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Presents:

META-POWERS UNLIMITED

Super Powers creation and rules for Interlock Unlimited.

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INTERLOCK UNLIMITED

- META-POWERS -
SUPER HERO RULES FOR INTERLOCK UNLIMITED

Superpowers are figured from the Luck Stat. The GM has control over the amount of Power Points the characters Luck Stat will generate, depending on the type of Supers game he wants to run:

GAME LEVEL	POWER POINT DISTRIBUTION
1. GUTTER	LUCK = POWER POINT (PP) TOTAL
2. STREET	LUCK + LUCK = POWER POINT TOTAL
3. HIGH	LUCK + LUCK x 5 = POWER POINT TOTAL
4. DEMI-GOD	LUCK + LUCK x 10 = POWER POINT TOTAL
5. CELESTIAL	LUCK + LUCK x 20 = POWER POINT TOTAL

GUTTER LEVEL: The lowest level, powers are minor (Rocketeer and Doc Samson Levels)
STREET LEVEL: Powers are still low in nature, but are a bit more effective (Daredevil and Black Condor Levels)
HIGH LEVEL: This is the mid range of super power levels, (Wolverine and Most of the X-men, most of the Teen Titans)
DEMI-GOD: The Heavy hitting super powers levels (Justice League, Avengers, Thor, Superman, The Hulk, Apollo)
CELESTIAL: Those at this level are at the true God-like levels (Beyonder, Galactus)

Suggested Optional Rule: To keep things a bit more balanced, for every game level after Gutter, roll 1D6 to determine max number of individual powers a character can have.

If the player chooses, he may always opt to take a lesser level of power. However the GM should be very careful regardless of the level of characters, not to oppose them with Antagonists of greater level than the character can possibly hope to overcome.

Additionally, the character can use Power Points at a rate of 2 for one from the other Stats. Unlike Luck the points used from these Stats are lost permanently so be careful, anytime a Stat drops below 3 the character is considered disabled in that aspect (i.e. if the characters INT drops below 3 they are considered to be mentally handicapped, the characters ATTR they are considered to be disfigured or heavily scarred, their MA they require a cane/walker/wheelchair, etc... If the characters Stat drops to zero, they are dead). If they use their power to overcome their disability, it has to be considered an activated power, and their civilian identity will suffer the disability to full effect (such as the Donald Blake with the crippled leg identity of Thor, or the onearmed Dr. Curt Connors who regain his arm when he becomes the Lizard.

PSIONIC POWERS: Characters may choose to take Psionic Powers, which treat every Psionic ability differently, or they may choose to use Psionics as presented in the Interlock Unlimited Psionic Rules Add-On (Available free at Datafortress 2020). When taking Psionics as individual powers no Psion Special Ability is created, and each Level of the Psionic Skill costs 1 PP, and can be used a number of times per day equal to half the Psionic Skill unless the power lists it's own number uses or duration.. Additional uses can be bought for 2 PP per use a day

MAGIC: If the character is Magical in Nature, he may choose to use the Interlock Unlimited Magic Rules Add-on (coming soon) or instead of spending Power Points, the character may choose to convert Power Points into Spell Points. If this option is chosen the Magic User may use the Spell Points to cast any Power as a spell merely by spending the Power Points on it. If the Power does not list a duration, then it's duration becomes 1 round per point of COOL. The Time for Casting a power as a Spell will either be identical to what is listed, or take a full minute for every 20 points

the Power requires. Magic cannot create a permanent effect.

CYBERNETICS: Using the Cyberpunk 2020 rules for Cybernetic Enhancement (see the Interlock Unlimited Cyberpunk 2020 Conversion Manual) is allowable, so long as the setting supports it. However, effect from cybernetics such as Stat bonuses, or armor values, do NOT stack with those given by Meta-Powers. Only the higher level of either counts. And if the Powers are somehow lost, through Power Negation or other situation, then the cybernetics will revert to their original values.

BONUSES AND PENALTIES: In a supers campaign, use the standard chart from Interlock Unlimited. However if the player decides to create a character that has no powers at all (including psionics and magic, possibly cybernetics depending on setting), then allow the character to use Luck to purchase bonuses without the usual necessary purchase of Penalties. And allow the character 1 Bonus (per Game Level) which doubles the effect of the highest maximum outcome. Purely human characters should also receive a 10-point Starting Skill Point Bonus multiplied by Game Level.

Players have complete control over how their character acquired their power and at what age it manifested, be it through radioactive exposure, technological device, mystic imbuement, genetic mutation, cosmic ray bombardment or whatever else they desire.

Players may choose when their characters power manifested itself, and what it looks like when being used or activated. The manifestation /origin of their powers should be discussed before Lifepath is rolled, so that Player and Gm may most effectively work it into their Lifepath.

It is advisable, though not required, that players choose powers for their character that tie in to a common theme or source, or for powers with variable descriptions (like energy emission) describe the appearance and effect of those powers in relation to their other powers. For instance, if a character has Chosen the Altered Form: Electricity power, then the obvious choice for an Energy Emission power would be based off electricity. Tying their powers together under a common theme gives the character an extra 10% Power Points at character Generation.

Some characters will have a Prime Stat. This is a Stat that is tied directly to what the player considers his characters Primary power. Some powers will function off a specific Stat, but have allowance to function off the Prime Stat.

If characters decide to Lock their powers, then they may not take new powers later, though they can use earned PP to raise powers they already possess. Choosing this option gives the character an extra 10% Power Points at game Start.

IMPROVING POWERS: Whenever the GM awards IP, he should also award Power Points (PP) so characters may improve their powers, or take new ones. For a Gutter level campaign, 1-point per session is probably in order, 5 points per session for a Street Level, 10 points for High, 20 points for Demi-God, or 30 points for a Celestial Level game. Of course this distribution is merely a standardized suggestion, the GM for you game will best be able to determine a fair amount of PP for each session.

Every fumble involving the use of a super power that results in property damage or damage to anyone other than the target results in the character losing 1d6 Humanity, if the fumble results in a death this increases to 1d10

META-POWERS:

STANDARD POWERS

ADHESION:
This power allows a character to stick to walls, crawl across ceilings, etc. The power comes in two forms, sticky on hands and feet (or other appendages) which costs 5 points, or sticky all over the body, which costs 10 points. At the base level for either version, the adhesive will support a weight equal to 1/4th the character STR, by spending an additional 3 points the weight allowance becomes ½ the characters STR, 6 points allows for full STR, 12 points is double the characters STR, and 24 points is double that again. This power can function any way the user desires, perhaps the adhesive surfaces are covered in suction cups, or tiny bristles, or maybe he seeps a glue like substance.

Optional Weakness – Genetic Residue: Whenever the character use their power to adhere to something, they leave behind some type of visible genetic residue, not only can their trail be seen, but it will hold their DNA as well, making it possible to identify them.

Optional Weakness – Surface Specific: This power only works on either friction or frictionless surfaces (must be chosen at character generation). Taking this weakness drops the PP cost by half.

(Popular examples of Characters with this Power include Marvel's Spiderman and Nightcrawler)

AFFINITY (Animals, Languages, Plants, Minerals, Technology)
Spending 5 points on this power will allow a character to either Speak to animals, or understand any language. The 10-point version lets them choose between Plants, Minerals, or Technology. The character may Choose more than one thing to communicate with, but they must spend the points on each. The power can work off the characters EMP or INT (must be chosen at character generation). The standard time it takes to learn to communicate any new language, species, mineral type, or type of technology, is 10 hours listening to the target. For every point of INT or EMP (depending on which was chosen) the character removes one hour from the time it takes to learn how to communicate (If the character has higher than a 10, the time it takes to learn how to communicate becomes lessened by 5 minute increments). Once the character has spent the required time learning to communicate, he will be able to do so perfectly, as if he had a 10 in the necessary Language Skill. (For the purposes of this power, manufacturer defines different technologies).

Optional Weakness – None:

(Popular examples of Characters with this Power include Cypher from Marvel's New Mutants, Marvels Swamp Thing, and Dr. Doolittle)

ALTERED FORMS:
Altered Form is a power that transforms the character into a no-flesh-and-blood being. However unless specifically notated or as a weakness, the character is assumed to have complete control of his body, and may make physical melee attacks by solidifying r condensing. GM's should be open to interpretation as to how the power actually functions and what form the character with it takes, but at the same time the power must be consistent in its use and description for the individual. Character in Gaseous, Electric, Light, Liquid and Non-corporeal forms do not take damage from normal attacks, however anything which causes them to dissipate, or separates parts of their bodies will damage them (though for an extra 10 points they gain the skill to re-absorb any lost parts, for 20 additional points they can reform their body from any nearby source of the same material at a rate of 1 part per 3). Changing from a flesh body to an altered form takes 1 Full Combat Action. A character may change into an altered form for a number of rounds equal to their COOL (or Prime Stat) And may do this a number of times per day equal to their BOD). For an additional 20 points this changes to minutes, and for 50 points the character can remain in their altered form for so long as they are conscious.

ANIMAL:
This Power allows the character to temporarily take the form of a beast (type of beast chosen at character generation). The 2-point version allows for a hybrid version, humanoid with beast like features. The 5-point version allows the character to actually take the form of a beast of roughly the same size or weight as the character. Spending an additional 15 points on this power will allow the character to take on the form of a number of beasts equal to his INT or EMP (chosen at character generation). Spending an additional 40 points on this power will allow the character to become any beast he has personally observed.

Optional Weakness – Bestial Side: When transformed, the beast traits overcome their personality. The characters Mental as well as physical traits are altered as well. A character may make a will save to regain control suffering a negative modifier equal to the amount of points he has spent on this power. If the save is failed, the beast will remain in control until the character sleeps or loses consciousness, though at GM discrepancy. The character will retain familiarity with his teammates, friends, and lovers; though will have to make an EMP save to stop from seeing them as potential food or enemies. Taking this weakness reduces the power cost by 5 points.

HINT: Taking this power with Affinity: Animal and Animal Mimicry will allow the character to completely become the animal he is transforming into, offering all traits, natural abilities, and physical stats (REF, BOD, MA). If taken at the 30 point level in addition to these powers, and adding the SHRINK/ENLARGE power will allow the character to become any animal of any size, from housefly to great whale.

(Popular examples of Characters with this Power include Changeling from DC's Teen Titans and Wolfsbane from Marvel's New Mutants.)

ELASTIC:

With this power the characters body becomes elastic, and they are able to stretch parts or the whole of their body. The 1-point buy for this power allows a character to stretch a specific part of his body (Fingers, toes, hair, neck, forearms, lower legs…) out to a range of one meter. Every additional 2-points spent on this power increases that range by one meter to a maximum of 6 meters. The 5-point buy of this power allows the entire body to stretch out. The maximum stretch range is x3 the height of the character, with a meter thrown on for every point spent. The character can stretch one part or his entire body to this distance, even flattening himself out like a blanket, sail, or a net to engulf someone. At the 25-point buy the character can not only stretch and flatten himself, but he can also assume any shape (using the Sculpture Skill). A gain for every point spent the character can stretch himself an additional meter to a maximum of 100 meters (a human body does not have enough mass to retain control any further than that. The character he retains control over his body no matter what shape or the length he has stretched it, however for every meter he stretched his ability to lift is reduced by 5 kilograms. For every 1-point spent the character receives a +1 to any checks Athletics or Strength Feat regarding his ability to retain his grip. For every 5 points spent on this power the character gains a +1 to all Grapple and Hold checks.

Optional Weakness – Temperature Susceptibility: Because of the way the power works, temperature extremes have an extremely adverse effect on the character. If the character chooses Cold, then for every 5 points below 60 the character takes a –1 to all physical actions, and a –2 to all actions involving the use of this power. If the character is exposed to temperatures below freezing without adequate clothing, he will freeze solid in a number of rounds equal to his BOD. If the character chooses heat, then for every 5 degrees above 100 the character will suffer a negative 2 to all physical actions, and at 120 degrees Fahrenheit he will begin melting into a liquid goo in a number of rounds equal to his BOD. A character may choose either weakness for –5 to his PP total for the power, or both for a negative 15.

(Popular examples of Characters with this Power include DC's Elongated man, or Marvel's Mr. Fantastic)

ELECTRIC:

This power transforms the characters body into pure electricity (or some other type of energy including fire). The character may choose whether that body is a ball or mass of electricity, maintains a humanoid shape, or even the shape of animal or mythical beast. The standard power costs 5 points, and anyone who comes into physical contact with this form will describe the sensation as a tingling, like licking a nine volt battery. For every additional 5 points the character spends on this ability, he can generate a powerful electric charge in his body doing 1d6 damage to anyone he touches or who touches him. If the character spends an additional 25 points on this power not only can he become pure energy, but he can travel on any electrical current, such as through power lines merely by jumping into any power source at a rate of 100 miles per round, the limit he can travel is determined only by the size of the grid, so by jumping into a modern household electrical outlet he can travel virtually world

wide. If he jumps into a cars cigarette lighter however, he could go no further than the cars own electric system.

Optional Weakness – None:

GASEOUS:

This power allows a character to dissipate his physical form into that of a gas. The 5-point version of this power merely is a harmless gas, like a cloud, allowing the character to travel at a rate equal to ½ his movement (though if moving in the direction of a breeze he may move at that speed. The character may also disperse themselves to cover an area equal to his BOD in square meters. If bought at the 25-point level this gas may be poisonous or have other properties (chosen at character generation. With this power, unless the character is in an air-tight environment they are never trapped.

Optional Weakness – Vulnerable to Dispersion: With this weakness, every meter beyond that allowed by his body the character is dispersed (such as by a strong wind) will cause him 1d6 damage, and take him 1 round per meter to pull himself back together. Until the character recombined, he will not heal the damage, and if he attempts to solidify himself he will be missing an appropriate amount of body mass. (Without this power a character simply cannot disperse himself beyond his limit). Taking this weakness reduces the PP cost of the power by half.

> **HINT:** Take this power with the Powers Altered Forms: Liquid, and Solid and take ranks in Chemistry, each at the 25-Level and may automatically gain the power to alter their physical chemistry (requires Chemistry Skill) use their body replicate any gas, solid, or poison.

