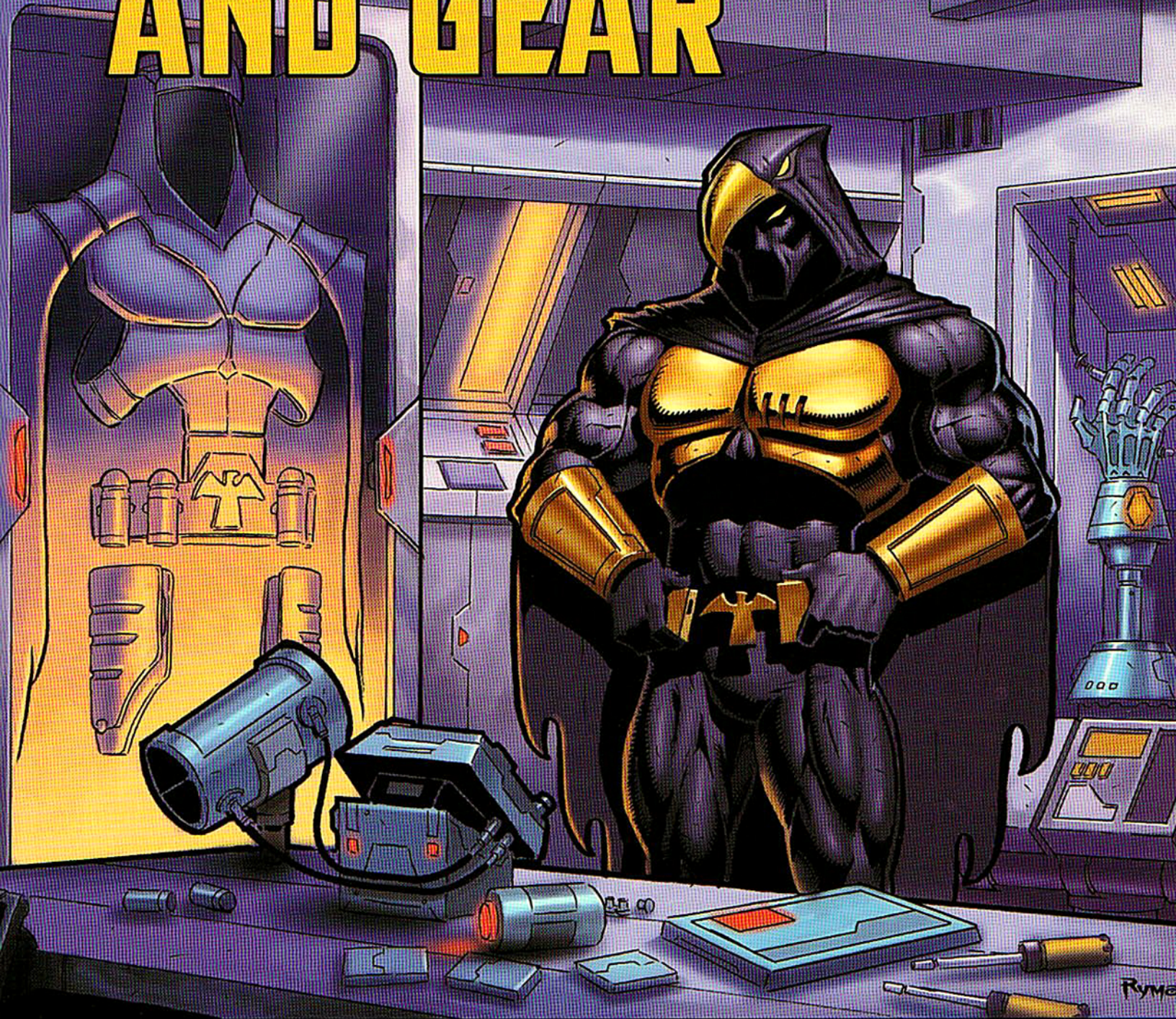


GADGETS AND GEAR



Steven S. Long



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An Equipment Book For *Champions*

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A WORD OR TWO OF APPRECIATION

Special Thanks: We'd like to thank the *Digital Hero* playtesters and trestreaders who reviewed the *Gadgets And Gear* manuscript. In a world lacking infallible gaming sourcebook-checking machines, they're an enormous help when it comes to catching and correcting errors so Hero's books maintain a consistent level of quality and usefulness.



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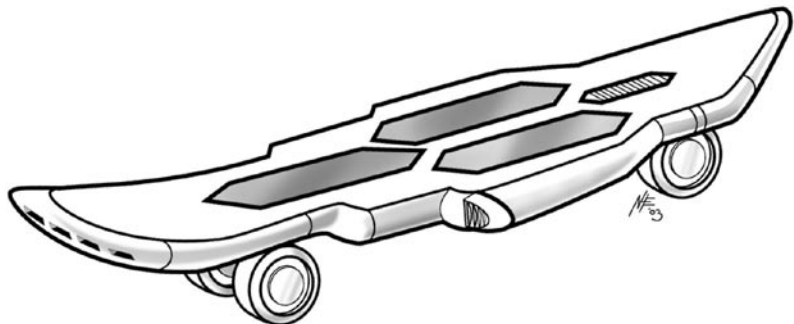
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INTRODUCTION



Superpowers or no, even superhumans need the right tools to get the job done some-times... and this is the book where you'll find just the tool any hero or villain needs!

Gadgets And Gear contains hundreds of pre-generated weapons, sensors, defensive devices, and other gadgets for use in your *Champions* games (and perhaps even some really high-tech Space Opera-style *Star Hero* campaigns). It has two primary purposes. First, it's a time-saver. If you have to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's gadgets from scratch, *Gadgets And Gear* provides you with the shortcut you need. Just open to the appropriate section, select the sort of gadget you want, tweak it to taste, and in seconds you've got a new device for your character.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. If you already have a general idea of the type of gadget-based character you want to create, some of the more unusual gizmos listed may inspire you to take the character in new and intriguing directions.

Although many of the gadgets come with a list of options, don't feel constrained by what the book says. You can easily alter a gadget to suit the character you have in mind, and in most cases substitute one special effect for another with only slight alterations. And for many gadgets, increasing or decreasing the number of Active Points always remains an option.

POWER FRAMEWORKS

Gadgets And Gear is particularly helpful for characters trying to construct Power Frameworks involving gadgetry. Between the various gadgets and their options, a character can choose a suite of, say, weapons or utility gadgets with just a few minutes' work. Where possible and advisable, gadgets are built in the 40-75 point range, to make it easy to create Multipowers without having to alter point totals too much.

Players with characters who have *Gadget Pool* VPPs may find this book particularly helpful. Rather than having to build a new gadget using the *HERO System* rules every time, they can simply choose the device they want out of *Gadgets And Gear* and proceed without interrupting the game.

WHAT THIS BOOK IS NOT

Having noted what this book *is*, it's also important to note what it *is not*, and what it doesn't contain.

First, it's not a book of rules about gadgets, or for building gadgets. It's a collection of pre-built gadgets — a resource book rather than a rules supplement.

Second, it doesn't include any mystic artifacts or enchanted items. That's a subject worthy of a book in itself, or of coverage in a book devoted to mystic superheroes. However, you can easily change the special effect of a gadget to make it mystical instead of technological; for example, the *Power Staff* (page 144) could easily be a mystic talisman.

Third, it doesn't include real-world weapons or gear, or other mundane items. You can find those in a number of other books, particularly the *Dark Champions* line of supplements.

Fourth, it doesn't have any vehicles. *The HERO System Vehicle Sourcebook* and many other supplements published by Hero Games address that subject thoroughly.

Fifth, it doesn't have any bases or devices for bases. That, too, is a topic deserving of its own book.

Sixth, it doesn't include any "doomsday devices" or like items. Many other Hero products, including *Champions* and *VIPER*, cover that subject adequately.

Seventh, it doesn't feature any robots or like devices (though a few of the gadgets are built as automatons because that's the best way to simulate a particular special effect).

Eighth, it's not a blank permission slip to use any of these gadgets in your game. Some of the devices listed in the book are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any gadgets from this book.

Ninth, and most importantly, this book is not a straitjacket. You can often build a particular gadget two or more ways using the *HERO System* rules, so don't let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an "official" way to build any given device using the *HERO System*. The options provided for each gadget often describe alternate ways of creating it to help spur your imagination.

THE GADGET TEMPLATE

To make this book as easy to use as possible, it describes each gadget with a standard template. The information provided applies only to the standard gadget; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the gadget. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the gadget in simple terms: Energy Blast 8d6, Explosion; Desolidification; Telekinesis (30 STR). This tells you quickly what a gadget can do so you don't have to delve into the full game write-up.

Target/Area Affected describes who or what the gadget affects. A weapon usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" attack can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a gadget's shorthand description doesn't override the rules.) "Self" indicates the gadget only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" gadget.)

Duration lists the duration of the gadget's effect, typically Instant, Constant, or Persistent (see the *HERO System 5th Edition Revised*, page 98). "Uncontrolled" indicates the gadget's effect has that Advantage.

Range lists the range for the gadget. Ranged gadgets usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) or RBS (Range Based On STR) range. "No Range" indicates the gadget has No Range; "Self" that the gadget only affects the char-

acter using it; "Touch" that the gadget involves having to touch another character (which usually requires an Attack Roll).

Charges or *END Cost* lists the gadget's Charges, or its Endurance cost if it uses END.

Breakability lists the object's DEF (or, if it's unbreakable, specifies that instead).

