2)
- 43 Portals (New)
- 44 Stretching (elasticity; HU2)
- 45 Sonic Flight (HU2)
- 46 Spin at High Velocity (HU2)
- 47 Re-Channel and Expel Energy (PU1)
- 48 Holographic Memory Projection (HU2)
- 49 Animal Abilities (HU2; New)
- 50 Indestructible (New)
- 51 Adapt to Environment (HU2)
- 52 Gateways (PU1)
- 53 Divine Healing (PU1)
- 54 Polymorph (New)
- 55 Energy Wings (New)
- 56 Dimensional Room (PU1)
- 57 Multiple Beings/Selves (HU2)
- 58 Totem Energy Aura (PU1)
- 59 Animal Metamorphosis (HU2)
- 60 Chameleon (HU2)
- 61 Bio-Armor (HU2)
- 62 Orbital Spheres (New)
- 63 Energy Absorption (HU2)
- 64 Matter Expulsion: Plastic (New)
- 65 Copy Physical Structure (HU2)
- 66 Rocket Fists (PU1)

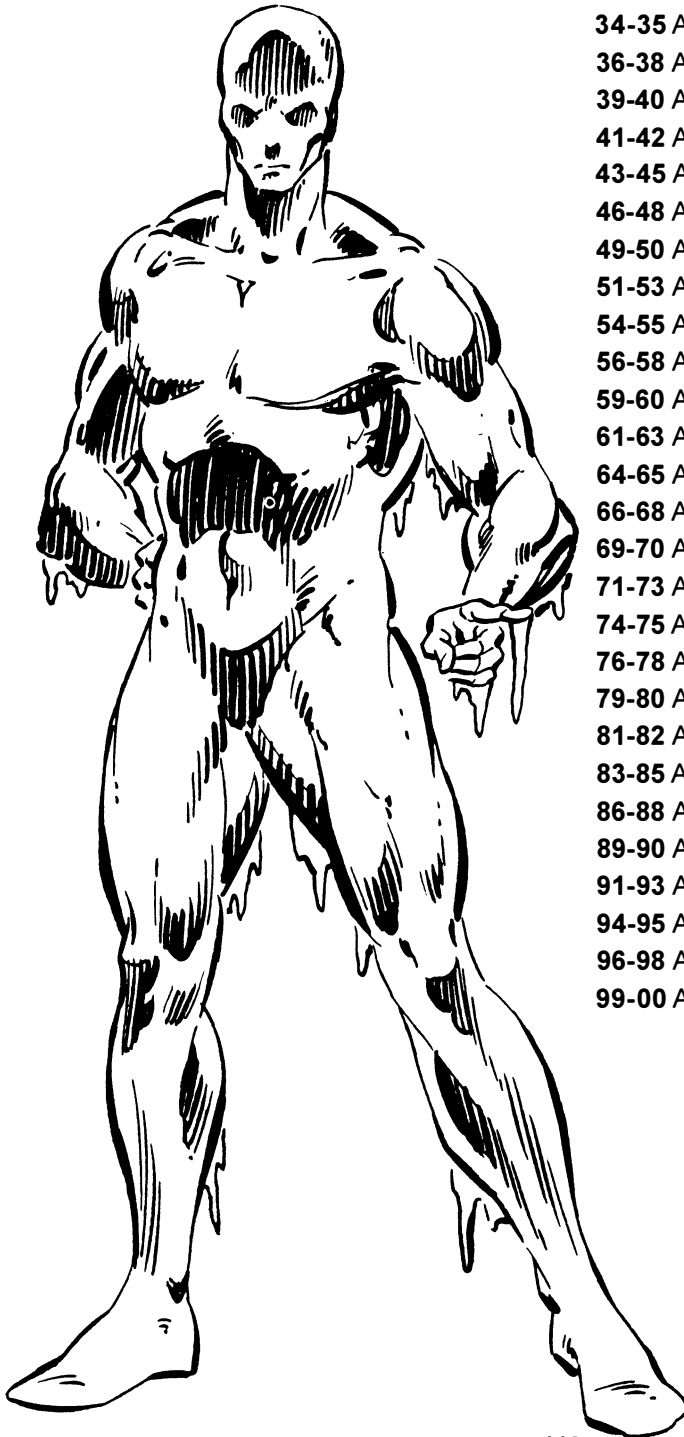
67 Molecular Compression (New)
68 Shapechange (HU2)
69 Absorb Bio-Mass (PU1)
70 Invisibility (HU2)
71 Matter Expulsion: Stone (PU1)
72 Multiple Lives (HU2)
73 Super-Regeneration (New)
74 Force Aura (HU2)
75 Bulletproof (New)
76 Karmic Power (HU2)
77 Generate Fog & Smoke (PU1)
78 Cloaking (HU2)
79 Superluminal Flight (New)
80 Divine Aura (HU2)
81 Absorb Matter (New)
82 Create Force Constructs (PU1)
83 Shrink (HU2)
84 Techno-Form (New)
85 Matter Expulsion: Bone (New)
86 Create Force Fields (HU2)
87 Copy Animal Attributes (PU1)
88 Swarm-Selves (New)
89 Rocket Charge (New)
90 Earth Possession (New)
91 Sonic Speed (running; HU2)
92 Monstrous Form (New)
93 Intangibility (HU2)
94 Ectoplasmic Armor (New)
95 Growth (HU2)
96 Matter Expulsion: Crystal (PU1)
97 Re-Channel Kinetic Energy (New)
98 Grant Powers (New)
99 Merge Bio-Mass (New)
00 Invulnerability (HU2)