(Popular examples of Characters with this Power include DC's Mist and Metamorpho of the Justice League)

LIGHT/SHADOW:

With this power the characters body transforms into pure light, the character may choose as per Altered Form Electricity what form this light actually takes. This is a 3-point power. By spending 5 points on this power the character can "pulse" their body like a strobe light, causing anyone looking at them to roll a REF save or go blind, for every additional 2 points spent the REF save difficulty gains a -1 modifier. Taking this power for 100 points allows the character to travel along light rays at the speed of light, but it requires a full round to enter or exit this mode of travel.

Optional Weakness - None:

Alternatively, this power can turn the characters body into living shadow, allowing the character to travel through darkness at the same rate of movement and for the same costs. This power also gives the character a +10 to all stealth checks.

Optional Weakness – Light Vulnerability: Light Damages the character. Candle light merely causes discomfort, soft ambient or torch light causes them to operate at –1 to all actions. Standard room light causes a –3 to all actions, shining a flashlight on them does 1d6 damage per round, the sun does 1d10. Taking this weakness removes half of the total PP cost for this power.

(Popular examples of Characters with this Power include Marvel's Cloak from Cloak and Dagger)

LIQUID:

In liquid form the character can travel at a rate equal to his MA per round, or spread himself over a number of meters equal to twice his BOD. The character can use his liquid form to travel with other liquids at the rate other liquids are moving, such as traveling downstream in a river. The character may also disperse themselves to cover an area equal to his BOD in square meters Normally a character with this power must choose one liquid to turn into (usually water) however by spending a total of 25 points the liquid may be poisonous or have other values (Regardless the type of liquid must be chosen at character generation). With this power, unless the character is in a watertight environment they are never trapped.

Optional Weakness – Vulnerable to Dispersion: With this weakness, every meter beyond that allowed by his body the character is dispersed (such as by a strong wind) will cause him 1d6 damage, and take him 1 round per meter to pull himself back together. Until the character recombined, he will not heal the damage, and if he attempts to solidify himself he will be missing an appropriate amount of body mass. (Without this power a character simply cannot disperse himself beyond his limit). Taking this weakness reduces the PP cost of the power by half.

> **HINT:** Take this power with the Powers Altered Forms: Liquid, and Solid and take ranks in Chemistry, each at the 25-Level and may automatically gain the power to alter the characters physical chemistry (requires Chemistry Skill) use their body replicate any gas, solid, or poison.
>
> **HINT:** Alternatively, for 5 points this power could be used to turn the character into a semi liquid or semi solid form such as loose sand, loose dirt, mud, pudding, etc…

(Popular examples of Characters with this Power include Marvel's Sandman and DC's Clayface)

NONCORPOREAL:

With this power the character has no physical body, appearing as a ghost. This is a 5-point power, and while in this form the character cannot touch or be touched by anything in the physical realm, though he can be heard and seen. By spending 20 points on the power he may solidify just enough for brief contact as a quick action, with another quick action required to de-solidify. The character can pass through matter, such as soft earth, wood and water, and for an additional 10 points can pass through metal, ceramic and all natural (ie non-magical, non-psionic, and non-meta enhanced) substances for as long as the character can hold his or her breath.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Shadowcat and DC's Gentleman Ghost)

SOLID (METAL, STONE):

With this 10-point power the characters body becomes a mass of living metal or stone (or other solid substance). The substance must be chosen at character generation, and it will increase his weight by 1d10x10 kilograms. He gains an immediate +5 Natural Armor which counts as Hard (he can add this to either Minor or Major Natural armor, if he chooses minor he can Spend an additional 10 points to change the armor gained from the Natural Armor (Minor) power to Hard instead of Soft.) The character will be able to ignore 20 points worth of heat or cold damage, and for every additional 2 points spent he can ignore 1 more point of heat or cold damage, though his surface may absorb the heat and burn anything or anyone he comes in contact with. In armored form, he no longer tracks Wounds, and instead has an SDP equal to his wounds, ignoring Stun and Death saves while he is in armored form. This can be very dangerous however, as SDP loss will transfer back to wounds when he reverts to human form causing immediate Stun and Death saves with modifiers appropriate to damage.

Optional Weakness – Tactile Negation: A character with this weakness cannot feel tactile Sensation while in this form. He cannot tell hot, cold, pleasure, pain, rough, smooth, or pressure. He is at a –5 to all actions involving these senses, and may not know the extenet of his own damage or even if he is being attacked physically. Taking this weakness reduces the total PP cost for this power by half.

> **HINT:** If a character with a solid form takes Regeneration (Minor) he may attempt to re-attach pieces of himself that have been removed before reverting to human again, healing him for 50% the SDP damage he took. However he must be exact (Sculpture or First Aid roll) or the piece will be either re-attached improperly (causing broken bones, misaligned arteries, or damaged organs when he reverts to flesh on a failed roll, resulting in and additional 50% to the wound)
>
> **HINT:** Take this power with the Powers Altered Forms: Liquid, and Solid and take ranks in Chemistry, each at the 25-Level and may automatically gain the power to alter their physical chemistry (requires Chemistry Skill) use their body replicate any gas, solid, or poison.

(Popular examples of Characters with this Power include Marvel's Colossus DC's Stone Boy)

VEGETABLE:

A 10-point power that transforms the characters body into a humanoid mass of vegetation. As vegetation the character does not suffer penalties from damage, nor does he take bleeding damage. For every additional 5 points spent on this version of the power he may grow fruit, vegetables, flowers, etc… at a rate of 1 per day equal to his COOL, or he may grow a vine at a rate equal to his COOL per round in meters, maximum length per day equal to his COOL x 5, able to hold a weight equal to the characters Max Lift (for every ten kilograms he weakens the vine by, it may grow an extra meter). The character can grow any fruit he has personally eaten, and has control over the vines direction as they grow**.** A character with this power is vulnerable to any condition that effects plants, such as herbicide, lack of water, lack of sunlight, and extreme temperatures.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Man Thing and DC's Swamp Thing)

ANCESTRAL MEMORY:

With this power the character is somehow aware and has access to knowledge of one or more ancestors. It does not have to be a blood relative, but instead could be a former mentor, or member(s) of a lineage of Metas with the name same name, fraternity, or duty, this is up to the player to decide. For 2 points, the character is in psychic or astral contact with one person, who can share knowledge advice and opinions with the character. For every additional 5 points spent the character gains another spectral ally. Alternatively, if the character decides to spend 10 points on 1 mentor, he may create a full character sheet (devoid of equipment) that he may give to the GM or with GM approval run as a secondary character. This mentor will not be able to accomplish any physical actions or communicate with anyone else (unless the character acts as a psychic anchor) but will be able to roll his own INT, EMP, and COOL based skills in order to advise the character.

Optional Weakness – Mental Fragmentation: With this weakness, the characters not only shares memories with his ancestors, but they also fight for domination over his will. Any situation that causes the character to roll a Stun Save at a negative modifier, has a 50% chance of allowing one of the personalities trapped within a characters ancestral memories to gain dominance of the characters body if he failes an additional Cool save. The new personality will retain control of the characters body until the body is forced to make another Stun Save, at which point the character may attempt to regain control. Taking this weakness reduces the PP cost of this power to by 75%.

(Popular examples of Characters with this Power include Wildstorm's Doctor from The Authority)

ASTRAL PROJECTION:

With this 5-point Power, a character may Astrally Project himself, leaving his body behind and becoming an embodiment of his own ego. The astral projection will be either invisible or translucent with a glowing outline the same color as the users Aura. The Astral Projection itself cannot move or manipulate physical objects, or make any physical attack. However it can speak and be heard. The Astral Projection can travel through solid objects, and has no need for air, even allowing it to travel into space. Projecting requires total concentration, and any thing that touches the physical body stronger than a gust of wind will cause the user to make an immediate INT save at –2, or the projection is immediately broken and the character will be dazed and disoriented for 1d6/2 rounds, unable to perform anything but a move action. A character can Astrally Project himself instantly anywhere he has first hand knowledge of, or he may move about in his astral form at a rate equal to his MA. An Astral Projection will last for a number of rounds equal to the Characters INT, after which the character must make a COOL Save, success renews his concentration, failure immediately pulls him back to his physical body. While a character is Astrally Projecting, they are unaware of what is happening around their physical body, and leave it relatively defenseless. Psionic Powers can be used during Astral Projection, and the Astral projection itself is susceptible to any Psionic powers or powers that effect the INT, EMP, or COOL.

Optional Weakness – Lost In The Ether: With this weakness, every time a character Astrally Projects himself, he has a 10% chance of not being able to return to his physical body. His ability to Project has somehow weakened his bodies ability to maintain it's "spirit line", and occasionally that line gets severed. An Astrally Projected Character who is "lost" will have one of two choices, he may try to find his way home from wherever his Spirit is currently, and he may try to rejoin his body once per 14 hour time period, -1 hour for every point of INT. Taking this weakness reduces the PP cost for this power to 1.

(Popular examples of Characters with this Power include Marvel's Doctor Strange and DC's Doctor Fate)

ASTRAL/SPIRITUAL CONFINEMENT:

With this 20-point power, anytime the character engages in an astral or spiritual battle, they may attempt to confine their Consciousness or Soul. To do this, the character makes a Teledominance check against the target, who resists with a Mental Defense. Success means the target is trapped for a number of days equal to the characters INT. Spending 50-points on this power lengthens the duration to weeks, spending 100 points lengthens the duration of confinement to years and spending 200 points on this power lengthens the duration to Centuries. The nature of the confinement can be chosen from 1 of 2 options. Option 1. Traps the character on the astral plane, separating them from their body. They may attempt to break free and either return to their body or find a host (see Body Snatch power) if their body is dead once every 20 days –1 day per point of COOL (if the confinement lasts longer than days, the character may attempt this in terms of the entrapment). Option 2 traps the Soul and body of the target in an object (weapon, bottle, gem, etc..) If this option is chosen the Character may wield the object as though the object were bestowed with the Targets powers. The downside to this is, if the object is destroyed, the confined target(s) is instantly freed and appears on the spot.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Mephisto)

BESTOW POWER (Minor):

With this 5-point power a character may bestow a non-living object with power. To infuse an object with power the character must expend his own PP at a rate of 1 for 1. The character can spend as many points as he wishes, on as many powers as he is capable of using. The powers bestowed are permanent (unless the object is destroyed or rendered powerless by some outside force). PP spent to infuse an object with power will be regenerated at a rate of 2 per day of rest (one point per day if the character undergoes strenuous activity). A character may only infuse an object with one power at a time, though he may infuse an object with multiple powers separately. A character with diminished PP will suffer appropriate weakness to their own powers as it regenerates. An object infused with powers will either bestow the powers on anyone using it, or will radiate from the object itself (chosen at infusion). Using this power requires a Full Combat action per 5 PP bestowed on an object.

Possible Weakness - Lifeline: With this weakness, any object the character bestows with power is so attuned to the character through his life force, that if the object is destroyed, it will cause the character to take damage equal to half the PP he spent on it.

(Popular examples of Characters with this Power include The Guardians from DC's Green Lantern Corp)

BODY SNATCH:

With this power, a character is able to enter and control the body of another sentient creature. Using this power to enter or exit a host body is a Full Combat action. While the character is in the host body, he has full control over the body and all its natural weapons and powers that enhance physical actions, including anything Governed by ATTR, BOD, REF, and MA. He does not control or have access to the characters memories however, so he has none of the host bodies skills. The character retains his own INT, TECH, COOL, LUCK, and EMP (though if the host body has any cybernetics or bioware which have reduced his Humanity, the character will suffer the same Humanity loss for the duration of the time he is in the host body). Any Non-Natural or Stat-enhancing powers of the host body will not be known to the character unless he has knowledge of them beforehand or learns of them, in which case he has a 50/50 chance (possibly modified by character familiarity with similar powers) to use them. Psionic and Magical powers of the host cannot be used by the character. However the character can use his own Psionic or Magic based powers, or any of his own INT, EMP, or COOL based powers, but any of the characters natural powers or powers derived from REF, BOD, MA, or ATTR are unusable while in the Host body. To enter a host body, the character must first make a successful attack (chosen by the character at generation from either grapple, punch, kick, or ram) if the attack is successful the process starts. The Character and the Host immediately make opposed Will checks (As per Stability table of core rulebook) using COOL (or INT or EMP if they are Prime Stats), If the Host wins the "Body Snatch" is unsuccessful and the character is dazed at -3 to all actions for 1d6 rounds. If the host loses the Body Snatch is successful. The power costs 10 points, and a character can inhabit a host for a number of rounds equal to his COOL (or INT or EMP if they are Prime Stats) before the Host can renew the Will opposition in attempt to regain control of his body (host failure indicates once again the body is controlled for the power duration, host success ejects the character and leaves him dazed for 1d6 rounds+the amount of points he failed his roll by). For every additional 10 points spent the character gains a +1 to his Will save for the purposes of taking over and maintaining a host body. When 30 points have been spent on the power, the duration becomes minutes instead of rounds, at 60 it becomes hours, at 80 it becomes days, and at 100 it becomes weeks. At character generation, it must be decided whether the Host remains conscious or dormant while his body is being controlled. If the host remains dormant he cannot be communicated with at all, if he remains conscious the character can communicate with him telepathically and probe him if he has his own psychic powers. Any situation that causes the character to make a Will save (such as taking damage) will automatically provoke an attempt by the host to eject the character.

Optional Weakness – Shared Vulnerability: With this weakness, the character takes any damage the host does, and if the host dies, so does the character. This weakness reduces the PP cost of the power by half.

HINT: If the character has the psychic power Psychic Invasion, he may use it to discover how to use the hosts powers before he attempts to take control, or if the character elected to allow the character to remain conscious and aware during a Body Snatching he may even use it while he is in control of the body.