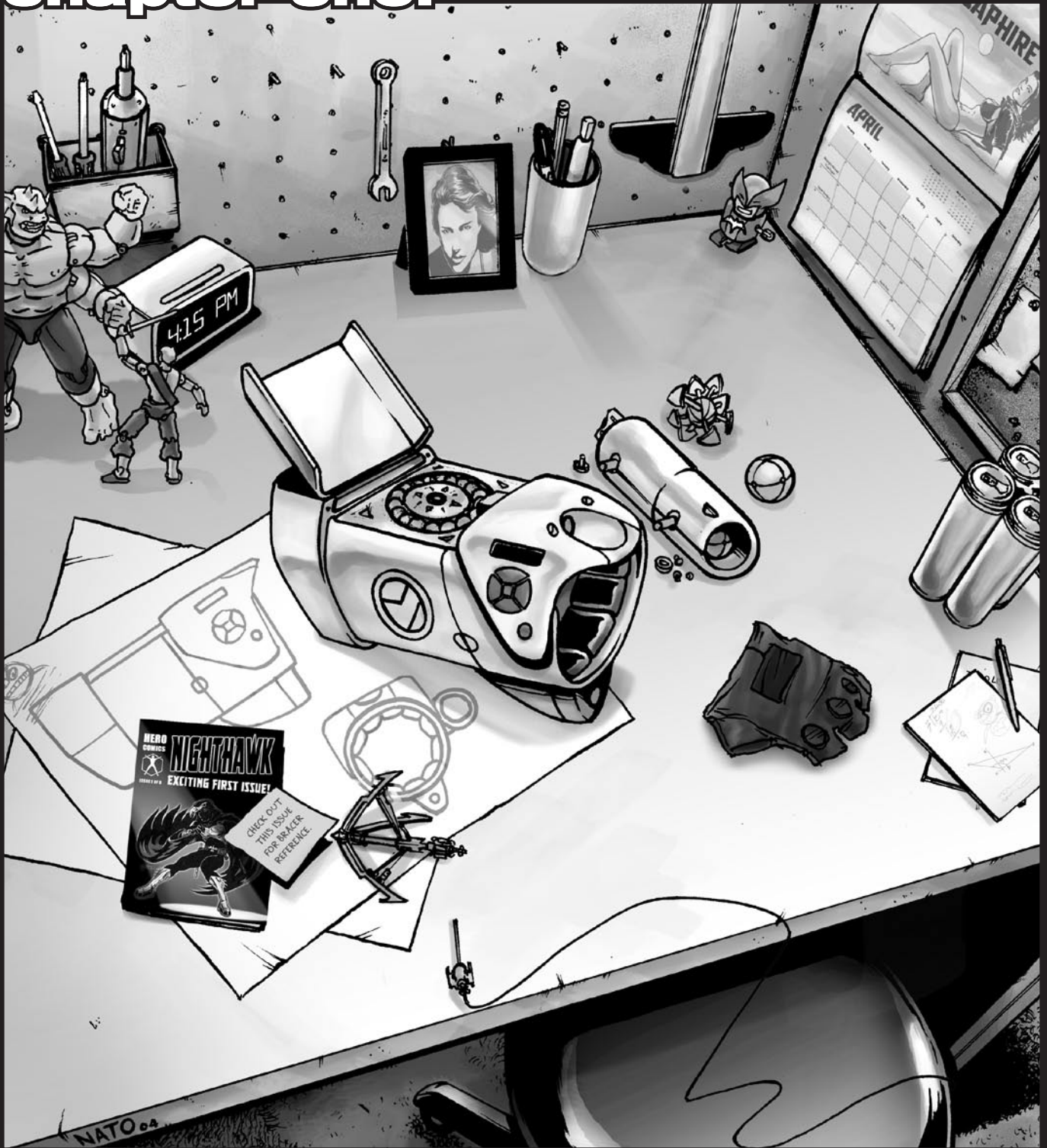
Description provides a (usually brief) textual description of the gadget. This section notes any special rules or rules applications relevant to the gadget.

Game Information is a full write-up of the gadget in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many gadgets have *Options* listed below the game information. These describe various standard ways to alter the gadget to create a slightly different ability. Optional gadgets often have their own names related to the standard gadget's name. Typical options include "Strong" and "Weak" versions (built on more or fewer Active Points, or otherwise better or worse than normal); "Realistic" versions (designed to mimic "reality" more closely); "Experimental" versions (which have an Activation Roll or other Limitations reflecting the fact that they're prototypes, don't always work properly, or the like); and versions with more or fewer Charges.



chapter one:



BLASTERS & BOMBS

SUPER WEAPONS

BLASTERS



One of the most popular weapons in *Champions* is the ubiquitous blaster — an energy pistol or rifle. Wielded by everyone from Thunderbird, to VIPER, to PRIMUS, blasters play a part in many super-battles. Described below is a selection of blasters; for even more, see the *VIPER* and *UNTIL* sourcebooks.

THE PULSON WEAPON SERIES

Since its development in the early 1970s, pulson technology has formed the basis of many types of blaster weapons. According to the technical literature, it employs “a concentrated stream of strongly-aligned, highly energetic particles” to generate a beam with both burning and concussive force.

PULSON PISTOL

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200”
Charges: 2 clips of 12 Charges
Breakability: 8 DEF

Description: One of the most popular blaster pistols ever created, the Pulson Pistol fires a bolt of concentrated pulsions that hits the target with a powerful impact, often knocking him back several feet. The appearance of the beam depends on the color of the focusing crystal and other factors. Available in gold, silver, black, red, blue, purple, and green; gold or silver highlights available on some models. Master villains, ask the Sales Department about custom blaster color schemes!

Game Information: *Energy Blast 8d6 (40 Active Points); OAF (-1), 2 clips of 12 Charges (-0). Total cost: 20 points.*

Options:

- 1) Strong Pulson Pistol:** Increase to Energy Blast 9d6. 45 Active Points; total cost 22 points
- 2) Weak Pulson Pistol:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 15 points.
- 3) Realistic Pulson Pistol:** Realistically, low-strength pulson bursts such as the one emitted by this pistol have relatively little physical impact. Add No Knockback (-¼). Total cost: 18 points.

4) Experimental Pulson Pistol: Unfortunately, despite years of development, pulson technology is not as reliable as one might like. Add Activation Roll 14-(-½). Total cost: 16 points.

5) Focused Pulson Beam: This version of the Pulson Pistol uses magnetic fields to more tightly focus the pulson beam, resulting in a more intense impact. Add Armor Piercing (+½). 60 Active Points; total cost 30 points.

6) Wide-Beam Pulson Pistol: The focusing lens in the barrel of this form of the Pulson Pistol spreads the beam out significantly with no loss of power. Add Area Of Effect (One Hex; +½). 60 Active Points; total cost 30 points.

7) Boostable Pulson Pistol: This powerful version of the Pulson Pistol has two settings, a standard one and a “boosted” one that is much deadlier but uses more of the weapon’s energy.

Cost Power

- 42 *Boostable Pulson Pistol:* Multipower, 67-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1) [30]
- 3u 1) *Standard Setting:* Energy Blast 8d6, Armor Piercing (+½); OAF (-1)
- 2u 2) *Boosted Setting:* RKA 3d6, Penetrating (+½); OAF (-1), Requires 3 Charges Per Use (-1)

Total cost: 47 points.

REQUIRES MULTIPLE CHARGES

If a character has a Multipower with an overall number of Charges for the entire Framework, he may want some slots to use up more than one Charge per use. If so, that qualifies for a Limitation on the slot with the following value:

Limitation Value	Number Of Charges Used
-¼	2 per use
-½	3-7 per use
-¾	8-12 per use
-1	13-17 per use

... and so on

This chart assumes the character has a fairly high number of Charges — 65 or more, in one or more clips — for his Multipower. For each step up the Charges Table, add an additional -¼ Limitation value (though a slot can never require more Charges than the entire Multipower has at full strength). Thus, for a Multipower that has 16 Charges for the entire Multipower, a slot that costs 4 Charges per use gets a -1¼ Limitation.

PULSON-RF PISTOL**Effect:** Energy Blast 7d6, Autofire (3 shots)**Target/Area Affected:** One character**Duration:** Instant**Range:** 200"**Charges:** 16 Charges**Breakability:** 9 DEF

Description: This submachine gun-style pulson blaster fires up to three energy beams with a single pull of the trigger. The firer controls the number of shots with a selector switch near the trigger.

Game Information: *Energy Blast 7d6, Autofire (3 shots; +¼) (44 Active Points); OAF (-1), 16 Charges (-0), Limited Range (200"; -¼). Total cost: 19 points.*

Options:

1) **Strong Pulson-RF Pistol:** Increase to Energy Blast 8d6. 50 Active Points; total cost 22 points.

2) **Weak Pulson-RF Pistol:** Decrease to Energy Blast 6d6. 37 Active Points; total cost 16 points.

3) **Realistic Pulson-RF Pistol:** Add No Knockback (-¼). Total cost: 18 points.

4) **Experimental Pulson-RF Pistol:** Add Activation Roll 14- (-½). Total cost: 16 points.

5) **More Clips:** Having problem with over-enthusiastic agents firing at your enemies too quickly? Don't hold them back — give them more ammo! Change to 4 clips of 16 Charges each (+¼). 52 Active Points; total cost 23 points.

6) **Faster Fire:** Increase to Autofire (5 shots; +½). 52 Active Points; total cost 23 points.

7) **Focused Pulson Beam:** Add Armor Piercing (+½). 61 Active Points; total cost 27 points.

8) **Wide-Beam Pulson-RF Pistol:** Decrease to Energy Blast 6d6, add Area Of Effect (One Hex; +½) and increase Autofire to (+1¼). 82 Active Points; total cost 36 points.

PULSON CARBINE**Effect:** Energy Blast 10d6**Target/Area Affected:** One character**Duration:** Instant**Range:** 175"**Charges:** 16 Charges**Breakability:** 10 DEF

Description: Although similar in most respects to the Pulson Rifle (see below), this weapon is shorter, and thus easier to conceal. However, the shorter barrel diminishes the weapon's effective range.

Game Information: *Energy Blast 10d6 (50 Active Points); OAF (-1), 16 Charges (-0), Limited Range (175"; -¼). Total cost: 22 points.*