35 Pestilence (New)
36 Spiral/Vortex (PU1)
37 Junkyard (New)
38 Shadow Manipulation (New)
39 Control Elemental Force: Water (HU2)
40 Energy Doppelganger (PU1)
41 Darkness Control (HU2)
42 Slime Regeneration (New)
43 Control Others (HU2)
44 Geo-Thermal Energy (PU1)
45 Self-Explosion (New)
46 Control Elemental Force: Air (HU2)
47 Transmutation (New)
48 Control Radiation (HU2)
49 Personal Recognition (New)
50 Friction Control (PU1)
51 Major Ability of Choice or Two Minor Powers
52 Prodigious Multiple Limbs (New)
53 Pause Temporal Flow (New)
54 Supernatural Strength (HU2)
55 Machine Merge (New)
56 Control Kinetic Energy (HU2)
57 Force Manipulation (New)
58 Mechano-Link (HU2)
59 Ectoplasmic Webbing (New)
60 Control Elemental Force: Earth (HU2)
61 Supernatural Bite/Jaws (PU1)
62 Rainmaker (New)
63 Tentacles (HU2)
64 Chemical Secretion (PU1)
65 Flesh Works (New)
66 Control Insects & Arachnids (HU2)
67 Alter Physical Structure: Energy (New)
68 Item Reduction (HU2)
69 Gravity Waves (New)
70 Natural Combat Ability (HU2)
71 Magnetism (HU2)
72 Vibration (HU2)
73 Enlarge Items (New)
74 Life Leech (New)
75 Slow Motion Control (HU2)
76 Transferal/Possession (HU2)
77 Plant Control (HU2)
78 Animate Objects (New)
79 Weight Manipulation (HU2)
80 Alter Limbs (HU2)
81 Aerodynamics (New)
82 Venomous Attack (major; PU1)
83 Distort Space (PU1)
84 Teleport (HU2)
85 Control Elemental Force: Fire (HU2)
86 Dismantle Machines (New)

Offensive Major Abilities Table

01-20 Alter Physical Structure (roll on the sub-chart).
21 Bio-Ghost (HU2)
22 Control the Void (New)
23 Sub-Zero (New)
24 Immobilization Ray (New)
25 Gravity Manipulation (HU2)
26 Swallowing Limbo (New)
27 Super Power Punch (PU2)
28 Inhabitation (New)
29 Vertigo Field (PU1)
30 Petrification (New)
31 Weapon Melding (PU1)
32 Control Density (PU1)
33 Mega-Tail (New)
34 Gem Powers (HU2)

- 87 Weapon Energy Extensions (PU1)
- 88 Liquefaction (PU1)
- 89 Super-Energy Expulsion (HU2)
- 90 Borrow Power (PU1)
- 91 Directed Force (PU2)
- 92 Stretch Time (New)
- 93 Energy Conversion (New)
- 94 Disruptive Touch (HU2)
- 95 Metal Manipulation (New)
- 96 Mirror Mastery (PU1)
- 97 Illusions (New)
- 98 Negate Super Abilities (HU2)
- 99 Jinx Power (New)
- 00 Control Static Electricity (HU2)



Alter Physical Structure Sub-Table

- 01-02 APS: Void (New)
- 03-05 APS: Lava (PU1)
- 06-08 APS: Blood (New)
- 09-10 APS: Metal (HU2)
- 11-12 APS: Plastic (New)
- 13-15 APS: Energy (New)
- 16-18 APS: Stone (HU2)
- 19-20 APS: Putty (PU1)
- 21-23 APS: Smoke or Mist (HU2)
- 24-25 Techno-Form (New)
- 26-28 APS: Magnet (New)
- 29-30 APS: Pebbles (New)
- 31-33 APS: Ice (HU2)
- 34-35 APS: Oil or Tar (PU1)
- 36-38 APS: Acid (PU1)
- 39-40 APS: Glass (New)
- 41-42 APS: Ash (New)
- 43-45 APS: Wax (New)
- 46-48 APS: Air (New)
- 49-50 APS: Wood (PU1)
- 51-53 APS: Vines (New)
- 54-55 APS: Electricity (HU2)
- 56-58 APS: Sand (PU1)
- 59-60 APS: Mercury (New)
- 61-63 APS: Bone (New)
- 64-65 APS: Plant (HU2)
- 66-68 APS: Shadow (PU1)
- 69-70 APS: Goo or Gel (New)
- 71-73 APS: Fire (HU2)
- 74-75 APS: Vapor or Fog (PU1)
- 76-78 APS: Sponge (New)
- 79-80 APS: Coral (New)
- 81-82 APS: Liquid (HU2)
- 83-85 APS: Light (PU1)
- 86-88 APS: Rag Doll (New)
- 89-90 APS: Crystal (PU1)
- 91-93 APS: Foam (New)
- 94-95 APS: Rubber (PU1)
- 96-98 APS: Plasma (HU2)
- 99-00 APS: Human Force Field (New)