(Popular examples of Characters with this Power include Marvel's Shadowking from The X-men and DC's Deadman)

BOUNCING:

This power allows a character to generate a kinetic field around themselves that amplifies and redirects kinetic force, in other words the character can bounce as if they were a rubber ball. At standard level this is a 5-point power, and every impact upon a character will move them a number of meters equal to half the dice value of damage they would have taken and/or at half speed/velocity. This power makes the character immune to impact damage, both from others and from its own use (though firearms and arrows will do half damage). Buying the power at 10 points will move the character a number of meters equal to the dice value of damage they take. Buying it for 20 powers multiplies the distance by 1.5, and buying it for 30 points multiplies it by 2. The character will move at the same speed of the object that impacted him for half the distance, then drop in speed. A character cannot control his direction mid-bounce, but can affect the direction at each impact. It is possible, if the character is in a confined space, or has enough objects near by to generate massive speed and momentum. Every object or person the character bounces off will take a damage equal to the weight and Speed of the character as per the Interlock Unlimited Impact Damage rules.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Speedball from The New Warriors and Bouncing Boy From DC's Legion Of Superheroes)

BREAKING POINT STRIKE:

This power allows a character to strike at the weakest point of any object, the damage from the strike ignore SP and goes straight to SP. For every 5 points spent on this power the character can ignore 5 points of SP. Every 10 SP a target possesses adds a +1 to the difficulty to hit. This power cannot be used on living organic objects or creatures.

Optional Weakness – None:

(Popular examples of Characters with this Power include Rumiko Takehashi's Ryoga Hibiki from Ranma ½)

BURROWING:

A 5-point power, this allows the character to move through earth at ½ their run speed. However they will not be able to move through solid stone metal or other dense objects will cause the character to have to either find a different route, or stop him cold. Spending 10 points on this power allows the character to move at their full Run speed.

Optional Weakness – None:

(Popular examples of Characters with this Power include Warner Bros Bugs Bunny)

COLOR CHANGE:

With this 1-point power the character can change the color of any non-living thing they touch for as long as they are touching it and a number of rounds equal to their Luck afterwards. For 5 points the character can make the color change permanent, with the Paint/Draw skill they can use their fingertips as a paintbrush.

Optional Weakness – None:

COMBAT ACTION SAVANT:

For every 2 Power Points spent a character can add 1 point to his Reaction Total for the purposes of determining Combat Actions.

Optional Weakness – None:

CONSUME:

For every 3 points spent on this power the character can consume 2kg of matter per day. A character can consume a maximum of 1kg every 5 minutes. Every additional 3 points spent adds another 1kg to the amount that can be eaten in 5 minutes. While the character doesn't actually have to eat the matter, that is the most common method. Regardless the character creates special enzymes that allow the character to break down matter. As an added bonus every point spent on this power, weather increasing the total amount a character is able to consume, or in decreasing the time it takes him to consume it, allows him to bypass 1 SP worth of hardness. So a character who has spent 12 points on the power can eat something with a hardness or armor rating of 12 points. It is advisable that a character that takes this power also takes as many immunity powers as possible.

Optional Weakness – Weight Gain: This weakness causes the character to gain an approximate amount of weight equal to that ingested. For every 20 lbs ingested his MA drops and he suffers a negative –1 to all Reflex based rolls. Taking this weakness reduces the PP cost of the power by 50%.

(Popular examples of Characters with this Power include DC's Matter Eater Lad from Legion Of Superheroes and Chunk from The Flash.)

CROSS-DIMENSIONAL AWARENESS:

With this 5-point power the character is aware of another dimension, that of the real world. He understands only that he is being watched and occasionally may hear something the other players or the GM say. For ten points the character may even believe that another is controlling his every moment, every action, and every thought. The character is aware of the Fourth Wall, and may sometimes even attempt to direct commentary or performance at it.

DANGER SENSE:

This power bestows a +1 to Awareness/Notice for every 3 Power Points spent for the purposing of noticing and identifying dangerous situations and threats.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Spiderman and DC's Blue Beetle III)

DOPPLEGANGER:

With this power a character is able to change his shape to mimic that of another person. At the 5-point level this power allows the character to turn into mimic one person of roughly the same size and weight and provides a +3 to disguise. For every additional point spent the character can modify their height by an inch and their apparent weight by 25lbs, and they gain an additional +1 to Disguise (maximum of +20). Characters only get the full value if they know the person they are imitating. If they are a casual acquaintance they lose 1 point of their bonus, if they only have video recording, they lose 2 points, if all they have are photographs, they lose 3 points. However if they know the person intimately, such as a very close friend, family member, or lover, they get a plus +3.

Optional Weakness – None:

HINT: Use this power with Vocal Mimicry to create a perfect disguise.

(Popular examples of Characters with this Power include Marvel's Mystique from The X-Men and Martian Manhunter From DC's Justice League)

ELECTRICAL DISRUPTION:

This power allows the character to generate a field of electro-magnetic energy around themselves that disrupts all electronics around them. The range of the field is equal in Meters to the characters COOL, however the character can instead choose to make this a "burst" effect (must be chosen at character generation) which doubles the range and requires a Normal Combat action. The 1 point version of this power effects all unshielded electronic devices within range for 1d6 hours. The 2 point version of this power doubles the range, the first half of the range disrupts electronics even through shielding for 1d6 hours, does 1d6 damage to any living thing, and permanently disables activated electronics, the second half of the range functions as the 1 point power. For the 3-point version the range triples, the first third of the range disrupts electronics even through heavy shielding for 1d6 hours, has a 50% chance of destroying lightly shielded electronics (those that survive are disabled for 1d6 hours), destroys all unshielded electronics, and causes 3d6 damage to anyone in range. The second range increment acts as the 2-point version of the power, and the third range increment acts as the 1-point version. This power has a duration equal to the characters EMP in rounds, and can be used an equal amount of times per day.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Polaris from the X-Men)

EMOTIONAL DOMINATION:

With this 10-point Power, a character may influence the emotions of others causing rage, fear, sadness, arousal, nervousness, sadness, happiness, or any other emotion. The power comes in one of two forms (chosen at character generation). Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape.

1. TOUCH:

The Touch version of Emotional Dominance is more limited, but also more powerful. With this version of the power the character may cause anyone in direct physical contact with them to feel one emotion of theirr choice per round. Also, for every 2 points of INT the power gives a –1 modifier to the targets COOL save (or Psychic Defense), failure indicates they feel the emotion so strongly that it provides a +5 bonus to the character Perusasion/Fast Talk when dealing with the target. Using the touch version of this power is a Normal Combat Action. Spending 40 additional points on this power doubles the modifiers.

(Popular examples of Characters with this Power include Wish from Wilsdstorm's Stormwatch)

2. AURA

Like the Touch version, except it affects anyone within range. The range of this power is equal to the characters INT in meters and grants its Modifiers to the targets COOL save at –1 for every 4 points of INT and provides a +3 bonus to the characters Persuasion. Spending an additional 10 points doubles the range of this power, Spending and additional 25 points increases the range by x10.

(Popular examples of Characters with this Power include DC's Psycho Pirate)

EMPATHIC READING:

This 5-point power lets the character instantly know the emotions of any sentient creature they touch. Spending a 10 points on this power lets them know the emotions of anyone with a radius = to their EMP stat in meters. This bestows +2 to Human Perception.

Optional Weakness – Mirror Susceptibility: With this weakness, not only does the character knows the emotions, but their own emotions are overwhelmed to mimic those detected. In the case of an aura effect, this will lead to the character feeling the strongest emotion in the area of power effect. This reduces the PP cost 50%.

(Popular examples of Characters with this Power include Megan from Marvel's Excalibur.)

ENERGY/KINETIC ABSORPTION:

This power allows a character to absorb either (chosen at character generation) Energy (lasers, electricity, plasma, fire, cold, etc…) or Kinetic (bullets, arrows, melee attacks, etc..) attacks and rechannel them, either into a ranged energy attack that deals half the amount of die damage or into a physical attack that adds the full amount of Die damage (this also must be chosen at character generation) to his melee attack.. Die damage as discussed is the amount of Die, and die type of the weapon used to attack the Character. For instance if someone shot a character who had chosen Kinetic absorption and Physical Attack with a .44 magnum handgun, (4d6 damage) the character could then add 4d6 damage to his punch attack. If Ranged Energy Attack is chosen the power automatically generates a skill for use with the attack based on either REF or his Prime Stat. The 5 point version of this power requires that the user takes full damage from the attack, buying

the power for 10 points lets the character ignore half of the chosen type of damage, and buying it for 25 points lets him ignore 90% of the damage, absorbing it all but 10%. Power from an attack can be stored for a number of rounds equal to the characters Cool, and releasing the energy is a Normal Combat Action.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Sebastian Shaw and Bishop, and Wildstorms Winter)

ENVIRONMENTAL ADAPTATION:

With this power, bought at 5 points, a character is able to adapt to most any environment. With this power, in any environment the character finds himself in that provides a negative modifier (extreme heat, cold, etc…) the modifier will lesson at 1 point per day. The 20 point version drops any negative modifiers by 1 point per hour, the 30 point version by 1 point per minute, and the 40 point version by 1 point per round. Provided the character can survive long enough to adapt to the environment, this will even protect the character against the most extreme environments, such as the crushing depths of the ocean floor, the vacuum of space, or even the heat of the sun, though the character will have to find some other way to provide air, food, and water.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Darwin from the X-men)

EXTRA-DIMENSIONAL COMMUNICATION:

This power allows characters to speak with beings from another dimension or plane. The standard version is that this power allows a character to speak with the dead, though other targets could be chosen, such as an extra-dimensional Guru, a demon, or the like. This is a 10-Point Power, and has a daily duration equal to the characters INT or EMP (chosen at Character Generation) in minutes. Every additional 10 points spent on this power doubles the duration. Beware, when speaking with a dead being, or being from another dimension, the character will be susceptible to any Mental powers they may possess.

Optional Weakness – None:

EXTRA LIMBS:

For every 10 points spent on this power, the character gains an extra appendage, usually an arm. Every extra appendage grants and extra 5 points to the characters Reaction Total for purposes of determining combat actions. If the character is ambidextrous, he can use additional limbs with the same skill as his natural ones.

Optional Weakness – None:

(Popular examples of Characters with this power include Forearm of Marvel's X-Force)

EXTRA SENSORY ACUITY:

This 5-Point power allows the character to perceive things a normal human would be unable to detect, such as radiation, magnetism, magical residue, and the like. The character must choose what type of anomaly he is able to detect, though he may also choose what sense he uses to detect it, including senses the character has raised through Power Points. Range is equal to INT or EMP x2 in meters.

Optional Weakness – None:

FLIGHT:

This power allows the character to fly, and can be bought at 3 levels. The 10-point version allows the character to fly as a bird, or a plane. The character may move forward, up, down and left right, but may not move backwards or hover for more than one round, and requires its own skill based off REF. The 20-point version allows for flight like an insect or helicopter, allowing the character to hover and move backwards, but still requiring its own REF based skill. The 40-point version allows for perfect flight, moving in all directions and hovering, it does not require it's own skill, but an Athletics check may be needed for difficult maneuvers, such checks may be made off the character Prime Stat. This version also allows for flight in space, and allows the character to "fly" underwater. Regardless of version, the character can fly at the same Speed they run. For an additional point they can double their speed while flying.

Optional Weakness – Flight Requires Motive Source: With this weakness the character is only able to fly through use of wings, jet pack, or other motive means. Any damage taken to the motive source may hamper or end the characters ability to stay aloft. The motive source can be Organic, Technological, or Mystical in nature. Organic wings can either be membranes expanding from the arms for a 50% PP reduction, or separate wings sprouting from the shoulders that will be treated as 2 separate limbs for a 25% PP reduction. A technical motive source, such as a jet pack or rocket boots will have an SP of 10 and an SDP of 20 (for every five additional points spent both will raise by 10) and offers 10% PP reduction. Mystic sources such as flying carpets or broomsticks will an SDP of 20 and confer the same PP reduction.

(Popular examples of Characters with this Power include Marvel's Angel, DC's Dawnstar, and Adam Strange)

FORCE FIELD MINOR:

This power works in one of two ways, it either envelops the users body, providing an SP of 5 for a number of rounds equal to the character Prime Stat, or it creates a 1 meter by 1 meter "Shield" of Energy equal to SP:10 for an equal amount of time. In both cases the armor is treated as hard. This power costs 2 points. Does not stack with Energy Field or Energy Bubble.

Optional Weakness – None:

GLIDING:

Somehow, the character is able to float gently to the ground from any height, so long as they can catch a breeze (requires the Pilot: Hangliding skill).

Optional Weakness – None:

GLOW:

This 1-point power causes the characters body, or a specific part (characters choice at Generation) to radiate a glow. The color of the glow will be any the character chooses, including rainbow effects. For 3 points the glow will vacillate between different colors, like a mood ring or a disco light.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Dazzler and Dagger

GO WITHOUT AIR:

With this 5-point power a character can go without air a number of minutes equal to the BOD x3. By spending 10 points on this skill the amount of time increases to an hour. 25 points spent allows the character to go indefinitely without breathing.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Silver Surfer and DC's Superman)

GO WITHOUT FOOD OR WATER:

At the 5-point level of this power, a character can go a number of days equal to his BOD without eating or drinking before suffering the effects of starvation. 10 points lets the character go double this time. At 25 points the character no longer needs to eat or drink.