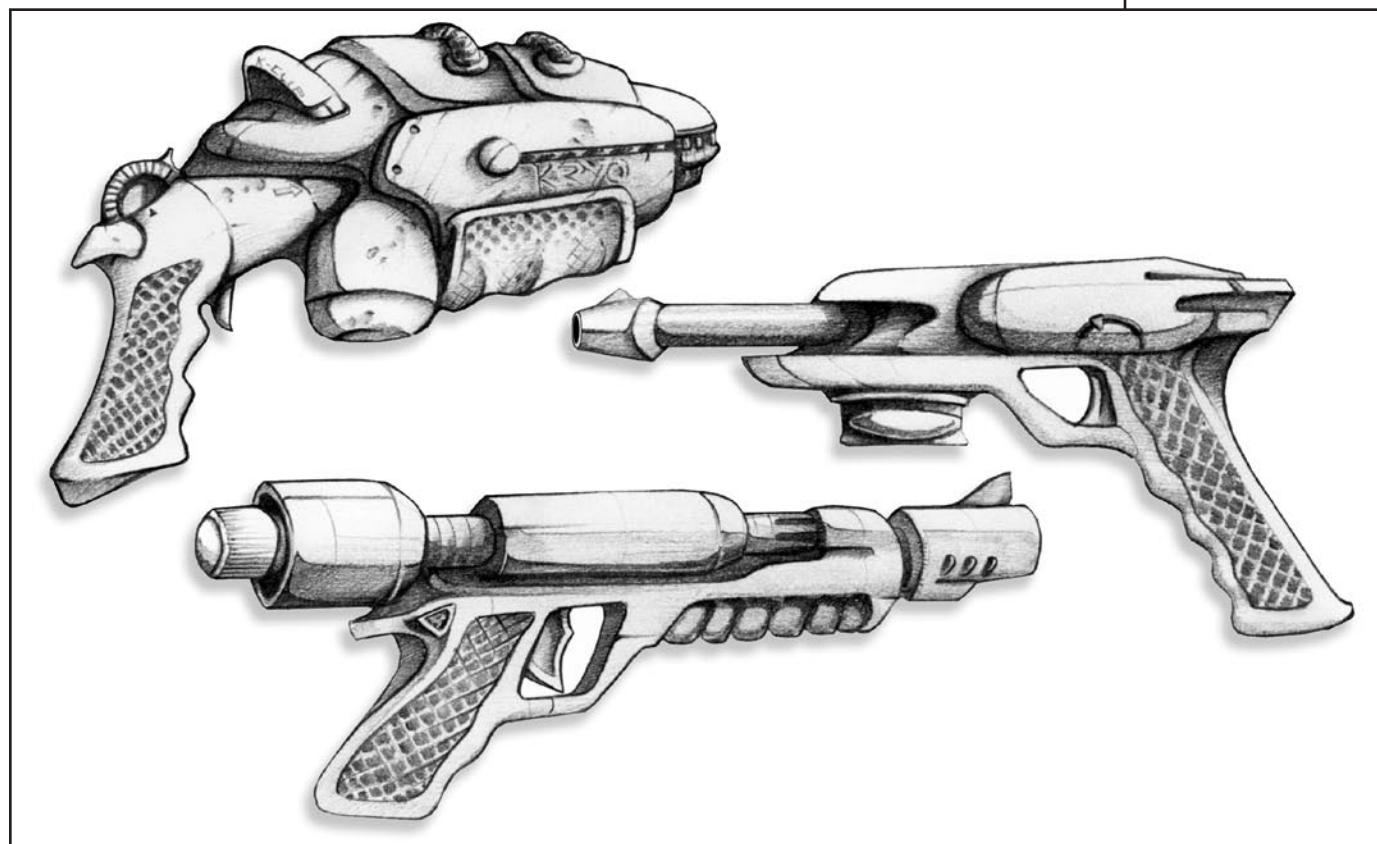
Options:

1) **Strong Pulson Carbine:** Increase to Energy Blast 12d6. 60 Active Points; total cost 27 points.

2) **Weak Pulson Carbine:** Decrease to Energy Blast 8d6. 40 Active Points; total cost 18 points.

3) **Realistic Pulson Carbine:** Add No Knockback (-¼). Total cost: 20 points.

4) **Experimental Pulson Carbine:** Add Activation Roll 14- (-½). Total cost: 18 points.



- 5) **Larger Clip:** Change to 30 Charges (+¼). 62 Active Points; total cost 27 points.
- 6) **Focused Pulson Beam:** Add Armor Piercing (+½). 75 Active Points; total cost 33 points.
- 7) **Wide-Beam Pulson Carbine:** Add Area Of Effect (One Hex; +½). 75 Active Points; total cost 33 points.

PULSON RIFLE

Effect: Energy Blast 10d6
Target/Area Affected: One character
Duration: Instant
Range: 310"
Charges: 30 Charges
Breakability: 12 DEF

Description: This is the full-sized equivalent to the Pulson Carbine, with greater standard ammo capacity and a longer effective range.

Game Information: *Energy Blast 10d6, 30 Charges (+¼) (62 Active Points); OAF (-1). Total cost: 31 points.*

Options:

- 1) **Strong Pulson Rifle:** Increase to Energy Blast 12d6. 75 Active Points; total cost 37 points.
- 2) **Weak Pulson Rifle:** Decrease to Energy Blast 8d6. 50 Active Points; total cost 25 points.
- 3) **Realistic Pulson Rifle:** Add No Knockback (-¼). Total cost: 27 points.
- 4) **Experimental Pulson Rifle:** Add Activation Roll 14- (-½). Total cost: 25 points.
- 5) **More Clips:** Change to 2 clips of 30 Charges each (+½). 75 Active Points; total cost 37 points.
- 6) **Focused Pulson Beam:** Add Armor Piercing (+½). 87 Active Points; total cost 43 points.
- 7) **Wide-Beam Pulson Rifle:** Add Area Of Effect (One Hex; +½). 87 Active Points; total cost 43 points.
- 8) **Pulson Sniper Rifle:** This larger, better-built version of the Pulson Rifle comes equipped with beam coherence technology and aiming systems that make it easy to hit distant targets. Add Increased Maximum Range (2,175"; +¼) and No Range Modifier (+½). 100 Active Points; total cost 50 points.
- 9) **Juryrigged Pulson Assault Rifle:** Some users tinker with the Pulson Rifle to give it basic automatic fire capabilities, though this may cause the rifle to misfire on occasion. Add Autofire (3 shots; +¼) and Activation Roll 14- (-½). 75 Active Points; total cost 30 points.
- 10) **Aim-By-Eye Pulson Rifle:** This form of the Pulson Rifle has a small headset that attaches to the rifle via a cable. The rifle's built-in targeting systems track where the wearer of the headset looks, and aims the rifle accordingly. Add Line Of Sight (+½). 87 Active Points; total cost 43 points.

PULSON ASSAULT RIFLE

Effect: Energy Blast 12d6, Autofire
Target/Area Affected: One character
Duration: Instant
Range: 600"
Charges: 60 Charges
Breakability: 24 DEF

Description: A favorite of law enforcement commanders and master villains who want to equip their agents with the very best personal energy weaponry available today, the Pulson Assault Rifle provides a potent combination of powerful energy bolts and rapid-fire capability. Armed with this firearm, an agent can make precisely-aimed single shots, or lay down a lethal barrage of pulson beams!

Game Information: *Energy Blast 12d6, Autofire (5 shots; +½), 60 Charges (+½) (120 Active Points); OAF (-1). Total cost: 60 points.*

Options:

- 1) **Strong Pulson Assault Rifle:** Increase to Energy Blast 14d6. 140 Active Points; total cost 70 points.
- 2) **Weak Pulson Assault Rifle:** Decrease to Energy Blast 10d6. 100 Active Points; total cost 50 points.
- 3) **Realistic Pulson Assault Rifle:** Add No Knockback (-¼). Total cost: 53 points.
- 4) **Experimental Pulson Assault Rifle:** Add Activation Roll 14- (-½). Total cost: 48 points.
- 5) **Larger Clip:** Increase to 120 Charges (+¾). 135 Active Points; total cost 67 points.
- 6) **More Clips:** Increase to 2 clips of 60 Charges each (+¾). 135 Active Points; total cost 67 points.
- 7) **Focused Pulson Beam:** Add Armor Piercing (+½). 150 Active Points; total cost 75 points.
- 8) **Pulson Assault Rifle With Built-In Targeting Computer:** For just a few hundred dollars more, the Pulson Assault Rifle comes equipped with an advanced targeting computer that automatically compensates for distance! Add No Range Modifier (+½). 150 Active Points; total cost 75 points.

PULSON CANNON

Effect: Energy Blast 16d6

Target/Area Affected: One character

Duration: Instant

Range: 500"

Charges: 20 Charges

Breakability: 20 DEF

Description: When even a Pulson Assault Rifle doesn't have the power you need, it's time for the Pulson Cannon! Mounted on a bipod or vehicle, the Cannon requires a crew of two for optimum firing efficiency — but it's worth it!

Game Information: *Energy Blast 16d6, 20 Charges (+¼) (100 Active Points); OAF Bulky (-1½), Crew-Served (2 people; -¼). Total cost: 36 points.*

Options:

- 1) Strong Pulson Cannon:** Increase to Energy Blast 18d6. 112 Active Points; total cost 41 points.
- 2) Weak Pulson Cannon:** Decrease to Energy Blast 14d6. 87 Active Points; total cost 32 points.
- 3) Realistic Pulson Cannon:** Add No Knockback (-¼). Total cost: 33 points.

CREW-SERVED LIMITATION

Some weapons require more than one person to operate properly. Such weapons take the Limitation Crew-Served. The value of the Limitation depends on the size of the crew needed to fire the weapon without penalty, as indicated by the accompanying table.

Value	Required Crew	Penalty for Single Character To Operate
-¼	2	-3
-½	3-4	-6
-¾	5-8	-9
-1	9-16	Not possible

...and so on

If more than a single character, but fewer than the required number of characters, attempts to fire a weapon, reduce the penalty by the number of characters beyond one (though the minimum penalty remains -1 regardless of how many characters participate). For example, if four characters try to fire a weapon needing a crew of 8, the normal -9 penalty becomes -6 (-9, reduced by 3 for each person beyond the first).

To determine the OCV of a Crew-Served weapon, use the chief operator's OCV, or at the GM's option take the average OCV of the crew. If a Crew-Served weapon requires a Weapon Familiarity, at least half of the crew must have that WF, or the crew suffers the standard Unfamiliar Weapon penalty (-3 OCV).

If a Crew-Served weapon costs END, all members of the crew must pay that END cost.

Weapons with this Limitation should also take the Focus Limitation with the additional Bulky or Immobile Limitations. They usually take the Extra Time Limitation as well. Generally they do not take the STR Minimum or Required Hands Limitations, since they're mounted on bipods, tripods, or vehicles.

4) Experimental Pulson Cannon: Add Activation Roll 14- (-½). Total cost: 31 points.

5) Automatic Fire Pulson Cannon: This form of the Cannon has an automatic fire mode. Add Auto-fire (5 shots; +½). 140 Active Points; total cost 51 points.

6) Larger Energy Module: Increase to 60 Charges (+½). 120 Active Points; total cost 44 points.

7) More Energy Modules: Increase to 2 clips of 20 Charges each (+½). 120 Active Points; total cost 44 points.

8) Focused Pulson Beam: Add Armor Piercing (+½). 140 Active Points; total cost 51 points.

PULSON MEGA-CANNON

Effect: Energy Blast 20d6, Autofire

Target/Area Affected: One character

Duration: Instant

Range: 750"

Charges: 32 Charges

Breakability: 30 DEF

Description: The largest weapon in the pulson family, the Mega-Cannon needs a crew of four to function properly, but its high-powered automatic-fire beam makes it worth the effort.

Game Information: *Energy Blast 20d6, Autofire (3 shots; +¼), 32 Charges (+¼) (150 Active Points); OAF Bulky (-1½), Crew-Served (4 people; -½). Total cost: 50 points.*

Options:

1) Strong Pulson Mega-Cannon: Increase to Energy Blast 24d6. 180 Active Points; total cost 60 points.

2) Weak Pulson Mega-Cannon: Decrease to Energy Blast 16d6. 120 Active Points; total cost 40 points.

3) Realistic Pulson Mega-Cannon: Add No Knockback (-¼). Total cost: 46 points.

4) Experimental Pulson Mega-Cannon: Add Activation Roll 14- (-½). Total cost: 43 points.

5) Automatic Fire Pulson Mega-Cannon: This upgraded version of the Mega-Cannon has a full-auto fire mode. Increase to Autofire (5 shots; +½). 175 Active Points; total cost 58 points.