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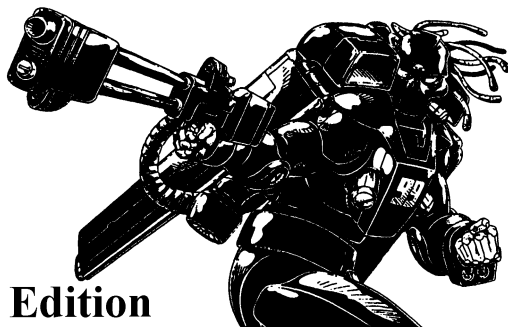
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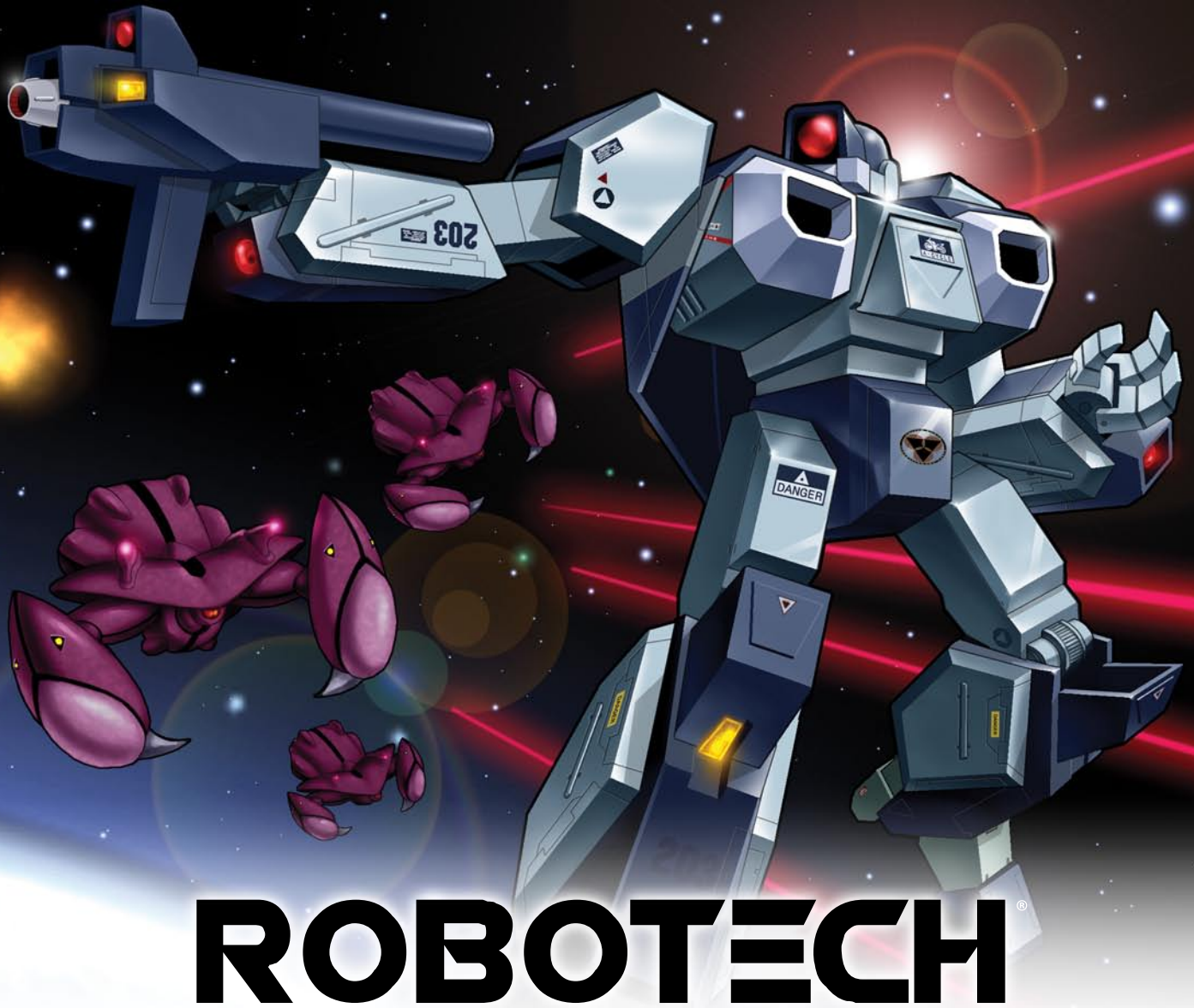
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