Optional Weakness – None:

IMMORTALITY:

This power slows or halts the aging process, depending on how many points are spent. Spending 5 Power Points on this power allows the character to age 1 year for every ten years spent living after the power manifests itself. Spending 10 points allows the character to age 1 year for every 50. Spending 25 points on this power makes the character Immortal, from the moment this power manifests itself, they will never age again, nor will they be effected by any further bonuses or penalties for aging. It is important that regardless of level bought, it is stated clearly during character generation the age of the character when this power manifested.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Vandal Savage)

IMMUNITY:

This power makes the character immune to one type of threat (Disease, Poison, Radiation, Heat, Cold). The type of threat immunity must be chosen at character generation. Buying the power for 5 points bestows a +5 to the characters Resist Torture/Drug skill. Buying it for 10 points makes the character completely immune to the chosen threat. The power can be bought multiple times for different threats. The down side is that a character immune to the threat also never receives its benefit, a character immune to poison can't get drunk, a character immune to radiation can't receive chemotherapy for cancer.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Iceman from the X-men, and DC's Infectia)

INVISIBILITY:

This 10-point power bestows the user with invisibility, making them unable to be seen by the human eye save for a slight glimmer (+6 to users stealth), The power requires the user to spend a full action to use, and lasts for a number of rounds equal to their Cool, or until they or any weapon they are using comes into contact with a sentient being. The power can be used a number of times equal to their stealth skill per day. Anything that allows a person to see into other spectrums (such as thermograph, infrared, or ultraviolet) will not be affected by this power. And if the user is in water or precipitation the modifier to stealth drops to +3. Only the person and the items he is holding or wearing when he becomes invisible are affected. Anything he picks up afterwards will be visible and be seen to float in the air. Spending 20 points doubles the Modifier.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Invisible Woman and DC's Martian Manhunter)

JUMP:
The 5-point version of this power allows the character to jump twice his normal distance. The 10-point version of this power raises the distance to x5. The 20-point version of this power raises it to x10. Spending a straight 50 points on this power allows the character to figure his distance in kilometers rather than meters.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Batroc Ze Leaper and The Incredible Hulk)

LEVITATION:
A 5-point power that allows a character to levitate up or down a number of meters per round equal to their INT or MA (chosen at character generation. This power does not allow for forward motion, though an inventive character could equip himself with a means of propulsion and steering, or possible use another power for the same effect. In such a case, the Hang Gliding skill would be used at a –3 modifier (though the GM may take this as a suggestion and should be open to consideration of player solutions).

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Moondragon)

LIMB REPLACEMENT:
This power replaces a characters arm with a tentacle, giving the character a +3 to all Grapple and Hold checks. The tentacle will be as long as the users arm, but for every additional 5 points spent on this power the tentacle will increase in length 1 meter and provide an additional +3 to Grapple and Hold checks. If both arms are chosen the bonuses stack if the limbs are used simultaneously. The user will still be able to use most simple tools and melee weapons, but more complex items such as firearms would not be able to be used unless they were specifically made for such a task. If someone chooses legs instead of an arm, they must choose both legs. Doing so will give them 6 tentacles that will allow them to have equal MA on land and in the sea, in addition to providing them with +6 on all grapple hold, and sweep checks. Alternatively, one could go the Snake or Merperson routes. The Snakeperson option replaces their legs with a snake tail equal to x3 the standard height of the character, giving them the same bonuses to Grab, Hold, and Sweep as the tentacles but also allowing the character to constrict on a successful hold, doing 1d10+Str modifier in damage, or a tail swipe dealing the same amount of damage. If the Merperson option is chosen, the characters legs are replaced with the tail of a shark, dolphin, or fish and his swim speed in times 3 his normal MA, but his land speed is reduced to 1.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Lori Lemaris)

LUCK MANIPULATION:
With this power, a character is able to use his own Luck to affect any roll, not just his own, including rolls made by the GM, NPC's and other Characters. This power costs 10 points.

Optional Weakness – Divine Providence: With this weakness, the character will only be able to use luck if the characters motives are altruistic. This weakness reduces the PP cost for this power by 2 points.

(Popular examples of Characters with this Power include Marvel's Longshot from The X-Men and DC's Calamity King)

MEMORY MANIPULATION:
With this power a character is able to manipulate the memories of another. First a successful Teledominance check must be made against the targets Mental Defense (Or the target may make a Cool Save). 10-points spent on this power allows them to erase or alter the memories a number of rounds into the past equal to their INT. Spending 25 points changes this to minutes, 50 points changes this to hours, 100 points changes this to years, and 150 points changes this to decades. Using this power takes a full round during which time the character may do nothing else. For every advanced level this power is bought at, the time it requires is x10 cumulative. It is possible for a target to regain their memories, but it requires that something happens which makes them seriously question their own memories or a related traumatic event.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Zatanna

MENTAL DEFENSE:
For every 2 points spent on this power a character is able to set up defenses and strengthen their mind against mental or emotional attacks, giving them a +1 any saves to resist attacks that effect INT, EMP, or COOL.

Optional Weakness – None:

META-HEARING:
Spending 10 points on this power gives a range of kilometer and extends the audio spectrum into the subsonic range, like a dog. Spending 25 points on the power allows the character to have a hearing range equal to the characters Awareness skill x their Intelligence in Kilometers.

Optional Weakness – Sonic Overload: With this weakness the character is extremely vulnerable to sonic based attacks, causing him either double damage, or double any modifiers.

(Popular examples of Characters with this Power include Marvel's Daredevil, Wildstorms Apollo, and of course, DC's Superman)

META-VISION:

IMPECCABLE SIGHT:
This 50 point power allows the character to see everything as it truly is, it sees the Aura (see Psychic Aura) of everyone and everything, it cannot be fooled by visual illusion, and it sees through all physical disguise.

INFRARED/INFRAGREEN:
For 5 points this power gives the user vision power into the infrared or infragreen spectrum.

LOW-LIGHT:
A 5-point power that enhances even the smallest amount of ambient light. When active vision is black and white.

MICROSCOPIC:
The 5-point version of this power allows characters to see microscopic details as though they were looking through a home microscope. The 20-point version allows character to see microscopic details as though looking through a college microscope, the 50-point version as if through a well funded hospital microscope, and the 100 point version will allow characters to zoom in to atomic level as through an electron microscope.

TELESCOPIC:

A 5-point power that allows characters to see into the distance as though looking through a pair of binoculars. A 20-point version of this power allows characters to see as though looking through a telescope. 50 points allows the character to see as if through a powerful telescope. Spending 100 points on this power allows them to see as if looking through an observatory telescope. This power works with all vision enhancements except Microscopic.

THERMOPTIC:

This power costs 5 points and allows characters to view the world in therm-optic vision.

X-RAY:

This 20-point power allows the character to see through walls, clothing and skin like an x-ray machine revealing only extremely dense matter such as metal and bones. Spending 50 points on this power allows a character to fine to it in such a way as to see layer by layer, such as seeing through clothes to a body underneath, or seeing through the sides of a briefcase to read the papers inside. This power works with Telescopic vision.

Optional Weakness – Lack Of Normal Vision: With this weakness, this power, or powers, become the characters only means of visual sense. Taking this weakness reduces PP cost for any vision based powers (except Telescopic/Microscopic) by half.

(Popular examples of Characters with this Power include Malibu's Night Man and DC's Hitman)

META-VOICE:

SUPER VOLUME:

This power costs 5 points and lets the character raise his voice as though speaking through a loudspeaker. For 20 points the characters vocal volume will be as loud as through a concert speaker. For 50 points the character can speak so loud that he does 2d10 to anyone within ten meters (If the character takes enough from this to render a limb useless or destroyed they are permanently deaf), anyone within 30 meters will have to make a save as though a flashbang grenade has gone off or be deafened for 1d6 minutes. shatters all glass within 50 meters and he can be heard for a mile. For 100 points, his voice will be as loud as a nuclear explosion, able to be heard for 10 miles and will shatter all glass for 5 miles, Do 5d10 to anyone within 50 meters do 2D10 damage to anyone within ½ mile. Anyone within 1 mile will have to make a save as though a flashbang grenade has gone off or be deafened for 1d6 minutes.

SUBSONIC:

A 5-point power that will allow the character to vocalize at subsonic and ultra-high range.

VOCAL MIMICRY:

With this power a character is able to mimic the voice of another person perfectly. The power costs 3 points and provides a +2 bonus to Disguise. Every additional 2 points spent provides a further +1 to disguise, maximum of 10 (Bonus triples if on the phone or through other non visual means of contact.)

Optional Weakness – None:

MINOR ALTERATION:

This 1-point power changes the characters physical form in some small way. Perhaps their hair turns green, perhaps they develop scales. The character looks abnormal but does not provides any advantage or disadvantage. The alteration can be hidden, and the character will still pass for human under normal observation.

(Popular examples of Characters with this Power include Marvel's Doctor Samson , and DC's Fire of Checkmate)

NATURAL ARMOR (MINOR):

Every 2 points spent on this power bestows a natural Armor equal to SP:1, this armor is considered Soft (power does not stack with Natural Armor Major). The maximum SP this will provide is 25.

Optional Weakness – Pain: With this weakness, the character will still be just as protected, however they will feel pain as normal. Every attack that hits will force a stun save for an amount of damage equal to that of half the total rolled on the attack. Such damage is purely stun, and can cause a character to lose consciousness. This weakness reduces the PP cost of this power by half. This weakness can be taken for any power that provides Armor value. A lesser version is available that causes the character to take the damage save at 25%, and reduces the PP cost by 25%.

(Popular examples of Characters with this Power include Marvel's Luke Cage)

NATURAL WEAPONS (DEFENSIVE):

This power gives the character a natural defensive weapon, such as spikes covering their body like a hedgehog or sharp scales like on a shark. For every 5 points spent on this power the character receives a +1 to all Grapple and Hold checks, and Grapple and Hold checks also deal 1D6/2 Damage and an additional 1D6/2 to all Ram attacks (maximum of 3d6 damage and +6 to skill rolls). Anyone attempting to physically attack or restrain the character must first make a REF save with a negative modifier equal to –1 for every 5 points a character has spent on the power, or suffer the damage. For an additional 10 points (does not count towards negative modifier) these spikes can be extendable/retractable. If the character has also taken the Venom power, then he may choose it to affect this power, coating the natural defense with venom.

Optional Weakness – None:

NATURAL WEAPONS (MELEEE):

This power grants the user a natural weapon with a length of 1inch, usually fangs or claws, though other options such as protruding bones, horns, natural spurs, or if the character has a tail, a stinger are also viable choices. For a type of attack (Strike/Punch/Kick) this power will bestow 1d6/2 damage (bladed or bludgeoning, must be chosen at Character generation) damage to their attack roll. The power costs 2 Power Points, and for every additional 4 points spent the natural weapon will increase 1d6/2 in damage and increases the length of the natural weapon by one inch. The maximum a natural weapon can achieve is 5d6. Providing there is realistically room in the appendage, by spending 5 additional points, the weapon can become retractable; extending/retracting is considered a quick action. If the character has taken the Venom power, he may use it to affect this power, coating his natural weapons in a toxin.

Optional Weakness – Extension Damage: This weakness gives back 3 PP, and only works on Natural weapons that can be extended/retracted. Every time the character extends their natural weapons, they do themselves 1d6/2 points of damage.

(Popular examples of Characters with this Power include Marvel's Wolverine, and Wildstorm's Swift of The Authority)

NATURAL WEAPONS (RANGED):

This 5-point power grants the user a natural weapon with a length of 1inch that the character can "launch" from their body, like a porcupines quills. The power has a range of 5 meters and one natural ranged attack weapon at 1D6/2. For every additional 5 points spent, the range increases by 5 meters and the damage by 1d6/2 to a maximum of 4d6 and 50 meters. A character can also spend an additional 10 points, allowing him to launch a barrage of Ranged natural weapons, the number of projectiles equal to the characters BOD per round, each at the current range and damage. This power uses the characters Cast from either Brawl/Melee or Martial arts. The character will regenerate his natural weapon after using it every 10 rounds. For every additional 10 points spent on this power, this time is reduced by 1 round. Alternatively, if the Venom power is also taken this power can give the character a gas or poison attack, such a skunks spray or a Cobras Spit.

Optional Weakness – None:

OBJECT CONTROL:

This 5-point power is a lesser, and specific form of telekinesis. With this power the user can control one specific object, directing its path at will, up to his max throw distance. The object must be less than 20 kilograms, and be no larger than a manhole cover. Use of this power is considered a Full Combat Action. The power automatically generates its own skill (if a weapon is chosen the character can choose to use the appropriate skill), based off the characters Prime Stat ((INT or COOL) to control the object and attack. The character must be able to see the object he controls.

Optional Weakness – None:

OBSCURE:

With this power a character can cause blindness or deafness to a target. The 5-point version is a touch that causes blindness or deafness (chosen at character generation) for a number of rounds equal to their COOL stat (or Prime Stat). The 10-point version creates a field around the character equal to their COOL (Or Prime Stat) in meters and affects anyone in range.

Optional Weakness – None:

MATTER MANIPULATION (Minor):

This 5-point power allows the character to choose one type of material and temporarily infuse it with the properties of another The alteration of an objects properties will only last for as long as the character is in direct contact with it, or one of many pieces of identical material used to make up a larger object, and one round after. The following example is mean to be taken as a guide::

Paper to Steel: This variation uses paper and temporarily gives it the hardness of steel, allowing the character to create melee weapons, including blades, out of pieces of paper. This power requires the use of the Origami skill to craft the desired item out of cloth. Layered sheets of paper can be used to create armor, or to give SDP to objects created from it. Every sheet of standard paper equals 1 SP and 2 SDP. Paper used to create armor will count as hard, and for every SP:5 it provides there will be a –1encumbrance penalty. Through the use of origami, melee weapons and the like can be created from multiple pieces of paper. Even more difficult items are possible, like paper airplanes large and strong enough to carry a person (using Hang Gliding skill). The easiest use of this power is to use a sheet of paper as a makeshift knife.

Optional Weakness – None:

(Popular examples of Characters with this Power include Paper from R.O.D. and Ryoga Hibiki from Ranma 1/2)

PRECOGNITION:

This 10-point power allows a character to get glimpses into the future. The information gleaned from these Glimpses into the future is often very vague, but sometimes quite clear. The character may act to change the possible outcome. For every additional 10 points spent on this power the Glimpse into the Future becomes stronger and more defined. The closer in time a Glimpse shows, the clearer the image. For instance a character may get a Glimpse one round in the future that tells them another character will be killed when they open the door by a masked gunmen who will shoot them with small caliber weapon. But a glimpse into a year from now may only reveal that a great disaster is going to happen somewhere. In such cases it would not become uncommon for a character to revisit a Glimpse, as they get nearer to the moment it happens, more and more details will emerge. Usually a character has no control over when a Glimpse is going to occur, it may be while they are asleep, or it may come upon them out of nowhere (in other words at GM discretion, though Psionic Skill level should have a bearing on frequency of glimpses). However if the character enters a deep meditation he may try to force a Glimpse. Attempts to receive a Glimpse are given a +1 per every 10 points spent on the power to a character check, with a GM determining Difficulty based on time from event, and scale of the event (in relation to how it will effect either the character). Getting a glimpse of the future takes a full round or more (depending on the length of the events in the glimpse)

Optional Weakness – Damned Destiny: With this weakness the character knows when they are going to die, and they know absolutely nothing will prevent it. This weakness comes in three versions. For a 5-point reduction, the character just has visions of their own death but no specifics. For a 25% reduction in PP cost for the power, Roll 1d6, this is how many years from the characters age at generation the character has to live. For a 50% reduction in PP cost, roll 1d6, the character has months, not years.