6) Larger Energy Module: Increase to 64 Charges (+½). 175 Active Points; total cost 58 points.

7) More Energy Modules: Increase to 2 clips of 32 Charges each (+½). 175 Active Points; total cost 58 points.

8) Focused Pulson Beam: Add Armor Piercing (+½). 200 Active Points; total cost 67 points.

OTHER BLASTERS

BLASTER CANE

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
Charges: 8 Charges
Breakability: 8 DEF

Description: This weapon looks like a more or less ordinary cane — but it conceals a powerful pulson blaster!

Game Information: *Energy Blast 8d6 (40 Active Points); IAF (-½), 8 Charges (-½). Total cost: 20 points.*

Options:

- 1) **Strong Cane:** Increase to Energy Blast 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Cane:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Cane:** The Blaster Cane can't pack a powerful enough battery or focusing crystal to maintain beam coherency over long distances. Add Reduced By Range (-¼). Total cost: 18 points.
- 4) **Experimental Cane:** Due to the miniaturization necessary to fit a blaster into a cane, the weapon tends to burn out easily. Add Activation Roll 12-, Burnout (-½). Total cost: 16 points.
- 5) **Disintegrator Cane:** A Disintegrator Cane packs a much deadlier form of blaster than the standard

model. Change to RKA 4d6, NND (defense is ED Force Field or Force Wall; +1), Does BODY (+1) (180 Active Points); IAF (-½), 4 Charges (-1). Total cost: 72 points.

6) **Undisguised Cane:** This form of Blaster Cane doesn't look so much like an ordinary object; it's obviously a weapon. Change to OAF (-1). Total cost: Total cost: 16 points.

7) **Better Battery:** This form of the Cane has an enhanced battery and can fire more shots before it needs recharging. Change to 16 Charges (-0). Total cost: 27 points.

BLASTER GAUNTLET

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 250"
Charges: 32 Charges
Breakability: 10 DEF

Description: This weapon is a type of gauntlet, though some versions don't cover the full hand and others reach all the way up to the elbow. When triggered cybernetically, it emits a powerful pulson blast.

Game Information: *Energy Blast 8d6, 32 Charges (+¼) (50 Active Points); OIF (-½). Total cost: 33 points.*

Options:

- 1) **Strong Blaster:** Increase to Energy Blast 10d6. 62 Active Points; total cost 41 points.
- 2) **Weak Blaster:** Decrease to Energy Blast 6d6. 37 Active Points; total cost 25 points.



3) Realistic Blaster I: Some types of Blaster Gauntlet are bulky and awkward, making it difficult for the wearer to use his hand properly. Add Side Effects (-2 to all DEX Rolls involving the manipulation of objects, automatically occurs; -½). Total cost: 25 points.

4) Realistic Blaster II: The Blaster Gauntlet can't pack a powerful enough battery to maintain beam coherency over long distances. Add Reduced By Range (-¼). Total cost: 29 points.

5) Experimental Blaster: The Blaster Gauntlet is a prototype that doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 25 points.

6) Better Battery: This form of the Gauntlet has an enhanced battery and can fire more shots before it needs recharging. Change to 64 Charges (+½). 60 Active Points; total cost 40 points.

BRACER BLASTER

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 250"

Charges: 30 Charges

Breakability: 10 DEF

Description: This weapon is a standard blaster built into a bracer worn on the character's wrist.

Game Information: *Energy Blast 8d6, 30 Charges (+¼) (50 Active Points); OIF (-½). Total cost: 33 points.*

Options:

1) Strong Bracer Blaster: Increase to Energy Blast 12d6. 75 Active Points; total cost 50 points.

2) Weak Bracer Blaster: Decrease to Energy Blast 6d6. 37 Active Points; total cost 25 points.

3) Experimental Bracer Blaster: The Bracer Blaster sometimes fails to fire. Add Activation Roll 14- (-½). Total cost: 25 points.

4) Bracer Auto-Blaster: The Bracer Blaster is capable of fully automatic fire. Add Autofire (5 shots; +½). 70 Active Points; total cost 47 points.

5) Focused Bracer Blaster: The powerful beam of this form of Bracer Blaster cuts through armor easily. Add Armor Piercing (+½). 70 Active Points; total cost 47 points.

6) Bracer Explosive-Blaster: This form of Bracer Blaster emits a beam with a powerful concussive effect. Add Explosion (+½). 70 Active Points; total cost 47 points.

7) Lethal Bracer Blaster: Change to RKA 2½d6. 50 Active Points; total cost 33 points.

8) Bracer Gun: Instead of shooting bolts of energy, this bracer-based weapon is a firearm that fires high-caliber armor-piercing bullets. Change to RKA 2d6, Armor Piercing (+½), 30 Charges (+¼) (52 Active Points); OIF (-½), Beam (-¼). Total cost: 30 points.

9) Bracer SMG: As the Bracer Gun, but add Autofire (5 shots; +½). 67 Active Points; total cost 38 points.

COMPRESSED AIR BLASTER

Effect: Energy Blast 8d6, Double Knockback, plus other Attack Powers

Target/Area Affected: One character

Duration: Instant

Range: 350"/225"/225"/310"

Charges: 30 Charges for entire reserve

Breakability: 17 DEF

Description: This weapon is a blaster whose effects derive from firing bursts of highly-pressurized air. The basic effect is a concussive blast that tends to knock the victim head over heels, but the user can also feed into the firing chamber sabots containing flechette darts, knockout gas, or flash powder. The user chooses which type of sabot to use (if any) with a thumb-activated selector switch.

Characters must have the GM's permission to buy this gadget, because it uses the *Charges* Limitation in an unusual way. First, the entire Multipower has 30 Charges, reflecting the amount of compressed air carried in the pistol's air cartridge. However, all the slots but the Air Blast have separate *Charges* Limitations to represent the number of sabots the weapon carries for them. Thus, each shot uses one Charge from the reserve *and* one of its own Charges.

Game Information:

Cost Power

43	<i>Compressed Air Blaster:</i> Multipower, 70-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1)
3u	1) <i>Air Blast:</i> Energy Blast 8d6 (physical), Double Knockback (+¾); OAF (-1)
1u	2) <i>Flechette Sabots:</i> RKA 2d6, Armor Piercing (+½); OAF (-1), 4 Charges (-1)
1u	3) <i>Flare Sabots:</i> Sight Group Flash 9d6; OAF (-1), 4 Charges (-1)
2u	4) <i>Knockout Gas Sabots:</i> Energy Blast 5d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), 4 Charges (-1)

Total cost: 50 points.

Options:

1) Strong Blaster: Increase reserve to 87 points, Slot 1 to Energy Blast 10d6, Slot 2 to RKA 3d6, Slot 3 to Sight Group Flash 12d6, and Slot 4 to Energy Blast 7d6. Total cost: 65 points.

2) Weak Blaster: Decrease to reserve to 52 points, Slot 1 to Energy Blast 6d6, Slot 2 to RKA 1d6, Slot 3 to Sight Group Flash 6d6, and Slot 4 to Energy Blast 3d6. Total cost: 38 points.

3) Realistic Blaster: Compressed blasts of air can't travel too far before losing so much cohesion that they have no offensive effect. Add Reduced By Range (-¼) to reserve and all slots. Total cost: 46 points.

4) Experimental Blaster: The various switching and firing systems in the Blaster sometimes get jammed up. Add Activation Roll 14- (-½) to reserve and all slots. Total cost: 43 points.

DEVOLUTIONIZER RAY

Effect: Major Transform 6d6
Target/Area Affected: One character
Duration: Instant
Range: 560"
Charges: 5 Charges
Breakability: 22 DEF

Description: This energy rifle, one of the most unusual weapons ever created, fires a beam that can cause a living being to spontaneously devolve to a more primitive state. The GM, with input from the player, must determine the exact effects of “devolution energy” (also known as “D-rays”) on any given creature. Typically devolved beings become less intelligent and more instinctual, stronger, tougher, and fiercer. The standard rules for removing or adding powers via Transform (*HERO System 5th Edition*, page 153) apply.

Game Information: *Major Transform 6d6 (any living being into a less evolved version of itself, heals via another application of this power or a like power), Improved Results Group (+¼) (112 Active Points); OAF (-1), Limited Target (living beings; -¼), 5 Charges (-¾). Total cost: 37 points.*

Options:

- 1) Strong Ray:** Increase to Major Transform 8d6. 150 Active Points; total cost 50 points.
- 2) Weak Ray:** Decrease to Major Transform 4d6. 75 Active Points; total cost 25 points.
- 3) Realistic Devolution Ray:** The Ray has a very short range; beyond that point the energy dissipates so much it's totally ineffective. Add Limited Range (15"; -¼). Total cost: 34 points.
- 4) Experimental Devolution Ray:** D-rays are a highly theoretical form of energy, defying human ability to create a weapon that can fire them flawlessly at all times. Add Activation Roll 11- (-1). Total cost: 28 points.
- 5) Better Battery:** The Ray's battery contains a lot more energy, so it can fire more often before it requires recharging. Change to 10 Charges (-¼). Total cost: 45 points.
- 6) Age-Altering Ray:** By changing the nature of the D-ray Transform from “devolution” to “artificial aging,” you can convert this weapon into an age-altering ray that can make the target younger or older.

DISINTEGRATOR RAY

Effect: RKA 6d6, NND, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: 60"
Charges: 6 Charges
Breakability: 54 DEF

Description: This terrifyingly powerful energy pistol emits a strange beam that disintegrates anything it touches! Only a properly-tuned force-field can prevent it from harming a target.

Game Information: *RKA 6d6, NND (defense is ED Force Field; +1), Does BODY (+1) (270 Active Points); OAF (-1), Limited Range (60"; -¼), 6 Charges (-¾). Total cost: 90 points.*

Options:

- 1) Strong Disintegrator:** Increase to RKA 8d6. 360 Active Points; total cost 120 points.
- 2) Weak Disintegrator:** Decrease to RKA 4d6. 180 Active Points; total cost 60 points.
- 3) Experimental Disintegrator:** Sometimes the Disintegrator Ray “jams” due to its prototype technology, requiring a quick repair before it will work again. Add Activation Roll 14- Jammed (-1). Total cost: 67 points.
- 4) Wide-Beam Disintegrator:** Add Area Of Effect (One Hex; +½). 315 Active Points; total cost 105 points.
- 5) Disintegrator Rifle:** This form of Disintegrator Ray maintains the beam's coherency, and thus effectiveness, over long distances. Remove Limited Range (-¼). Total cost: 98 points.
- 6) Weakening Disintegrator Ray:** This form of the Ray has a long range, but gets weaker the further it travels. Change Limited Range (-¼) to Reduced By Range (-¼). Total cost: 90 points.
- 7) Stronger Battery:** Increase to 10 Charges (-¼). Total cost: 108 points.
- 8) Weaker Battery:** Decrease to 3 Charges (-1¼). Total cost: 77 points.