(Popular examples of Characters with this Power include Destiny from Marvel Comics)

PSYCHIC INVASION:

This 10-point power lets a character read minds, forcing their way into their targets memories and extracting information. The Character makes an Interrogation at +1 opposed by the target making a Resist Torture (or Mental Defense). Character success means he gleans an answer of one word per point of INT. Success by more than 10 points means he is able to discern the exact details of the information he seeks. Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape. Every additional 10-points grant a +1 to the Interrogation check (Max 20) and a +1 to the word limit per point of INT.

Optional Weakness – Specific Thought: With this weakness no questions are asked, instead the power works the same for every target. The character chooses one question the power asks at character generation, such as "What are you most afraid of". Taking this weakness drops PP cost of the power to 1-point, as well as additional PP cost for purpose of gaining the +1 to Interrogation. Answer is revealed by mental image.

(Popular examples of Characters with this Power include Mirage from the New Mutants by Marvel Comics)

PSYCHIC LINK:

This 2-point power creates a Psychic link between the character and one other chosen person or animal (chosen at character generation). It allows the character to communicate telepathically. If one person with a psychic link dies or undergoes immense pain, it forces a Stun save on the other person sharing the link. Failure results in unconsciousness for 1d6 rounds. Characters can be psychically linked to more than one person, each new link must be purchased separately.

Optional Weakness – Corsican Link: With this weakness, characters not only share communications, but also physical sensation including intense pleasure and pain. What effects one person will equally affect whomever he is bonded too, both characters take damage equally and if one dies the other must make a death save as well.

(Popular examples of Characters with this Power include members of Marvels New Mutants and DC's Justice League)

PSYCHOMETRY:

This 20-point power allows the character to read the past of an object. It will allow the character to automatically see the faces of the last 2 people to own the item. By making a Awareness/Notice skill check it will allow other information to be gleaned, such as the persons name and any major events that occurred while holding the item. Traumatic events will always resonate the strongest, though details may be hazy. The skill check modifier is +1 difficulty for every owner previous to the target the character wants information on, so if the character wants to find out more information about the 6th owner of an item, the difficulty would be +5. A modifier may be given in the characters favor if the event was traumatic, or the owner had such a strong bond with the item, such as the Spear Of Longinus, or Anastasia's Teddy Bear, in which case a character would instantly gain +5 to the check.

Optional Weakness – None:

POWER NEGATION:

This power allows a character to completely negate the Meta-Powers (including Magic and psionically based powers, but not technologically granted ones) of others. The 5-point version of this is a touch that negates the powers of the target for a number of rounds equal to the characters COOL (or Prime Stat). Activating the power in a touch requires only that there is skin-to-skin contact. The 10-point version generates a field around the character equal to their COOL (or prime stat) in meters and the effect ends when targets pass beyond the range. Spending an additional point on the Touch version doubles the duration of the effect, while spending an extra point the Field version doubles the range.

Optional Weakness – None:

(Popular examples of Characters with this Power include Leech from Marvel's X-Men)

POWER THEFT:

This power allows a character to temporarily take Meta-Powers from someone else (Magic and Technology based powers do not apply) Merely by touching them (Normal Combat Action). At the 10-point buy of this power a character can steal one power from someone else at a time, for a duration equal to his Cool (or Prime Stat). By spending 20 points the character can take a number of powers equal to 1/3rd of his COOL (or Prime Stat) for the same duration. By spending 30 points the character can take a number of powers equal to his COOL (or Prime Stat) for a duration equal to his COOL. Spending 50 Points allows the character to take all the powers of an individual opponent, or a number of Powers equal to twice his Cool for double the duration. By spending an

additional 20 points on this power at any level, the powers stolen will remain with the character indefinitely, or until new ones are chosen. Additionally, Spending another 20 points on this power allows a character to steal powers from more than one target. If the Point Value of powers being stolen are roughly equal to or under the Current Power Point Value the Power Thief controls then the transfer is easy and painless. However if the Power Point Value of the Target is significantly higher (more than 50 Power Points) then the character and the target must make opposed Will checks with the character suffering a -1 modifier for every 50 Power Points has less than the target. If he fails he must make an immediate Stun save with a negative modifier equal to the amount of points he lost the opposed roll by or be rendered unconscious from the unbearable agony of trying to absorb more power than he could contain for 2d6 minutes.

Optional Weakness – Inherit Weakness: By taking this weakness, in addition to stealing another's powers, the character also steals any Weaknesses the target has. Taking this weakness reduces the power cost by half.

HINT: By spending 5 points on the Power Negation power as well, when a power is "Stolen", for the duration of the Powers effect the target the power came from will no longer have access to the stolen powers, and must make a –5 Stun Save (per 10 points spent) or be unconscious for 1d6 rounds, however if the target makes the save no powers are stolen

(Popular examples of Characters with this Power include Marvel's Rogue from the X-Men)

REINCARNATION:

This 20-point power allows the character to be Reincarnated every time they die, with all their memories intact. The Reincarnated character will appear as if by magic, 24 hours after the character dies, somewhere in the world at random. The new characters body will be 5d10+5 years of age and be naked (consult Interlock Unlimited Age rules for possible effects). The character has a 50 percent chance of returning as the opposite sex. Chosen at character generation, the character will have to re-roll one random stat (chosen on a D10 a roll of ten means stats say the same) or switch one of his powers for a new one. A 40-point version of this power allows the character to fore-go one of the effects (age difference, gender change, Stat/Power change). A 60-point version allows the character to come back exactly the same. Spending an additional 20-points at any level allows the character to choose exactly where he-reappears after death.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Shade the Changing Man and Solomon Grundy)

REGENERATION:

This 5-point power allows the character to Regenerate Damage at a rate equal to their BTM per day. The 10-point version of this skill raises the rate of healing to an hourly basis, and the 30-point version of the power improves the rate to every minute.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Wolverine and Deadpool, and DC's Deathstroke the Terminator)

SENSE POWER:

This 5-point power lets the character sense Metapowers in others. It has a radius range equal to the characters EMP+INT. Every additional 10 points spent on this power doubles the range.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Caliban of the Morlocks)

SILENCE:

This 6-point power generates a field of silence around a character, completely silencing anything within range. The fields range is equal to the characters COOL (or prime stat) in meters.

Optional Weakness – White Noise: By taking this weakness, the silence is actually white noise, and though no one inside the area of effect can hear anything, anyone outside the area of effect can hear everything that would carry that far. Taking this weakness reduces the power cost by half.

SONAR/RADAR SENSE:

With this power the character develops a built in sonar or radar sense, allowing him to see the shape of things and the speed and direction that any objects are traveling. With this power, the character sees 3 dimensional shapes, but cannot see color at all. The images will also give a hint as to relative density allowing the character to guesstimate between hard and sturdy objects as opposed to weak or flimsy or hollow spaces. This is a 5-point power with a conic range equal to the characters INT in meters. For every additional 10 points spent on this power the range doubles.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Daredevil and DC's Aquaman)

STAT ENHANCEMENT:

This power allows the character to increase a Stat point. Every Power Point spent on this power allows for a 1-point increase to a maximum of 20. Multiple Stats can be raised, each must be paid for separately. Every Stat point increase also grants 1 Skill Point.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Captain America and DC's Deathstroke the Terminator)

SUPER SENSES:

This power increases the ability of one type of sensory perception (Sights, Smell, Taste, Touch, Hearing). In effect every 4 points spent on this power bestows a +1 (Maximum of 20) to any Awareness/Notice checks made using that sense. Multiple senses can be enhanced, but each must be paid for separately.

Optional Weakness – Super Sensitivity: With this weakness, the chosen Sense becomes overly acute, anything relating to that sense a normal person would find uncomfortable, is twice as bad for the character. Any attacks or situations that target that sense such as Flash attacks on someone with enhanced vision, or a Sonic attack against a character with enhanced hearing, doubles all effects. Taking this weakness reduces the total PP cost of power by half.

(Popular examples of Characters with this Power include Marvel's Daredevil and DC's Wolfwood from Justice League Elite)

SUPER SKILLS:

For every 4 points spent, a character may raise the limit of a skill by 1. He must still use IP to raise the skill, but it will no longer cap at 10. (Max 20)

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Bullseye and DC's Mr. Fantastic)

SUPER SWIMMING:

By spending 1 Power Point on this power, the character can swim at a speed equal to his Run. Spending 2 Power Points allows the character move double his Run speed in the water. With this power, the character can not only propel himself through the water, but also "jump" 1 meter for every 10 meters per round of speed he can travel provided he has at least a distance equal to the distance he wishes to leap to build up speed.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Orca)

TAIL:

This power gives the character a useable tail. Each type of tail costs 5 points, and types can be mixed to include one, all or any mix of the variations. The tail will reach the characters knees, but can be extended at a rate of 1 increment for 1 point.

1. Prehensile (like a possum or some reptiles and monkeys, this tail can be used to grip objects, hold up the character, etc… it has a Lift rating equal to ½ that of the character.

2. Muscled (like a lizard or large reptile) this tail is thick and muscled; it has a STR equal to the character and does as much damage as a kick. It can be used to make tail swipes and sweeps (Using the characters Sweep attack) .

3. Swimming Tail, this tail is fined to aid in swimming, it adds 10% to the characters Swim speed and gives him a +2 to all water based maneuver checks.

Optional Weakness – None:

TELEDOMINANCE:

This power lets the character psionically implant commands into their target. The more specific command the easier it will be for the character to follow. Taking this power will automatically generate its own skill at 1 level per 10 points spent on this power. Implanting a Psionic command is done by making an opposed roll using the characters Teledominance Skill against the targets Resist Torture (or Psychic Defense). If successful the character may implant one command for every 20 points spent on the power.. However if the target is ordered to do something that would cause him pain or hurt someone else, he may, at the moment he is attempting to perform said task, make a COOL save at a –1 for every point he lost the roll to resist by. After a number of days equal to the characters skill level, or under extreme circumstances such as a loved one pleading with him, he may also make the save with the same negative modifier in effect. Heroes should take extreme caution using this power, as it can be considered evil, and some cases the equivalent of mental rape.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Hector Hammond and Marvels Jason Wyngarde)

TELEKINESIS:

This power allows the character to use his mind to move and manipulate objects. Taking this power will automatically generate its own skill at 1 level per 10 points spent on this power. For every level of skill the character may move or manipulate and object equal to his INT multiplied by his Skill level in Kilograms. Moving, manipulating, or positioning an object requires the character to make a Telekinesis skill check. The character can move an object a number of meters per round equal to his INT+ his Skill Level. A character can also make attacks with these objects, by simply hurling them or by using the appropriate weapon skill and adding his Intelligence instead of his Reflex. Telekinesis will also allow a character to assemble parts of an object or machine faster, a character can assemble or disassemble a number of parts equal to their Skill + Intelligence per round.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Marvel Girl of the X-Men and Grifter of Wildstorm's Wildcats)

TELELOCATION:

This power allows the character to know the general direction of any person or object he has had physical contact with. Every 10 points spent on this power increases the range by 1 Kilometer. Use of this power requires the character to spend a full round (no other actions allowed) to focus on their target.

Optional Weakness – None:

TELEPATHY:

This Power allows a character to communicate mentally with others. For every 10 points spent on this power a character may mentally communicate with 1 person regardless of physical distance.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Charles Xavier of the X-men and Saturn Girl of DC's Legion Of Superheroes)

TELEPORTATION (MINOR):

This 5-point power that allows the character to Teleport anywhere within line of sight. He may take his COOL x 200 in kilograms and may Teleport a number of times per day equal to his INTx2.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Nightcrawler and DC's Ambush Bug)

TROLL BLOOD:

This power is a mix of Multiplicity and Major Regeneration and cost 25 Power Points. With it, any piece of a character that is severed grows a self aware and independent duplicate of the Character at a rate of 1lb per day per point of BOD. Buying this power for 40 points allows that rate to increase to per hour. These duplicates will have the same memories and natural abilities as the character, and will be naked. They may or may not be friendly to the character (50% chance) and are to be treated as NPC's and not under the characters control.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Lobo *before he was neutered by Vril Dox*)

TRUTH:

This power compels a target to tell the truth. For every 5 points spent on this power the character receives a +2 to all Human Perception, Interview, and Interrogation rolls. For a straight 50 points, anyone targeted by the power MUST answer honestly any questions asked of them. The target does not have to volunteer information, but he cannot willingly lie.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Wonder Woman *though use of her Magic Lasso*)

VENOM:

This power gives the character one bodily fluid (such as blood, saliva, etc…) a poisonous effect. For 5 points the poison is considered mild, for 15 points the poison is considered strong and for 30 points the poison is considered powerful. Multiple bodily fluids may be affected, however each must be bought separately. Acid May also be chosen instead of poison.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Poison Ivy and Marvels New Universe character Scuzz from DP7)

VERTIGO:

This 15-point power generates a field around a character. Anyone within range of the field will immediately begin to suffer dizziness and be at a –5 to all REF and TECH based rolls and movement attempts, must make a –2 resist torture drugs check or become violently nauseas (can take no action but movement) for 1d6 rounds after they have cleared the field, and will in general not be having a good time. The field's range is equal to the characters COOL (or prime stat) in meters. Spending 40 points on this power doubles the range and all modifiers.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Count Vertigo)

WEB:

With this power a character can create a very sticky organic webbing, used to set traps, ensnare opponents, as a swing line, or even as a bungee. For 5 points the web will be somewhat elastic and be able to support 400 kilograms and have a range equal to 1/4th the characters throw. For 10 points the web will hold 800 kilograms and have a range equal to half the characters throw. For 20 points the webbing will hold 1600 kilograms and have a range equal to the characters throw distance. For every 10 points spent after this, add 500kg and ½ the characters base distance. The webbing will dissolve completely or turn into hair thin cobwebs 1d6 hours after use. Shooting the web as a swing line is a Quick Combat Action, setting up a snare, creating a web, or doing something more complex takes 1Full Combat Action per square foot.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Spiderman)

TIERED POWERS:

Tiered powers are bought in levels at a cost of the current level similar to how Skills are purchased through IP. In other words, raising a Tiered Power from Level 3 to Level 4 would cost 3 points. Unlike skills however this cost is present at character generation as well as through earned Power Points.

Tier Level	1	2	3	4	5	6	7	8	9	10
PP Cost	1	2	3	4	5	6	7	8	9	10
Total PP Cost	1	2	4	7	11	16	22	29	37	46

ADVANCED REGENERATION:

This power heals the character of all damage, including limb loss. It heals a number of points per day equal to the characters BTMx2 up to the 3rd Tier, starting at the 4th Tier the healing rate becomes per hour, at the 7th level the healing rate becomes per minute, at Tier 10 the healing rate becomes per round. During Tiers 1-4, severed limbs will re-grow at a rate of one inch per day, at Tiers 5-9 this rate increase to per hour and includes vital organs and even the head. At Tier 9 the regrowth levels increase to per minute, and at Tier 10 the character will completely regenerate themselves so long as one drop of blood remains.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Lizard)

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ANIMAL MIMICRY:

This power allows the character to mimic the natural ability of any animal he is within proximity of. It will give them the base ability only, and not be taken from specific animals. For every Tier level the range of the power increases at a rate equal to the characters EMP x Tier level in meters. At level 5 the range increases to increments of kilometers. For every point of EMP the character can mimic one animal ability, though the abilities do not have to come from the same animal. The duration will last so long as the character is in proximity to the animal plus a number of rounds equal to Tier level plus COOL. At the 5th Tier this durations changes to hours, and At 10th Tier the Animal Mimicry has no duration limit, though the limit of powers is still in place. With this power the character could give himself the strength of an Bear, the borrowing ability of a worm, the swimming capability of a dolphin. The animal must be natural for the character to mimic its abilities, in other words the character will receive no abilities from Meta enhanced animals, Magical Beasts, or Mechanical constructs.

Optional Weakness – Animalistic Mind: This weakness imposes a penalty to INT, Cool or EMP based actions on the type of creature the character is mimicking. –1 for Simian Creatures, -2 for Higher Mammals such as bears, dogs, and cats, -3 for Lower Mammals such as rodents (birds fall into this category as well), -4 for Reptilian and other cold blooded creatures, -5 for most insects and arachnids, -6 for hive mind insects such as bees and ants. For a 25% reduction in cost for the power the character may choose which Stat this Weakness effects. The character may choose to take the weakness for two or even all three stats, for each of the three stats chosen the PP cost for the power is reduced by 25% for a max of a 75% decrease in PP cost.

(Popular examples of Characters with this Power include DC's Animal Man)

BESTOW POWER (Major):

Every Tier of this power allows the character to bestow part of their own power to a number of individuals or objects equal to their Prime Stat + Tier level. By sacrificing their own PP from their total, thus weakening themselves, they are able to infuse others with their own meta power at an equal rate. They can sacrifice as many PP as they like, and give it all to one target or multiple targets. Unlike the minor version of this which only effects objects, this version does not regenerate the points, though the character may choose to take them back at any time. The standard version of this only allows the target to receive PP and apply them to powers the Character possesses, however spending any additional 25 points will allow the bestowed PP to be spent on any power the target wishes to put it in.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Galactus and DC's Shazam)

EXTRA-DIMENSIONAL ACCESS:

With this Power characters can access another dimension, this power is manifested in one of three ways which must be chosen at creation. All three varieties can be chosen for the same character, but they must pay separately for each. If the character does choose more than one manifestation of this power, it should be assumed that they are somehow connected and come from the same source.

1. MAJOR TELEPORTATION:

For each Tier of this power bought, the character is able to teleport by stepping through dimensional rifts, folding space around themselves. At the first tier of purchase the Character can teleport a number of meters equal to their Intelligence. At the 2nd,, 3rd, and 4th Tiers the distances

Double, Triple and Quadruple. At the 5th Tier the distance increments change to Kilometers with the 6th, 7th, 8,th and 9th Tiers again Doubling, Tripling, and Quadrupling the distance. At the 10th tier, the character can Teleport anywhere. When teleporting, the character can bring up to 10 times his COOL stat in kilograms multiplied by the Tier Level. The character can only teleport to places he knows, or has a clear image of (such as live video feed). Teleporting blind is possible, but very dangerous. Anytime a character Teleports with out knowing the exact spot he is traveling to (which must be free of any solid object) he takes the chance of teleporting into an object and instantly fusing with it. If a character does fuze with an object he immediately gets to make a REF saving throw, success means the teleport fails and the character remains in his original location, a failure means his is permanently fuzed with the object. If the object is small roll a location, as normal, the limb rolled is permanently fuzed to the object and useless, if head or torso are rolled, the character dies instantly. Teleportation is considered a Full-Action and can be used a number of times equal to the characters INT + Power Tier Level x 2 per day.

2. EXTRA DIMENSIONAL TRAVEL:

This use of the power allows a character to travel to another dimension or world. For every tier level they purchase of this power, they may remain in the other world or Dimension for an equal period in days, at Tier 3 this becomes Weeks, at Tier 5 it becomes Months, at Tier 8 it becomes Years, and at Tier 10 it becomes Indefinite. This power require a full round to activate, and will open a portal for a number of rounds equal to the characters Tier level. The amount of weight a character can take with him is the same as that listed for Major Teleportation. The character must know the Dimension or World he is traveling too, and this power will put at a random location on the surface of the planet or dimension. If the Character also has Major Teleportation he or she may choose their exact destination on the planet or dimension, providing of course they are familiar with it. The character can use this power once per week for every Tier he has purchased.

3. DIMENSIONAL STORAGE:

With this power a character has access to a small extra dimensional space he can use for storage. The amount of weight the space can contain is equal to the characters LUCK x100 in kilograms multiplied by the Power Tier Level x 100. At Tier 10 the space becomes infinite. The opening of this space can be any size the character chooses, but once chosen it will remain that size for good. The opening can also be on any object that has enough surface space for the opening. Popular choices include bags, chests, walls, cloaks, even on the characters body.

Optional Weakness – Hostile Territory: The dimension the character has access is inhabited with hostile creatures, every time they travel to this dimension there is a 10% chance per round they will be present and attack. This weakness reduces the power cost by 25%.

(Popular examples of Characters with this Power include Marvel's Magick of the New Mutants and Cloak of Cloak and Dagger)

ELEMENTAL DOMINATION:

With this power a character can control the elements of Fire Earth Wind, and Water. A character may choose more than one, but must pay separately for each. Elemental Domination requires a Prime Stat of INT, COOL, or EMP.

EARTH CONTROL:

This power allows the character to control the earth and rock around him. He can create earthquakes, open fissures, change the density of the ground turning it harder or softer, even creating a "wave" of dirt and rock. For every Tier of this power purchased, the character can control 2 square meters of earth and stone with a range of 5 meters away from himself. All uses of this power are a Full Combat Action. If the character uses the power to cause an earthquake, the quake will cause 1d6 damage per level to any structures, and cause any living thing in that spot to make an Athletics roll with a negative modifier equal to the Users power tier to remain standing. If the character decides to use the power to open up a fissure, he must do so in a line, and choose how deep and long the fissure is to the maximum allowable depth (determined by Tier Level), The fissure will open at a rate of one meter per Tier per round, and will close at the same rate. If the character creates a "wave" of earth, the wave height and length will be determined by the Tier level of the power, it will move equal to the Characters MA, and it will do 1d10 damage per Tier level to whatever it crashes into. If the character desires, he may use ride this wave as though her were surfing by making a Cool check by using the Skate/Surf skill, with a modifier of +1 for every Tier.
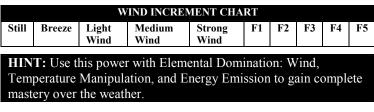
FIRE:

This power allows the character to control the elemental force of Fire. He can shape it, increase or decrease it's size, and direct its path. For every Tier the character control 2 square meters of fire with a range of 5 meters away from himself. The character can increase the size of the fire to it's maximum, or decrease it to the point of extinguishing it. The character may shape the fire into any form her desires up to its size limit, though more complex shapes require the Sculpture skill. He may attack with the fire, doing 1d6 burning damage per TIER by sending a gout of flame to cover the target, or by gathering the fire into a ball and launching it at a target at a range equal to his Tier x 10 in meters. He may also spread the fire out, decreasing the damage for more coverage. The character may keep the fire burning without fuel, however once the character has left the range of effect, any fires will burn themselves out normally. Having this power automatically makes one immune to Fire and Heat while it is active, even as far as allowing it to cover the characters own body, coating him in a heath of flame providing him limited armor form bullets and melee weapons (the fire surrounding a characters body will stop 5 points of damage per Tier from a fired projectile, if the damage does not get through, the object melts or burns up before hitting) and allow the character to add the flame damage (ID10 per Tier) to his melee attacks.

WATER:

This power allows the character to control the water around him. He can create whirlpools, waterspouts, waves, part the sea, and even direct the flow of water into an attack. For every Tier of this power purchased, the character can control 2 square meters of water with a range of 5 meters away from himself. All uses of this power are a Full Combat Action. If the character uses the power to cause a waterspout, it will cause 1d6/2 damage per Tier to anyone it hits, and anyone sucked into a water spout or whirlpool will be subject to submersion and drowning rules and suffer a –1 penalty per Tier to all actions due to the violent spinning and low visibility. The character can part deep water with this power, he must do so in a line, and choose how deep and long the part is to the maximum allowable depth (determined by Tier Level), The water will part at a rate of one meter per Tier per round, and will close at the same rate. If the character creates a wave, the wave height and length will be determined by the Tier level of the power, it will move equal to the Characters MA, and it will do 1d6 damage per Tier level to whatever it crashes into. If the character desires, he may ride this wave as though her were surfing by making a Cool check or by using the Skate/Surf skill, with a modifier of +1 for every Tier. With this power the character may also direct a gout of water, increasing or decreasing its pressure to make a 1d10 Pier Tier attack, like the spray from a fire hose. The character cannot create water, though if a source of water, such as a faucet or fire hydrant is near, he can cause it to burst by building up pressure. This Power does not have to effect water, it may effect any liquid, though the liquid must be chosen at character generation. For an additional 30 points, the power can be adjusted to control ALL liquid.

WIND:

With this power the character holds dominion over the levels of wind. They can make Stronger or Weaker, and can make it blow from any direction, even creating whirlwinds and tornadoes. For every Tier of this power the range of their powers effect increases by their COOL + Tier Level x 10 in meters. With in this range, the character can move the level of wind one category in either direction equal to their COOL per round. Using this power requires a Normal Combat Action, and the duration will last for 1d6+ Tier Level in rounds from the last wind shift before the wind begins returning to normal at a rate equal to the Cool + Tier level in minutes. This power can be used to fly by basically lifting and guiding the character and/or anyone the character targets within range, the Speed will be equal to the Tier Level plus the Prime Skill.

WIND INCREMENT CHART									
Still	Breeze	Light Wind	Medium Wind	Strong Wind	F1	F2	F3	F4	F5

HINT: Use this power with Elemental Domination: Wind, Temperature Manipulation, and Energy Emission to gain complete mastery over the weather.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Storm of the X-Men, DC's Red Tornado of the Justice League, and Eclipse Comics Elementals)

ENERGY EMISSION:

With this power, the character can release a powerful blast of energy. The Type of Energy must be chosen at Character Generation. Typical energy types include heat, cold, wind, psychic energy, laser, sonic, radiation, plasma, water, , etc. The type of power may or may not have secondary effects or applications that can be purchased via Power Points as separate powers. The character must also state at character generation how this Energy Emission is applied, either in a directed blast, a cone, or an explosion. Depending on the Energy Emission Effect (see table below), it may require a To-Hit roll, in this event, the Power will automatically generate a new skill on the players sheet that starts out equal to the characters Power Tier. However this new skill can be raised normally via earned IP during the game, and no further infusion of Power Points into the Power will effect the new skill. This new skill will be tied to whatever the Character has chosen as his Prime Stat, and will act off that in the same way that a Weapon Skill works with REF. Regardless of effect chosen, a character may always choose to do minimum damage. A character may also choose to do less damage in die increments in order to save on Damage Points. The number of uses this power has is equal to the character Tier Level x Prime Stat. Once a character has used these points he must wait until the points regenerate at a rate of Tier Level + Stat per hour. What the power looks like is completely up to the player.