HEAT RAY PISTOL

Effect: RKA 3d6, Penetrating (x2) and RKA 2d6, Penetrating, ignites flammable objects

Target/Area Affected: One character

Duration: Instant/Constant

Range: 50"

Charges: 30 Charges

Breakability: 22 DEF

Description: This weapon is a blaster that emits a beam of heat so concentrated and powerful that it melts some objects — metals, plastics, glass, and the like — and burns and ignites others (such as flesh, cloth, or wood). Ignited objects keep burning until they consume all the fuel, run out of oxygen, or someone smothers the flames; other flammable objects touching them ignite as well.

When a character fires this pistol, he doesn't declare which slot he's using. The GM determines which effect — Melting or Burning — applies based on the composition of the target object(s).

Game Information:**Cost Power**

- 45 *Heat Ray Pistol:* Multipower, 90-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1), No Knockback (-¼), Limited Range (50"; -¼)
- 4u 1) *Melting:* RKA 3d6, Penetrating (x2; +1); OAF (-1), No Knockback (-¼), Limited Range (50"; -¼)
- 2u 2) *Burning:* RKA 2d6, Penetrating (+½); OAF (-1), No Knockback (-¼), Limited Range (50"; -¼) **plus** RKA 1 point, Continuous (+1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½); OAF (-1), No Knockback (-¼), Limited Range (50"; -¼), Linked (-½)

Total cost: 51 points.

Options:

1) Strong Heat Ray: Increase reserve to 120 points, Slot 1 to RKA 4d6, and Slot 2 to RKA 3d6. Total cost: 68 points.

2) Weak Heat Ray: Decrease to reserve to 60 points, Slot 1 to RKA 2d6, and Slot 2 to RKA 1d6. Total cost: 33 points.

3) Experimental Heat Ray: The Heat Ray's technology doesn't always function properly; sometimes the heat shielding fails and the weapon's heat melts a crucial component. Add Activation Roll 14- Jammed (-1) to reserve and all slots. Total cost: 37 points.

ICE BLASTER

Effect: Various ice/cold-based Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges: 60 Charges for entire reserve

Breakability: 18 DEF

Description: This pistol uses a supply of supercooled fluid and various ultra-tech cooling and projecting technologies to create various ice effects. Depending on how the firer tunes the focusing crystal and feed mechanism, he can blast his targets with icy bolts or darts, coat the ground with slippery ice, or even encase his foes in blocks of solid ice!

Game Information:**Cost Power**

- 45 *Ice Blaster:* Multipower, 60-point reserve, 60 Charges (+½) for entire reserve; all OAF (-1)
- 3u 1) *Ice Blast I:* Energy Blast 12d6; OAF (-1)
- 3u 2) *Ice Blast II:* Energy Blast 8d6, Area Of Effect (One Hex; +½); OAF (-1)
- 2u 3) *Ice Blast III:* Energy Blast 8d6, Explosion (+½); OAF (-1), Requires 3 Charges Per Use (-½)
- 2u 4) *Icicle Dart:* RKA 2d6, Armor Piercing (+½); OAF (-1), Requires 2 Charges Per Use (-¼)
- 3u 5) *Deep Freeze Blast:* Energy Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1); OAF (-1)
- 2u 6) *Frozen In Ice:* Entangle 6d6, 6 DEF; OAF (-1), Vulnerable (Fire/Heat; -1), Requires 5 Charges Per Use (-½)
- 2u 7) *Ice Sheet:* Change Environment (create ice sheet) 32" radius, -4 to DEX Rolls to move on the sheet, Personal Immunity (+¼); OAF (-1), Only Affects Characters Who Are Moving On The Ground (-¼), Requires 4 Charges Per Use (-½)

Total cost: 62 points.

Options:

1) Strong Ice Blaster: Increase reserve to 75 points, Slot 1 to Energy Blast 15d6, Slot 2 to Energy Blast 10d6, Slot 3 to Energy Blast 10d6, Slot 4 to RKA 3d6, Slot 5 to Energy Blast 7d6, Slot 6 to Entangle 7d6, 7 DEF, and Slot 7 to 64" radius. Total cost: 77 points.

2) Weak Ice Blaster: Decrease reserve to 45 points, Slot 1 to Energy Blast 9d6, Slot 2 to Energy Blast 6d6, Slot 3 to Energy Blast 6d6, Slot 4 to RKA 1d6, Slot 5 to Energy Blast 4d6, Slot 6 to Entangle 4d6, 4 DEF, and Slot 7 to 16" radius. Total cost: 44 points.

3) Ice-Projecting Suit: Instead of using a pistol, the character builds his ice weapon into a costume, suit of armor, or the like. Change OAF (-1) to OIF (-½) on all slots. Total cost: 82 points.

LASER PISTOL

Effect: RKA 2½d6, Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: 300"
Charges: 12 Charges
Breakability: 12 DEF

Description: This energy pistol fires a beam of coherent light with enough power to cut through solid steel.

Game Information: RKA 2½d6, Armor Piercing (+½) (60 Active Points); OAF (-1), 12 Charges (-¼). Total cost: 27 points.

Options:

- 1) **Strong Laser:** Increase to RKA 3d6. 67 Active Points; total cost 30 points.
- 2) **Weak Laser:** Decrease to RKA 2d6. 45 Active Points; total cost 20 points.
- 3) **Realistic Laser:** Too much particulate matter in the air can “soak up” the power of the laser beam. Add Blocked By Smoke Or Steam (-¼). Total cost: 24 points.
- 4) **Experimental Laser:** Gadgeteers have found it difficult to build a Laser Pistol small enough to be carried easily but which retains enough power to inflict significant damage on the target; sometimes the beam fails to fire. Add Activation Roll 13- (-¾). Total cost: 20 points.
- 5) **Laser Bracer:** This form of Laser Pistol is built into a bracer, gauntlet, or other device that’s difficult to take away from the character. Change OAF (-1) to OIF (-½). Total cost: 34 points.
- 6) **Larger Clip:** Increase to 30 Charges (+¼). 70 Active Points; total cost 35 points.
- 7) **Smaller Clip:** Decrease to 4 Charges (-1). Total cost: 20 points.

LASER RIFLE

Effect: Energy Blast and RKA in various forms
Target/Area Affected: One character
Duration: Instant
Range: Varies
Charges: 64 Charges for entire reserve
Breakability: 18 DEF

Description: This laser weapon uses beam amplification, modulation, and alteration technology to turn a simple laser rifle into a multi-function weapon adaptable to nearly any combat situation or foe. Most of its slots are scaled back in power so they do Normal Damage instead of Killing Damage, but you can easily substitute the equivalent DCs in RKA if you prefer.

Game Information:

Cost	Power
45	<i>Laser Rifle:</i> Multipower, 60-point reserve, 64 Charges for entire reserve (+½); all OAF (-1)
3u	1) <i>Primary Laser:</i> Energy Blast 12d6; OAF (-1), No Knockback (-¼)
3u	2) <i>Focused Laser:</i> Energy Blast 8d6, Armor Piercing (+½); OAF (-1), No Knockback (-¼)
2u	3) <i>X-Ray Laser:</i> Energy Blast 9d6, Invisible To Sight Group (source of power not invisible, only the beam itself; +¼); OAF (-1), No Knockback (-¼)
3u	4) <i>Sniping Laser:</i> Energy Blast 8d6, No Range Modifier (+½); OAF (-1), No Knockback (-¼)
3u	5) <i>Pulse Laser:</i> Energy Blast 8d6, Autofire (5 shots, +½); OAF (-1), No Knockback (-¼)
3u	6) <i>Modulated Laser:</i> Energy Blast 6d6, NND (defense is ED Force Field; +1); OAF (-1)
3u	7) <i>High-Intensity Laser:</i> RKA 4d6; OAF (-1), No Knockback (-¼)
3u	8) <i>Wide-Beam Laser:</i> Sight Group Flash 12d6; OAF (-1)

Total cost: 68 points.

Options:

- 1) **Strong Laser Rifle:** Increase reserve to 75 points, Slot 1 to Energy Blast 15d6, Slot 2 to Energy Blast 10d6, Slot 3 to Energy Blast 12d6, Slot 4 to Energy Blast 10d6, Slot 5 to Energy Blast 10d6, Slot 6 to Energy Blast 7d6, Slot 7 to RKA 5d6, and Slot 8 to Flash 15d6. Total cost: 81 points.
- 2) **Weak Laser Rifle:** Decrease reserve to 45 points, Slot 1 to Energy Blast 9d6, Slot 2 to Energy Blast 6d6, Slot 3 to Energy Blast 7d6, Slot 4 to Energy Blast 6d6, Slot 5 to Energy Blast 6d6, Slot 6 to Energy Blast 4d6, Slot 7 to RKA 3d6, and Slot 8 to Flash 9d6. Total cost: 49 points.
- 3) **Built-In Laser Rifle:** This form of the Laser Rifle is built into a backpack-mounted weapon, a suit of powered armor, or the like. Change OAF (-1) to OIF (-½) throughout. Total cost: 86 points.
- 4) **Larger Clip:** Increase to 125 Charges (+¾). Total cost: 75 points.
- 5) **Smaller Clip:** Decrease to 32 Charges (+¼). Total cost: 60 points.

MOLECULAR DESTABILIZATION BLASTER

Effect: Energy Blast 10d6, RKA 2d6
Target/Area Affected: One character
Duration: Instant
Range: 375"
Charges: 12 Charges for entire reserve
Breakability: 18 DEF

Description: Although similar to the Disintegrator Ray (page 12), this weapon is lower-powered and offers somewhat more tactical flexibility. It emits a beam of energy that cancels the bonds between molecules, causing matter to fall apart. On its low setting, the effect is relatively minor — painful, and potentially lethal, but survivable. The high setting, on the other hand, is deadly, though repeated shots may be required to completely disintegrate a large object.

Game Information:**Cost Power**

- 36 *Molecular Destabilization Blaster:* Multi-power, 90-point reserve; all OAF (-1), No Knockback (-¼); 12 Charges (-¼) for entire reserve
- 3u 1) *Low Setting:* Energy Blast 10d6, Penetrating (+½); OAF (-1), No Knockback (-¼)
- 4u 2) *High Setting:* RKA 2d6, NND (defense is ED Force Field; +1), Does BODY (+1); OAF (-1), No Knockback (-¼), Limited Range (375"; -¼)

Total cost: 43 points.