ENERGY EFFECT	DAMAGE INCREASE PER TIER	RANGE INCREASE PER TIER	EFFECT DURATION
Large Blast (Single burst) *	1D10	5 Meters	Instant
Ray (continuous beam)*	1D6	10 Meters Full Round + @	Full Round
Cone (or spray)	1D10+5	1 Meter	Full Round
Burst (explosion)#	2D10 or 1d6	Radius 1 Meter or ½ Meter	Instant
Aura (continuous emission)%	1D6/2	1 Meter	5 Rounds Per Tier

* If this Effect is chosen the Character Automatically gets the skill to use this power at a level equal to his Power Level at Generation.
 # This effect works in one of two ways, which must be chosen at Character Generation. 1. is an Explosion centered on the character and emanating out in a 360 degree radius (if option 1 is chosen the character is immune from his own explosion), or 2. The character uses his power to "Charge" an item and can use it as either a thrown weapon that detonates on impact or as a time bomb with a fuse equal to his Power level x3 in seconds (Skill in Brawl/Melee or a Martial Art is required and works off REF as normal.
% This Effect requires no skill to use and is a field that emanates continuously from the Character in a 36 degree radius, it may be turned on or off as a Quick Action and can operate up to 5 rounds per tier level before a Cool Save must be made to maintain the effect each round. (If they take this power and take the Dangerous Exposure feat they receive 1 extra Power Point)

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Cyclops the X-Men and DC's Black Canary of the Birds Of Prey)

ENERGY FIELD:

This power creates a Force Field around the characters body, the field has an SP equal to the users Prime Stat x the Tier level of the power. By spending 2 extra points at the first Tier, the field will also provide the character with air and protect them from pressure and vacuum. Generating an energy field is a full combat action.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Green Lantern)

ENERGY BUBBLE:

Similar to Energy Field, this power creates a protective bubble of energy. The bubble protects against pressure and vacuum, and provides an SP of 5 for every Tier level. The bubble measure 2 square meters for every Tier level and can hold a weight in kilograms equal to the character Prime Stat x Tier Level x 100 and will last for a number of hours equal to the Prime Stat plus Tier Level. Generating the bubble is a Full Combat Action. The character does have options. The character can modify the size, shape, and SP of the bubble. A character can decrease the SP and weight limit to make a platform disc for carrying something, or increase the SP and create a shield by decreasing size and weight limit. The formula is: 2 Square Meters = 5 SP = 100kg

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Invisible Girl and DC's Green Lantern)

HEALING:

With this power a character can heal damage for a number of points equal to their PRIME stat. They can use this power on themselves or any other living creature, and spread the points from a heal out as needed. They can do this a number of times per day equal to their Power Tier Level x 3. Using the power is a full action, during which time the character can do nothing else in the round except a move at half MA. However once "charged" the character can hold the "charge" of healing energy for a number of rounds equal to his Cool, and release it as a Quick Combat action, or direct it as a blast to hit someone a distance away equal to their Tier level x 2 in meters. Using the healing charge in such a manner only bestows half the number of points healed. If the character is forced to make a stun save for any reason (such as taking damage) and fails, the stored healing charge is lost and wasted. They can exceed or boost their healing limit by actually spending their own health at a ratio of 1 point of personal health for 5 points of healing (a character cannot use this aspect of the power on themselves).

Upon reaching the 10th Tier of this power level, a character may attempt to raise someone from death. Doing so requires that the user has performed no healing that day, to bring someone back expends all uses of a power per day for a number of days equal to the amount of days the target has been dead. This use of the power can be used in concert with other characters with the same power, allowing them to add their powers together, expending them equally for a target who has been dead longer than the spell would allow. If more than ten users of this power work together, the ratio changes to weeks instead of days. Use of the power in this fashion instantly costs the character using it and the target it effects 1d6 points of humanity. Target must agree to come back.

Optional Weakness – Life Trade: With this weakness, a character takes half the damage he heals in others, literally taking the pain himself. This weakness drops the power cost by 75%.

(Popular examples of Characters with this Power include Marvel's Healer of the Morlocks)

ILLUSION:

This power allows the character to create an illusion. For every Tier the illusion becomes harder to differentiate from reality, providing a –2 per Tier to a visual check by anyone attempting to interact with the illusion, at Tier 2 the illusion can also create sound, at Tier 4 it can create smell, at level 6 it can create touch at Tier 8 it creates taste. Each Tier also increases the illusions maximum size at a rate equal to the characters Prime Stat + their Skill (Paint/draw/ Disguise/ perform, or Persuasion, chosen at character Generation) x their Tier level in centimeters, changing to Meters at Tier 3, and Kilometers at Tier 8. By sacrificing one or more aspects of the illusion (sight, sound, touch, smell, taste), the size of the illusion will change by a ratio of x5.

Optional Weakness – One Theme Power: With this weakness, the character may only cast an illusion adhering to a theme. Such as targets worst fear, or their most sought after prize, or their greatest love, or buildings, or something as simple as themselves. Taking this weakness drops the PP cost of this power by half.

(Popular examples of Characters with this Power include Marvel's Mirage of the New Mutants)

MASS MANIPULATION:

With this power a character may increase or decrease their own weight. For every Tier of this power purchased, the character may increase or decrease their weight a number of kilograms equal to their Prime Stat (or BOD) multiplied by the tier level per round.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Harry Leland of the Hellfire Club)

MAGNETIC CONTROL:

With this power the character can move and shape ferrous metals. For every Tier of this power the character can control a number of kilograms of ferrous metal equal to the characters Prime Stat (INT, EMP, or COOL only) multiplied by his current Tier Level. Items under his control can be lifted or thrown (at a rate per round equal to his Tier + Prime Stat in meters) or shaped. Shaping metal into anything other than basic shapes requires the Sculpture skill. Throwing a metallic object as an attack is done as a Brawl/Melee attack, however the character uses his Prime Stat instead of his REF. If the metallic object is embedded in another substance, then the character can attempt to rip it free, for every Tier of power the character can ignore 10 points of SP or SDP to do so. For an extra 50 points, this power will even allow the character to target metal through shielding, such as the iron in a characters blood, doing so requires a Full Combat Action and is an attack mae with the Prime Stat and a new skill that automatically generates called Magnetic Surgery (which can also be used for first aid rolls), the character may choose to do 1d6 damage per Tier of internal organ damage, this ignores any armor the character may be wearing (unless it specifically protects against the effects of magnetism, such as being shielded against EMP). The power has a range equal to the Prime Stat multiplied by the Tier in meters. At 4th Tier the amount in Kilograms a character may manipulate Is doubled, and at 8th Tier, it is Tripled.

Optional Weakness – Interference: The character interferes with any electronic device they touch. No electronic device will work for the character. Digital watches, computers, video games, radios, phones, cybernetics, any electronics the character touches will become useless for as long as the character remains in physical contact. This weakness reduces the cost of this power 10%.

(Popular examples of Characters with this Power include Marvel's Magneto, and DC's Doctor Polaris)

MULTIPLICITY:

This power allows the user to make duplicates of themselves. For every Tier of this power bought the character can have 1 duplicate active. The duplicate is exact to the character at the time of duplication, including their clothing and gear (Non-meta or magic items only). Any wounds the duplicate suffers will not effect the Character until he reabsorbs the duplicate, at which point the characters suffers 1 point of damage for every 10 points the duplicate took. If the Duplicate dies, the character immediately takes 1d10 damage and must make a stun save at –1 for every Duplicate that has been killed within 24 hours. Bringing forth (and reabsorbing) a duplicate is a Full Combat Action. Duplicates themselves can bring forth more Duplicates, though these would still count against the Characters max limit of duplicates.. There is no time limit for the duplicate, and they can be re-absorbed immediately no matter where they are. Only with GM approval can this power be upgraded in the following ways. 1. By spending 3 Power Points, upon re-absorption, the user will gain the memories of the duplicates last 24 hours. 2. By spending 2 Power Points, the amount of duplicates a character can have active at a time doubles.

Optional Weakness – Unique Duplicates: With this weakness, the duplicates have their own personalities, distinct from the character. The personalities will be exactly the same at the time of duplication, but the longer the duplicate exists, the more independent he will come, possibly even refusing to rejoin with the character. For every day the duplicate exists, he gains a +1 to a Resist Torture roll that he can use to oppose a characters Intimidation or Persuasion to rejoin (the duplicate cannot use Luck on this roll). If this weakness is taken then the character must Touch a duplicate to re-absorb him. This weakness gives a 25% power cost reduction.

Optional Weakness – Temporal Duplicates: By taking this weakness, the duplicates a character manifests are actually the character themselves, from moments in there own future. If one of these duplicates dies, then the player rolls 2d6. The result is how many months the character has left to live. Roll 3D10 to determine exact day of the month. Taking this weakness reduces the power cost by 50%

(Popular examples of Characters with this Power include DC's Triplicate Girl of the Legion OF Superheroes)

NATURAL ARMOR (Major):

For every Tier of this power a character purchases, they gain 10 SP of Natural Hard Armor.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Juggernaut and DC's Etrigan)

PRECIPITATION MANIPULATION:

With this power a character holds dominion over the levels of precipitation in the air. Depending on the temperature, theyan make it rain, snow, sleet, hail or end any of the aforementioned precipitation effects. Unless they are in an area absolutely devoid of humidity (such as space) they may increase or decrease the level of precipitation. For every Tier of this power the range of their powers effect increases by their COOL + Tier Level x 10 in meters. With in this range, a character can move the level of precipitation one category in either direction equal to their COOL per round. Using this power requires a Normal Combat Action, and the duration will last for 1d6+ Tier Level in rounds from the last precipitation shift before the weather begins returning to normal at a rate equal to the Cool+Tier level in minutes.

PRECIPITATION INCREMENT CHART						
Clear	Drizzle / Flurry	Light Precip.	Medium Precip.	Heavy Precip.	Downpour/ Blizzard	Deluge/ Whiteout

Optional Weakness – None:

(Tip: Use this power with Elemental Domination: Wind, Temperature Manipulation, and Energy Emission to gain complete mastery over the weather.)

(Popular examples of Characters with this Power include Marvel's Storm of the X-men and Rainmaker of Wildstorms Gen-13)

ROT:

This power allows the character to instantly decay any matter they comes in contact with. The character must choose to be able to effect organic or inorganic matter at character creation. For every Tier of this power the character can effect 5lbs. of matter every round. Metal rusts, Stone crumbles, wood rots, flesh decays. For double the cost, this power disintegrates anything, organic or inorganic.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Wither of the New X-Men)

SIZE ALTERATION:

Every Tier of this power bought allows the character to grow or shrink (must be chosen at character generation) 1 increment size (according to Interlock Unlimited core rules size chart), however this power extends into the micro- and macro-scopic ranges beyond what is listed in the chart, though following the same progression. Spending an additional 20 points will allow the character to choose both, but growing and shrinking must be bought separately, although if the character decides beforehand the 10 increment or less limits, he may move up and down that scale for the price of one (such as if he chose to limit his growth/shrink from tiny to giant). Shrinking and growing bestow the effects listed on the chart, however for 25 points, when shrinking they may retain their normal strength down to Tiny size, reducing it by 10% for every increment after that. It takes one round per increment to increase or decrease in size, though spending an additional 20 points will change the time limit to a Normal Combat Action per Increment.

Optional Weakness – Set Size: With this weakness a character may only grow or shrink to one certain size chosen at character generation. The size may be any size the character could achieve in one round, but he may not deviate from that. Taking this weakness reduces the cost of this power by half.

(Popular examples of Characters with this Power include Giant Man and Wasp of Marvel's Avengers and DC's Atom of the Justice League)

SUPER BEAUTY:

This power increases the physical Beauty of the character as though the ATTR was increased, affecting all bonuses to interpersonal skills. However the actual ATTR Stat does not increase for the purposes of skill resolution and saves. Additionally, each Tier grants a +1 bonus to all interpersonal resolution checks, and forces a Cool save at a –1 per Tier for any creature with EMP Stat who wishes to attack or do them harm.

Tier Level	1	2	3	4	5	6	7	8	9	10
Beauty Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include the Greek Goddess Aphrodite and Marvel's Starfox)

SUPER CHARISMA:

This power increases the Humanity of the character as though the EMP was increased, affecting the characters total Humanity Score.. However the actual EMP Stat does not increase for the purposes of skill resolution and saves. Additionally, each Tier grants a +1 bonus to all interpersonal resolution checks, and forces a Cool save at a –1 per Tier for any creature with EMP Stat who wishes to attack or do them harm.

Tier Level	1	2	3	4	5	6	7	8	9	10
Charisma Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include Jenny Sparks of Wildstorms Authority)

SUPER COORDINATION:

This power increases the Hand Eye Coordination of the character as though the REF was increased, affecting the number of skills points (ala character generation with one caveat, REF based skills cost normal amount, non-REF based skill cost 3 points for every level below ten on the requisite stat) a character receives. However the actual REF stat does not increase for the purposes of skill resolution and saves.

Tier Level	1	2	3	4	5	6	7	8	9	10
Coordination Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – none:

(Popular examples of Characters with this Power include DC's Deathstroke and Midnighter of Wildstorms Authority)

SUPER DEXTERITY:

This power increases the Manual Dexterity and Technical Ability of the character as though the TECH was increased, affecting the number of skills points (ala character generation with one caveat, TECH based skills cost normal amount, non-Tech based skill cost 3 points for every level below ten on the requisite stat) a character receives. However the actual TECH stat does not increase for the purposes of skill resolution and saves. Additionally, for every Tier of this power taken the character can perform one extra non-combat action per round.

Tier Level	1	2	3	4	5	6	7	8	9	10
Dexterity Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Max Mercury)

SUPER HEALTH:

Every Tier of this power adds one box to each wound category. This also has the effect of raising the number of points of damage able to be taken in a single attack before a limb is considered disabled or destroyed/severed by 3 points each every Tier.

Optional Weakness – None:

(Popular examples of Characters with this Power include EC Comic's The Tick and Majestic of Wildstorm)

SUPER IQ:

This power increases the IQ of the character as though the INT was increased, effecting the number of skills points (ala character generation with one caveat, INT based skills cost normal amount, none intelligence based skill cost 3 points for every level below 10 on the requisite Stat) a character receives. However the actual INT stat does not increase for the purposes of skill resolution and saves.

Tier Level	1	2	3	4	5	6	7	8	9	10
IQ Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Thinker and DC's Braniac 5 of the Legion of Superheroes)

SUPER LUCK:

This power increases the amount of Luck points a character has to spend as though the LUCK was increased.. However the actual LUCK Stat does not increase for the purposes of skill resolution and saves or the amount of Power Points a character receives. A maximum of the character actual Luck stat + the Tier Level of the power can be spent on each use. Exception: If character chooses to expend all his luck points for the day on a single action, the result is not only successful, but results in the best possible outcome.