Options:

- 1) **Strong Blaster:** Increase reserve to 135 points, Slot 1 to Energy Blast 16d6, and Slot 2 to RKA 3d6. Total cost: 64 points.
- 2) **Weak Blaster:** Decrease to reserve to 60 points, Slot 1 to Energy Blast 8d6, and Slot 2 to RKA 1d6+1. Total cost: 29 points.
- 3) **Realistic Blaster:** The Destabilization beam won't function properly in magnetic fields. Add Does Not Work In Intense Magnetic Fields (-¼) to reserve and both slots. Total cost: 39 points.
- 4) **Experimental Blaster:** Destabilization technology remains experimental and prone to malfunction. Add Activation Roll 14- (-½) to reserve and both slots. Total cost: 36 points.
- 5) **Stronger Battery:** Change to 20 Charges (+¼) for entire reserve. Total cost: 57 points.
- 6) **Weaker Battery:** Change to 6 Charges (-¾) for entire reserve. Total cost: 37 points.

MUTANT NEUTRALIZATION BLASTER

Effect: Drain Mutant Powers 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
Charges: 4 Charges
Breakability: 72 DEF

Description: This advanced weapon emits an energy beam that, through biophysical means not yet fully understood, interferes with the use of mutant powers. A mutant hit with this beam loses some, and possibly all, of his powers for an hour or more.

Game Information: *Drain Mutant Powers 8d6, all Mutant Powers simultaneously (+2), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Ranged (+½) (360 Active Points); OAF (-1), Limited Range (200"; -¼), 4 Charges (-1). Total cost: 111 points.*

Options:

- 1) **Strong Blaster:** Increase to Drain Mutant Powers 10d6. 450 Active Points; total cost 138 points.
- 2) **Weak Blaster:** Decrease to Drain Mutant Powers 6d6. 270 Active Points; total cost 83 points.
- 3) **Experimental Blaster:** The Mutant Neutralization Blaster is a prototype that often fails to work properly. Add Activation Roll 11- (-1). Total cost: 85 points.
- 4) **Unique Blaster:** The Mutant Neutralization Blaster is a one-of-a-kind weapon. Add Independent (-2). Total cost: 69 points.
- 5) **Unique Experimental Blaster:** Add Activation Roll 11- (-1) and Independent (-2). Total cost: 58 points.
- 6) **Long-Term Blaster:** The effects of the Mutant Neutralization Blaster last for months or years. Change to Delayed Return Rate (points return at the rate of 5 per 3 Months; +2¼). 460 Active Points; total cost 141 points.
- 7) **Stronger Battery:** Increase to 8 Charges (-½). Total cost: 131 points.
- 8) **Weaker Battery:** Decrease to 1 Charge (-2). Total cost: 85 points.
- 9) **Other Neutralization Blasters:** You can create a wide variety of Neutralization Blasters by replacing "Mutant Powers" with any other appropriate special effect. Examples include:
 - Arcane Neutralization Blaster:** Magic Powers
 - Electronics Neutralization Blaster** (*a.k.a.* EMP Blaster): Electronic Device Powers
 - Fire Neutralization Blaster:** Fire Powers
 - Probability Neutralization Blaster:** Luck Powers
 - Psionic Neutralization Blaster:** Mental/Psionic Powers
 - Robot Neutralization Blaster:** Automaton/Robot Powers

NEURO-INTERFERENCE RAY

Effect: Drain DEX/INT/EGO 4d6, Flash 9d6

Target/Area Affected: One character

Duration: Instant

Range: Varies

Charges: 12 Charges

Breakability: 12 DEF

Description: This weapon projects a beam of “neural energy” that can adversely affect the target’s mind. Depending on the setting, it can interfere with his nervous system, reduce his will or his intelligence, or temporarily “blind” his senses by scrambling the synapthic pathways related to them.

Game Information:

Cost Power

27 *Neuro-Interference Ray:* Multipower, 60-point reserve; all OAF (-1), 12 Charges for entire reserve (-¼)

3u 1) *Reflex Scrambling:* Drain DEX 4d6, Ranged (+½); OAF (-1)

3u 2) *Intellect Interference:* Drain INT 4d6, Ranged (+½); OAF (-1)

3u 3) *Will-Sapping:* Drain EGO 4d6, Ranged (+½); OAF (-1)

3u 4) *Sensory Synaptic Scrambling:* Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6; OAF (-1)

Total cost: 39 points.

Options:

1) Strong Ray I: Increase Multipower reserve to 75 points, all Drain-based slots to Drain 5d6, and Slot 4 to Flash 12d6. Total cost: 49 points.

2) Strong Ray II: Increase Multipower reserve to 80 points and add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½) to all Drain-based slots. Total cost: 50 points.

3) Weak Ray: Decrease Multipower reserve to 45 points, all Drain-based slots to Drain 3d6, and Slot 4 to Flash 6d6. Total cost: 28 points.

4) Experimental Ray: Neural energy is a new technology, and devices designed to manipulate it remain balky. Add Activation Roll 12- (-¾) to reserve and all slots. Total cost: 28 points.

5) Stronger Battery: Increase to 24 Charges (+¼) for entire Multipower. Total cost: 49 points.

6) Weaker Battery: Decrease to 4 Charges (-1) for entire Multipower. Total cost: 32 points.

SONIC BLASTER

Effect: Energy Blast 10d6

Target/Area Affected: One character

Duration: Instant

Range: 250”

Charges: 15 Charges

Breakability: 10 DEF

Description: Easily recognizable by its wide-mouthed barrel, this weapon projects focused sound for a devastating concussive effect.

Game Information: *Energy Blast 10d6 (50 Active Points); OAF (-1), 15 Charges (-0). Total cost: 25 points.*

Options:

1) Strong Sonic Blaster: Increase to Energy Blast 12d6. 60 Active Points; total cost 30 points.

2) Weak Sonic Blaster: Decrease to Energy Blast 8d6. 40 Active Points; total cost 20 points.

3) Realistic Sonic Blaster: The secondary sound released when the user fires this weapon deafens him for a short period. Add Side Effects (firer suffers Hearing Group Flash 4d6, always occurs; -½). Total cost: 20 points.

4) Experimental Sonic Blaster: Sometimes the blaster’s focusing technology fails to work properly, so that all it generates is a loud noise. Add Activation Roll 14- (-½). Total cost: 20 points.

5) Strong Battery: Increase to 30 Charges (+¼). 62 Active Points; total cost 31 points.

6) Weak Battery: Decrease to 8 Charges (-½). Total cost: 20 points.

7) Multiple-Setting Sonic Blaster: Instead of having just one blast effect, this form of Sonic Blaster has several. Change to:

Cost Power

46 *Sonic Blaster:* Multipower, 62-point reserve, 60 Charges (+½) for entire reserve; all OAF (-1)

3u 1) *Basic Sonic Blast:* Energy Blast 12d6; OAF (-1)

3u 2) *Deafening Sonic Blast:* Hearing Group Flash 12d6, Explosion (+½); OAF (-1)

2u 3) *Stunning Sonic Blast:* Energy Blast 5d6, AVLD (defense is Hearing Flash Defense; +1½); OAF (-1), Requires 3 Charges Per Use (-½)

2u 4) *Cutting Sonic Blast:* RKA 3d6; OAF (-1), Requires 3 Charges Per Use (-½)

Total cost: 56 points.

STUNNER PISTOL

Effect: Energy Blast 6d6, NND; Drain STUN 4d6; Energy Blast 12d6, STUN Only

Target/Area Affected: One character

Duration: Instant

Range: 300"/200"/300"

Charges: 24 Charges

Breakability: 15 DEF

Description: This weapon emits a tunable energy beam designed to stun and knock out targets without inflicting significant injury. The weapon's lowest setting can't cause so much as a bruise, but has no effect against targets shielded by force fields. The mid-range setting creates a beam that causes pain but still causes no bodily harm. The highest setting is a more or less standard energy beam specially refracted to diminish the physical impact to the point where it won't cause injury.

Game Information:**Cost Power**

- 37 *Stunner Pistol:* Multipower, 60-point reserve, 24 Charges for entire reserve (+¼); all OAF (-1)
- 3u 1) *Lowest Setting:* Energy Blast 6d6, NND (defense is ED Force Field; +1); OAF (-1)
- 3u 2) *Middle Setting:* Drain STUN 4d6, Ranged (+½); OAF (-1)
- 3u 3) *Highest Setting:* Energy Blast 12d6; OAF (-1), STUN Only (-0)

Total cost: 46 points.

Options:

- 1) **Stunner Rifle:** Increase reserve to 80 points, Slot 1 to Energy Blast 8d6, Slot 2 to Drain STUN 5d6, and Slot 3 to Energy Blast 15d6. Total cost: 62 points.
- 2) **Weak Pistol:** Decrease to reserve to 45 points, Slot 1 to Energy Blast 4d6, Slot 2 to Drain STUN 3d6, and Slot 3 to Energy Blast 9d6. Total cost: 34 points.
- 3) **Realistic Pistol I:** The pistol's stun-beams dissipate after a short distance, becoming useless. Add Limited Range (40"; -¼) to reserve and all slots. Total cost: 42 points.
- 4) **Realistic Pistol II:** The pistol's stun-beams become less effective over a distance. Add Reduced By Range (-¼) to reserve and all slots. Total cost: 42 points.
- 5) **Experimental Pistol:** The pistol's technology doesn't always work properly due to the weapon's experimental nature. Add Activation Roll 14- (-½) to reserve and all slots. Total cost: 36 points.
- 6) **Stronger Battery:** Increase to 48 Charges (+½) for entire reserve. Total cost: 54 points.
- 7) **Weaker Battery:** Decrease to 12 Charges (-¼) for entire reserve. Total cost: 36 points.

VARI-BLASTER

Effect: Various Energy Blasts and RKAs

Target/Area Affected: One character

Duration: Instant

Range: Varies

Charges: 4 Charges per slot

Breakability: 15 DEF

Description: This blaster looks like a high-tech version of an old-fashioned "pepperbox" pistol. It has five barrels arranged in a circular pattern, each able to fire a different kind of energy beam. The user chooses the barrel he wants with a thumb selector switch and it rotates into place before he fires. Each barrel has its own battery with enough power for four shots before it requires recharging.

Game Information:**Cost Power**

- 37 *Vari-Blaster:* Multipower, 75-point reserve; all OAF (-1)
- 2u 1) *Pulson Blast:* Energy Blast 15d6; OAF (-1), 4 Charges (-1)
- 1u 2) *Laser:* RKA 3d6; OAF (-1), 4 Charges (-1)
- 2u 3) *Concussion Beam:* Energy Blast 8d6 (physical), Double Knockback (+¾); OAF (-1), 4 Charges (-1)
- 2u 4) *Focussed Magnetic Beam:* Energy Blast 10d6, Armor Piercing (+½); OAF (-1), 4 Charges (-1)
- 2u 5) *Sonic Blast:* Energy Blast 7d6, NND (defense is Hearing Group Flash Defense; +1); OAF (-1), 4 Charges (-1)

Total cost: 46 points.