Tier Level	1	2	3	4	5	6	7	8	9	10
Luck Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Domino of X-Force)

SUPER SPEED:

This power increases the Speed of the character as though the MA was increased, effecting their Run, Leap, and Swimming Speeds. However the actual MA Stat does not increase for the purposes of skill resolution and saves.

Tier Level	1	2	3	4	5	6	7	8	9	10
Speed Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – Super Metabolism: Character must consume a number of kg of food equal to their tier level per hour or immediately begin suffering starvation effects at an advanced rate changing stagees by hour instead of by day.

(Popular examples of Characters with this Power include DC's Flash and Impulse and Marvel's Quicksilver)

SUPER STRENGTH:

This power increases the STR of the character as though the BOD was increased, effecting Lifting Capacity, STR bonus to damage, and BTM. However the actual BOD Stat does not increase for the purposes of skill resolution and saves.

Tier Level	1	2	3	4	5	6	7	8	9	10
Strength Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Superman and Marvels Incredible Hulk)

SUPER WILL:

This power increases the Willpower of the character as though the COOL was increased, for the purposes of all Saves (except Death) regardless of Stat. However the actual COOL Stat does not increase for the purposes of skill resolution.

Tier Level	1	2	3	4	5	6	7	8	9	10
WILL Multiplier	1.5	2	3	4	5	6	7	8	9	10

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Lobo)

TEMPERATURE MANIPULATION:

Every Tier of this power allows the character to change the temperature in an area equal to the characters Tier Level + Prime Stat at a range of 10 degrees per round per tier level. Using this power is a Normal Combat Action.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Pyro and DC's Killer Frost)

VEGETATION MANIPULATION:

With this power a character may control any vegetation in the area, even seeds and spores. For every tier of this power bought a character can make any plant within range grow (or move in the case of vines and branches) at a rate of 1 meter x tier level per round. The range of this power begins with touch, and becomes field around the character equal to Tier Level + Prime Stat (usually Empathy) per round till the 5th Tier, at which point the range doubles every tier. Providing the plant is strong enough a character can have it use its branches to lift objects and make attacks. A plants STR bonus will be equal to its SDP. A plant can only make Brawl/Melee attacks and will do so at the level of the Charcter (If the character has a Martial Art the plant will have a Brawl/Melee equal). Commanding a plant to take any action including grow requires a Normal Combat Ation, however if they have this power AND Plant Affinity at equal levels, the plant will follow commands but act on its own whereby it can attack or move. Any action a plant takes on its own takes up the full round and if the plant is removed form the characters effective range, all effects cease.)

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Swamp Thing and Poison Ivy)

DEMI-GOD TIERS

Its possible for powers to increase after Tier Ten, at this point the powers take on Demi-God Status, and each tier level past 10 ads a decimal point to the effect of the power. In other words, a power like Super Speed becomes multiplied by 100 instead of 10. Die effects become increase as normal, but gain 2 die increments each level. Touch attacks become Range attacks as under the energy emission rule.

Some powers are only available at the Demi-God Level. The Tiers for Demi-God Level Powers are:

Tier Level	1	2	3	4	5	6	7	8	9	10
PP Cost	10	20	30	40	50	60	70	80	90	100
Total PP Cost (DemiGod Tier)	10	20	40	70	110	160	220	290	370	460
Total PP (Standard Tier)	56	67	79	92	106	121	137	154	172	191

MATTER DOMINATION:

For every Tier of his power, a character may transmute the matter of one object with a weight equal to the characters Prime Stat (INT, EMP, or COOL only) x the Tier level divided by 2. At 4rth Tier they no longer divide by 2, and at 8TH tier they double. By re-arranging the molecules of an object they may turn it into anything else, such as turning water into wine, wood into gold, cement into jelly. A character cannot transmute non-organic material into living matter. Not can they create mechanical objects, though they can create the individual pieces of a mechanical object and later assemble them.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Molecule Man and DC's Firestorm)

TIME MANIPULATION:

At the 1st tier of this power a character can move forwards or backwards in time 1 round per level of Prime Stat or INT. At the 2nd tier this becomes minutes. At the 3rd tier it becomes hours, at the 4th tier it becomes days, at the 5th Tier it becomes an weeks, at the 6th tier it becomes months, at the 7th Tier it becomes a months, 8th Tier years, 9th Tier a decades, and at 10th tier it becomes centuries.

Optional Weakness – None:

(Popular examples of Characters with this Power include DC's Metron and Waverider)

CELESTIAL TIERS

Beyond Demigod Levels there are the Celestial Levels, where yet another decimal is added. Die effects such as for damage become multiplied by 100. Some powers are only available at the Celestial Level. The Tiers for Celestial Level Powers are"

Tier Level	1	2	3	4	5	6	7	8	9	10
PP Cost	100	200	300	400	500	600	700	800	900	1000
Total PP Cost (Celestial Tier)	100	200	400	700	1100	1600	2200	2900	3700	4600
Total PP Cost (DemiGod Tier)	560	670	790	920	1060	1210	1370	1540	1720	1910
Total PP (Standard Tier)	211	232	254	277	301	326	354	381	409	438

REALITY MANIPULATION:

This Celestial level power allows a character to literally manipulate the laws of space and time. For every Tier of this power, the character can alter reality to his will at a range equal to the total PP cost in meters. Range doubles at 4th Tier, and Triples at 7th. At 10th Tier the character can manipulate reality across the entire solar system.

Optional Weakness – None:

(Popular examples of Characters with this Power include Marvel's Beyonder and Franklin Richards)

WEAKNESSES

WEAKNESSES. These are side effects of a characters powers, some are merely superficial, other scan be quite vicious. Weaknesses reduce the cost of power points, or may grant extra power points. In some cases a character may choose at character generation how many powers a specific standard weakness apply too, in this circumstance the weakness only reduces the Power Cost to that specific power. If the character chooses to have a Standard Weakness affect all his powers, he may reduce the listed cost of his PP total, however some Standard powers only effect powers of a certain type. There is no limit to the number of weaknesses a character may take. Regardless of how low the Power Point cost is taken due to Weaknesses, Every power must cost a minimum of 1-point.

ACTIVATED POWERS HAVE TIME LIMITS: Once activated a characters ability to use their powers is limited to a specific amount of time. For a 5-point reduction to the characters total power cost the time limit is equal to their BOD or Prime Stat in hours. Dropping the time limit to minutes ups the PP cost reduction to 25%. Dropping the time limit to rounds reduces the total PP cost by 50%.

ACTIVATION OF POWERS IS REQUIRED: The characters power is not on all the time, some magic word, device, piece of technology, or circumstance, must be activated before their powers manifest. Their powers are not inherent, and can be stripped away by removing them from the item or situation that grants them.

> The 1st level of this power is the broadest, like Juggernaut touching the ruby of Cyttorak, or Superman gaining his powers from our Yellow sun. The powers may be removed by eliminating exposure to the item or situation, but doing so is very difficult. This reduces the cost of any or all powers that have this weakness by 5%

> The 2nd level of this Weakness means the power is simple to activate, or comes from a situation, chemical or device that is common or a character can replicate themselves, Like Donald Blake striking his cane on the ground to become Thor, Bruce Banner getting angry, Werewolf By Night only being able to use his powers at night, Billy Batson saying Shazam, Elongated Man having to drink Gingold, or Jesse Quick visualizing the speed-formula: 3x2(9YZ)4A. This reduces the cost of any or all powers that have this weakness by 10%.

> The 3rd level of this Weakness means the power comes directly from an item, such a green lanterns ring, or Iron Mans armor. Separate the item from the user and they are powerless, furthermore, anyone else who gains control of the item now possesses that power. This reduces the cost of any or all powers that have this weakness by 25%.

ACTIVATION OF POWERS REDUCES A STAT – With this Weakness the activation of the characters power reduces one of his stats. The stat must be chosen at Character Generation from INT, REF, COOL, BOD, MA, or EMP. The character may choose more than 1 stat, each additional stat chosen adds 10% to the total Power Cost Reduction. This weakness only works with powers that must be activated and that raise a different Stat (or Stat-like effects such as Super Strength or Super Speed).

> At the 1st level of this Weakness the Stat drops to 8, The Power Point cost reduction is 10%
> At the 2nd level of this Weakness the Stat drops to 5. The PP cost reduction is 25%
> At the 3rd level of this Weakness the Stat drops to 2, much like the classic HULK SMASH. The PP cost reduction becomes 50%

CHARACTER IS DISABLED – By taking this weakness the character becomes permanently disabled, they may choose to either lose a sense (Vision, Hearing, Speaking) or a Stat drops to 1D2 (chosen from MA, BOD, REF, or INT). This Weakness reduces the total Power Point cost by 50%.

CHARACTER MAY ONLY ACTIVATE ONE POWER AT A TIME – This weakness only effects characters with 3 or more separate powers, and reduces the total PP cost by 25%.

DANGEROUS EXPOSURE - The characters power makes them dangerous to be around. Maybe they give off radiation, or their touch burns, or possibly they breath a poison gas. Regardless they are denied physical or intimate contact, as it might hurt or even kill those they care about. This weakness Should be in some way related to the characters power, and will not only prevent him from touching people, but he will take a -1 penalty to any empathy based saves due to his feelings of isolation.

> For a 5 point power cost reduction the danger could be controlled or contained, such as Cyclops and his ruby quartz glasses,

> For a power point reduction of 20% the danger is harder to control, but by wearing a special bodysuit the character can at least know basic human contact, like Rogues powers,

> For a PP reduction of 50% points there is no means to control the danger, anyone getting within 5 feet of the character will suffer ill effects (usually 1d6 damage from some manifestation of their power) anyone touching them may die (x3 damage)

DISFIGUREMENT - The characters power has altered them physically. If their powers must be activated, then they must choose whether this Weakness effects them while their powers are either activated or deactivated. If they choose both, add +5% reduction to their power cost.

> Taking the 1st level of this Weakness means they are slightly scarred or have suffered a minor physical mutation, and take a -2 to their ATTR. This reduces the total power costs by 3 points

> At the 2nd level of this Weakness the disfigurement is much more severe, they look like a freak, they loose -5 points to ATTR (to a min of ATTR 1) and are at an additional - 2 to all social skills when meeting or addressing new people. This reduces the total cost of powers by 10 points

> At the third level of this power the character is hideously deformed, like a mutant burn victim with skeletal elephantitus, or a Brundlefly... ATTR drops to 1, and they are at a -5 to all social skills, the character makes babies cry, and anyone with a cool below 5 stomach who looks at the character for the first time has a 25% chance of vomiting. This reduces the total power cost by 20 points

POWER CANNOT BE TURNED OFF – This weakness only applies to touch or ranged powers that have a detrimental effect to others. Taking this weakness gives an automatic 50% PP cost reduction to the specific power. A power that cannot be shut off cannot be controlled, and will harm friend, foe, and innocent bystander alike.

POWER IS HARD TO CONTROL- Every time the character uses or manifests their power, they must make a -1 cool save, failure indicates a roll on the fumble chart. The standard level of this Weakness reduces the PP cost of the power by 5 points. This Weakness only effects powers that require a skill to use. For a 10% reduction to power cost the save becomes –3, and for 25% power cost reduction the save becomes negative –5.

POWER REQUIRES OUTSIDE SOURCE TO RECHARGE: With this weakness a character must manually recharge their powers from an outside source. For a power cost reduction of 5 points this outside source is readily available (such as the sun, water, electricity, sound, or kinetic energy). For a 50% reduction it is something rarer, such as a mystic power battery, or immersion into a sacred pool. Taking this weakness replaces any natural regeneration of Power Use or Duration effects that center on the character.

SECRET IDENTITY IS NOT SO SECRET - The characters true identity is public knowledge, this weakness simply reduces the total point cost for all powers by 5 points, but can have detrimental effects. Their REP instantly goes to 10, people everywhere recognize them, they have a wikipedia page with their full name, address, and the names of their friends and relatives listed, and they are plastered all over tabloids. On the other hand, they may get free stuff out of it, like endorsement deals, and have women waiting in line for them.

SPECIFIC VULNERABILITY - The character has a specific vulnerability to something, Characters can take multiple weaknesses, at different point values. The base weakness is merely that anything made of, or coated with that vulnerability, can bypass any Meta-Defenses,

> At the 1st Level of this weakness it is something rare, like magic to Superman, This reduces the cost of any or all powers that have this weakness by 5 points.

> At the 2nd level of this weakness it is something common, like Mon-El to lead. This reduces the cost of any or all powers that have this weakness by 10%

> At the 3rd level it is something everywhere, like Sentinel to wood or the Green Lantern Corps to the color Yellow. This reduces the cost of any or all powers that have this weakness by 25%

> For an additional 5% reduction to the PP cost the vulnerability itself is detrimental to the character, like Kryptonite to Superman. Removing their powers or making them sick (BOD, COOL, MA and REF Stats drop 50%).

> Increasing the cost reduction to 50% makes the vulnerability fatal to the character doing an automatic 1 point of damage to the character per round of exposure.

> The character may also determine the level of exposure required to affect their character.

>> For a 10-point reduction in power cost it has to be in physical contact with the character or the manifestation of their power,

>> For a 25-point reduction in PP cost the vulnerability must be with a number of meters equal to their BOD. Direct Physical contact causes 2 points of damage per round.

>> For a 50-point reduction in PP cost, the vulnerability must be within a number of meters equal to x2 BOD. At half this distance the character takes 2 points of damage per round, and direct physical contact causes 3 points of damage per round.

AFTERTHOUGHTS

A bit of last minute advice: A superhero RPG should be all about creativity, particularly when it comes to powers. If players want to modify a power to better suit their needs, the GM should always consider this. If the players wishes to modify a power in a way that makes it more powerful feel free to set limiters, either by a higher point cost, or narrowing the powers scope or imposing an appropriate weakness. If the player wants to limit and specify the scope of a power, by all means work with them, and perhaps allow them to get a discount on the PP cost, or give them a few Extra PP for limiting themselves in the name of creativity. Not a single one of these powers are etched in stone, nor are we foolish enough to think we could have covered any and every possibility with superpowers. What we HAVE done is provide a guide by example of how to define and balance any power you do think up.

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