Options:

- 1) **Strong Vari-Blaster:** Increase reserve to 90 points, Slot 1 to Energy Blast 18d6, Slot 2 to RKA 5d6, Slot 3 to Energy Blast 10d6, Slot 4 to Energy Blast 12d6, and Slot 5 to Energy Blast 9d6. Total cost: 59 points.
- 2) **Weak Vari-Blaster:** Decrease reserve to 61 points, Slot 1 to Energy Blast 12d6, Slot 2 to RKA 2½d6, Slot 3 to Energy Blast 7d6, Slot 4 to Energy Blast 8d6, and Slot 5 to Energy Blast 5d6. Total cost: 39 points.
- 3) **Experimental Vari-Blaster:** This blaster contains experimental technological components, and as a result sometimes fails to work. Add Activation Roll 11- (-1) to reserve and all slots. Total cost: 34 points.
- 4) **Strong Batteries:** Change to 8 Charges (-½) on each slot. Total cost: 51 points.
- 5) **Weak Batteries:** Change to 1 Charge (-2) on each slot. Total cost: 46 points.

VIBRO-BLASTER

Effect: Energy Blast 10d6 plus Drain DEX 3d6

Target/Area Affected: One character

Duration: Instant

Range: 150"

Charges: 10 Charges

Breakability: 10 DEF

Description: This weapon blasts the target with vibratory energy, which not only injures him but throws off his sense of balance and coordination.

Game Information: *Energy Blast 10d6 (50 Active Points); OAF (-1), Limited Range (150"; -¼), 10 Charges (-¼) (total cost: 20 points) plus Drain DEX 3d6, Ranged (+½) (45 Active Points); OAF (-1), Linked (-½), 10 Charges (-¼) (total cost: 16 points). Total cost: 36 points.*

Options:

1) Strong Blaster: Increase to Energy Blast 12d6 plus Drain DEX 4d6. $60 + 60 = 120$ Active Points; total cost $24 + 22 = 46$ points.

2) Weak Blaster: Decrease to Energy Blast 8d6 plus Drain DEX 2d6. $40 + 30 = 70$ Active Points; total cost $16 + 11 = 27$ points.

3) Realistic Blaster: The Blaster vibrates slightly as it generates the vibro-blast, making it difficult to aim. Add Side Effects (-1 OCV, always occurs; -½) to both powers. Total cost: $17 + 14 = 31$ points.

4) Experimental Blaster: Vibro-technology remains experimental and prone to failure. Add Activation Roll 14- (-½) to both powers. Total cost: $17 + 14 = 31$ points.

WEAKNESS RAY

Effect: Drain STR 4d6

Target/Area Affected: One character

Duration: Instant

Range: 300"

Charges: 12 Charges

Breakability: 12 DEF

Description: Similar to the Neuro-Interference Ray, this weapon projects a beam of energy that weakens and interferes with the use of the target's muscles, significantly reducing his ability to use his Strength.

Game Information: *Drain STR 4d6, Ranged (+½) (60 Active Points); OAF (-1), 12 Charges (-¼). Total cost: 27 points.*

Options:

1) Strong Ray: Increase to Drain STR 6d6. 90 Active Points; total cost 40 points.

2) Weak Ray: Decrease to Drain STR 3d6. 45 Active Points; total cost 20 points.

3) Experimental Ray: The Weakness Ray is a prototype and doesn't always work as intended. Add Activation Roll 14- (-½). Total cost: 22 points.

4) Strong Battery: Increase to 24 Charges (+¼). 70 Active Points; total cost 35 points.

5) Weak Battery: Decrease to 8 Charges (-½). Total cost: 24 points.

6) Other Rays: You can use this gadget to Drain any other Characteristic simply by changing the name and type of Drain. Examples include:

Clumsiness Ray: Drain DEX 4d6

Feebleness Ray: Drain CON 4d6

Stupidity Ray: Drain INT 4d6

Will-Sapping Ray: Drain EGO 4d6

Cowardice Ray: Drain PRE 4d6

Fragility Ray I: Drain PD 4d6

Fragility Ray II: Drain DEF 4d6

Slowness Ray: Drain SPD 4d6

Enervation Ray: Drain END 4d6

Dazedness Ray: Drain STUN 4d6

GAS WEAPONS



These weapons all use some sort of gas (or related chemical) to harm targets. Some of the Muscle-Powered Ranged Weapons listed beginning on page 32 also use various forms of gas.

CORROSIVE GAS PELLET PROJECTOR

Effect: RKA 2d6, NND, Does BODY

Target/Area Affected: One Hex

Duration: Instant

Range: 30"

Charges: 8

Breakability: 21 DEF

Description: This pistol-like weapon fires break-on-contact pellets that emit an acidic gas able to eat through flesh, plastic, and metal alike.

Game Information: RKA 2d6, NND (the defense is a PD Force Field/Force Wall; +1), Does BODY (+1), Area Of Effect (One Hex; +½) (105 Active Points); OAF (-1), Limited Range (30"; -¼), 8 Charges (-½). Total cost: 38 points.

Options:

1) Strong Gas: Increase to RKA 3d6. 157 Active Points; total cost 57 points.

2) Weak Gas: Decrease to RKA 1d6. 52 Active Points; total cost 19 points.

3) Experimental Gas: Sometimes a pellet is a dud, or fails to fire properly. Add Activation Roll 14- (-½). Total cost: 32 points.

4) Attached Projector: This form of Pellet Projector is built into a gauntlet, bracer, or other device that's difficult to take away from the user. Change OAF (-1) to OIF (-½). Total cost: 47 points.

5) Long-Lasting Gas: This form of the corrosive gas lingers in the area for twelve seconds. Change to: RKA 1½d6, NND (the defense is a PD Force Field/Force Wall; +1), Does BODY (+1), Continuous (+1), Area Of Effect (One Hex; +½) (112 Active Points); OAF (-1), Limited Range (30"; -¼), 8 Continuing Charges lasting 1 Turn each (removed by winds or rain; -0). Total cost: 50 points.

FEAR GAS

Effect: Drain PRE 4d6

Target/Area Affected: One character

Duration: Instant

Range: No Range

Charges: 4

Breakability: 8 DEF

Description: This weapon, which consists of a gas plus a small aerosol projection device, looks like something completely ordinary, such as a piece of jewelry. But within HTH Combat range it can project a gas that terrifies the victim. (The character usually immediately follows the attack with a Presence Attack to make the target run away in terror.)

Game Information: Drain PRE 4d6 (40 Active Points); IAF (-½), 4 Charges (-1). Total cost: 16 points.

Options:

1) Strong Gas: Increase to Drain PRE 6d6. 60 Active Points; total cost 24 points.

2) Weak Gas: Decrease to Drain PRE 3d6. 30 Active Points; total cost 12 points.

3) Realistic Squirter: If the character's not careful, he may accidentally gas himself instead! Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾) and Side Effects (character suffers the effects of the gas; -½). Total cost: 11 points.

4) Experimental Gas: The gas doesn't always work properly; sometimes the victim doesn't get properly dosed or immediately shakes off the effects. Add Activation Roll 14- (-½). Total cost: 13 points.

5) Attached Squirter: This form of the Fear Gas squirter is more firmly attached to the character. Change to IIF (-¼). Total cost: 18 points.

6) Long-Range Squirter: The aerosol projection mechanism is strong enough to project the gas up to 4" away. Add Limited Range (4"; +¼). 50 Active Points; total cost 20 points.

7) More Gas: The weapon holds a larger supply of gas. Change to 8 Charges (-½). Total cost: 20 points.

8) Easily-Activated Squirter: The character can activate the gas projection mechanism by cybernetic command, making it an ideal weapon to use when grappling with someone or when one's hands are restrained. Add Trigger (cybernetic command; +¼). 50 Active Points; total cost 20 points.

9) Longer-Lasting Fear: The effects of this form of Fear Gas linger for a long time. Add Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾). 70 Active Points; total cost 28 points.



10) Acclimated To The Gas: The character has acclimated himself to the gas so it can't affect him. Add Personal Immunity (+¼). 50 Active Points; total cost 20 points.

11) Variant Fear Gas: This gas affects virtually anyone who breathes it. Add NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1). 80 Active Points; total cost 32 points.

12) Obvious Squirter: This form of the device is obviously a weapon designed to spray a gas. Change IAF (-½) to OAF (-1). Total cost: 13 points.

GAS PISTOL

Effect: Various gas-based attacks

Target/Area Affected: One Hex

Duration: Instant

Range: 10"

Charges: 10 Charges per slot

Breakability: 16 DEF

Description: This weapon, which resembles a large pistol with several small, bulbous tanks attached to it, allows the user to fire a variety of gas attacks at targets within 10".

Game Information:

Cost Power

- | | |
|----|---|
| 35 | <i>Gas Pistol:</i> Multipower, 80-point reserve; all OAF (-1), Limited Range (10"; -¼) |
| 3u | 1) <i>Knockout Gas:</i> Energy Blast 6d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), Limited Range (10"; -¼), 10 Charges (-¼) |
| 3u | 2) <i>Tear Gas:</i> Sight Group Flash 6d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), Limited Range (10"; -¼), 10 Charges (-¼) |
| 3u | 3) <i>Paralysis Gas:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Takes No Damage From Attacks (+½); OAF (-1), Cannot Form Barriers (-¼), Limited Range (10"; -¼), 10 Charges (-¼) |
| 3u | 4) <i>Lethal Gas:</i> RKA 1d6+1, Area Of Effect (One Hex; +½), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY |

(+1); OAF (-1), Limited Range (10"; -¼), 10 Charges (-¼)

Total cost: 47 points.

Options:

1) Strong Gas Pistol: Increase Multipower reserve to 105 points, Slot 1 to Energy Blast 8d6, Slot 2 to Sight Group Flash 8d6, Slot 3 to Entangle 5d6, 5 DEF, and Slot 4 to RKA 2d6. Total cost: 63 points.

2) Weak Gas Pistol: Decrease Multipower reserve to 52 points, Slot 1 to Energy Blast 4d6, Slot 2 to Sight Group Flash 4d6, Slot 3 to Entangle 2d6, 3 DEF, and Slot 4 to RKA 1d6. Total cost: 31 points.

3) More Gas: Change 10 Charges (-¼) to 15 Charges (-0) on each slot. Total cost: 47 points.

4) Less Gas: Change 10 Charges (-¼) to 6 Charges (-¾) on each slot. Total cost: 43 points.

GAS SQUIRTER

Effect: Energy Blast 4d6, NND

Target/Area Affected: One character

Duration: Instant

Range: No Range

Charges: 4

Breakability: 8 DEF

Description: This weapon looks like an ordinary piece of jewelry or accessory — a tie-tack, a stick-pin, a flower in the lapel, or the like. But besides looking good, it can project a burst of anaesthetic gas! It only works on targets close to the character, so it's often a last-ditch weapon.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1) (40 Active Points); IAF (-½), No Range (-½), 4 Charges (-1). Total cost: 13 points.*

Options:

1) Strong Gas: Increase to Energy Blast 6d6. 60 Active Points; total cost 20 points.

2) Weak Gas: Decrease to Energy Blast 3d6. 30 Active Points; total cost 10 points.

3) Realistic Gas Squirter: If the character's not careful, he may accidentally gas himself instead! Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾) and Side Effects (character suffers the effects of the gas; -½). Total cost: 9 points.

4) Experimental Gas Squirter: The aerosol projection mechanism sometimes fails to work. Add Activation Roll 14- (-½). Total cost: 11 points.

5) Attached Squirter: This form of the Gas Squirter is more firmly attached to the character. Change to IIF (-¼). Total cost: 14 points.

6) Long-Range Squirter: The aerosol projection mechanism is strong enough to project the gas up to 4" away. Change No Range (-½) to Limited Range (4"; -¼). Total cost: 14 points.

7) More Gas: The weapon holds a larger supply of gas. Change to 8 Charges (-½). Total cost: 16 points.

8) Lethal Gas: This form of the Squirter projects a lethal gas. Change to RKA 2d6, NND (defense as above; +1), Does BODY (+1). 90 Active Points; total cost 30 points.

9) Easily-Activated Squirter: The character can fire the Squirter by cybernetic command, making it an ideal weapon to use when grappling with someone or when one's hands are restrained. Add Trigger (cybernetic command; +¼). 45 Active Points; total cost 15 points.

KNOCKOUT GAS PELLET PROJECTOR

Effect: Energy Blast 6d6, NND

Target/Area Affected: One Hex

Duration: Instant

Range: 30"

Charges: 8

Breakability: 15 DEF

Description: This pistol-like weapon fires break-on-contact pellets that emit a soporific gas able to render most people unconscious quickly.

Game Information: *Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (75 Active Points); OAF (-1), Limited Range (30"; -¼), 8 Charges (-½). Total cost: 27 points.*

Options:

1) Strong Gas: Increase to Energy Blast 8d6. 100 Active Points; total cost 36 points.

2) Weak Gas: Decrease to Energy Blast 4d6. 50 Active Points; total cost 18 points.

3) Experimental Gas: Sometimes a pellet is a dud, or fails to fire properly. Add Activation Roll 14- (-½). Total cost: 23 points.

4) Attached Projector: This form of Pellet Projector is built into a gauntlet, bracer, or other device that's difficult to take away from the user. Change OAF (-1) to OIF (-½). Total cost: 33 points.

5) Long-Lasting Gas: This form of the gas lingers in the area for twelve seconds. Change to: Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Continuous (+1), Area Of Effect (One Hex; +½) (87 Active Points); OAF (-1), Limited Range (30"; -¼), 8 Continuing Charges lasting 1 Turn each (removed by winds or rain; -0). Total cost: 39 points.

MELEE WEAPONS



BILLY CLUB

Effect: HA +3d6, Energy Blast 6d6, Swinging 10", Clinging

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: 6 DEF

Description: A popular multi-purpose weapon and tool among martial artists, weaponmasters, and costumed vigilantes, the billy club looks like an ordinary stick-like club about a foot long and an inch or so in diameter, but it has several other uses and built-in devices. First, in addition to hitting people with it, the character can throw it at his foes; he must get it back (often by devoting a single Combat Skill Level to making it bounce back to him) before he can use the club for any purpose again. Second, the club can project a high-strength line and hook, allowing the user to swing (but if he does so, he can't use the club for anything else that Phase while the line retracts). Third, the club can extend just the hook, allowing the user to hold onto the club and hang from any projection or niche on a wall or slippery surface.

Game Information:

Cost Power

- | | |
|----|---|
| 15 | <i>Billy Club:</i> Multipower, 30-point reserve; all OAF (-1) |
| 1u | 1) <i>Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) |
| 1u | 2) <i>Hurled Club:</i> Energy Blast 6d6; OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼), Lockout (cannot use any slot in Multipower until Charge is recovered; -½) |
| 1u | 3) <i>Swingline:</i> Swinging 10"; OAF (-1), Lockout (cannot use any other slot in same Phase in which Swinging is used; -½) |
| 1u | 4) <i>Hanging Onto Projections:</i> Clinging (normal STR); OAF (-1), Requires A STR Roll (-½), Cannot Resist Knockback (-¼), No Movement Allowed (-½) |

Total cost: 19 points.

Options:

- 1) **Strong Billy Club:** Increase reserve to 40 points, and HA to +5d6, Energy Blast to 8d6, and Swinging to 20". Total cost: 24 points.
- 2) **Simple Billy Club:** This form of Billy Club lacks all the bells and whistles; it's just intended for use as a weapon. Remove Slots 3 and 4. Total cost: 17 points.



BLASTER STAFF

Effect: HA +4d6/Energy Blast 9d6
Target/Area Affected: One character
Duration: Instant
Range: Touch/225"
END Cost: 2 END/10 Charges
Breakability: 9 DEF

Description: This metallic fighting staff, typically about four to five and a half feet long, looks like a simple hand-to-hand combat weapon... until you notice that one end of it is open, like a gun barrel. From that end the wielder can fire a powerful blast of energy.

Alternately, this device may come in the form of a cane, rather than a staff, or even some other melee weapon (such as a high-tech morningstar that can fire bolts of energy from its spikes).

Game Information:**Cost Power**

- 22 *Blaster Staff:* Multipower, 45-point reserve; all OAF (-1)
 1u 1) *Staff:* HA +4d6; OAF (-1), Hand-To-Hand Attack (-½) **plus** 1" Stretching, Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)
 2u 2) *Blaster:* Energy Blast 9d6; OAF (-1), 10 Charges (-¼)

Total cost: 25 points.

Options:

- 1) Strong Blaster:** Increase reserve to 60 points and second slot to Energy Blast 12d6. Total cost: 34 points.
- 2) Weak Blaster:** Decrease reserve to 30 points and second slot to Energy Blast 6d6. Total cost: 17 points.
- 3) Experimental Blaster:** While the staff itself always remains a useful melee weapon, the blaster sometimes fails to work. Add to the second slot Activation Roll 13- (-¾). Total cost: 24 points.

BUZZSAW GAUNTLET

Effect: HKA 1d6, Armor Piercing, Damage Shield (hands only)
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0
Breakability: 10 DEF

Description: This device consists of a heavy metallic gauntlet (or sometimes bracer) with a buzzsaw blade placed horizontally on top and a flat micro-motor inside to provide the power to spin it. While the Gauntlet's working, a punch or slap from the wearer can inflict lethal injuries on other people, cut through walls, and so forth. Safety locks prevent the wearer from flexing his wrist in such a way that he would accidentally cut himself.

This weapon uses the *Damage Shield* Advantage in an unusual way, and therefore requires the GM's permission. The Gauntlet's spinning blade is defined as an HKA Damage Shield that works when the character punches or touches another person. However, the Damage Shield it only covers the wearer's hands — so it's possible to Grab or touch the wearer without suffering the Damage Shield's effects, provided the character doing so doesn't touch the wearer's hands. The value of the Damage Shield is reduced by ¼ to represent the limited coverage.

Game Information:**Cost Power**

- 30 *Buzzsaw Gauntlet:* Multipower, 52-point reserve; all OIF (-½), No Knockback (-¼)
 3u 1) *Spinning Buzzsaw:* HKA 1d6, Armor Piercing (+½), Continuous (+1), Damage Shield (does damage in HTH combat but only covers the hands; +½), Reduced Endurance (0 END; +½); OIF (-½), No Knockback (-¼)
 2u 2) *Still Buzzsaw:* HKA 1d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF (-½), No Knockback (-¼)

Total cost: 35 points.

Options:

- 1) Strong Buzzsaws:** Increase reserve to 105 points and both slots to HKA 2d6. Total cost: 69 points.
- 2) Weak Buzzsaws:** Decrease reserve to 35 points and both slots to HKA ½d6. Total cost: 23 points.
- 3) Realistic Buzzsaws:** The Gauntlet's motor can only run for a short period of time. Add 60 Charges (+½) to Slot 1 and remove Reduced Endurance (0 END; +½). Total cost: 35 points.
- 4) Experimental Buzzsaws:** Sometimes the Gauntlet's motor jams up — flat micro-motor technology remains a highly experimental field. Add Activation Roll 14- (-½) to Slot 1. Total cost: 34 points.

ELECTRIFIED LARIAT

Effect: Telekinesis (40 STR), Only To Grab And Possibly Squeeze

Target/Area Affected: One character

Duration: Constant

Range: 6"

END Cost: 0

Breakability: 18 DEF

Description: This device is a lariat, similar to ones used by cowboys in the Old West, but made out of a metallic fiber instead of rope. After lassoing someone with it, the wielder can activate a battery in the device to send an electrical pulse through the lariat to harm the victim. The battery is powerful enough that it allows for essentially unlimited use, though it requires periodic recharging from any standard electrical outlet.

The Lariat has a 40 STR for purposes of Grabbing, but it can only Grab objects of roughly human size or smaller. After Grabbing a victim, the character can then "squeeze" him for 8d6 Normal Damage, the special effect of which is "electricity." However, the wielder can only Grab one person at once.

Although Telekinesis ordinarily doesn't allow for action/reaction — a character can't telekinetically Grab a moving person or object and be dragged along — the GM should waive that rule in the interest of common sense when one character lassos another, or lassos a moving vehicle. Thus, lassoing Grond may not be a very good idea, since he can still leap...

Game Information: *Telekinesis (40 STR), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Limited Range (6"; -¼), Only Affects Human-Sized Or Smaller Objects (-¼), Only To Grab And Possibly Squeeze (-¼), Can Only Affect One Target At Once (-¼). Total cost: 30 points.*

Options:

- 1) Strong Lariat:** Increase to Telekinesis (50 STR). 112 Active Points; total cost 37 points.
- 2) Weak Lariat:** Decrease to Telekinesis (30 STR). 67 Active Points; total cost 22 points.
- 3) Realistic Lariat:** Wielding a Lariat isn't easy, especially in combat. Add Requires A PS: Use Lariat Roll (-¼). Total cost: 28 points.
- 4) Deadly Lariat:** The electrical charge of the lariat is deadly. Change to: Telekinesis (40 STR), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1), Affects Whole Object (-¼), Limited Range (6"; -¼), Only Affects Human-Sized Or Smaller Objects (-¼), Only To Grab (-1), Can Only Affect One Target At Once (-¼) (total cost: 22 points) **plus** RKA 2½d6, Reduced Endurance (0 END; +½) (60 Active Points); OAF (-1), Only Works On Grabbed Targets (-1), No Knockback (-¼) (total cost: 18 points). Total cost: 40 points.
- 5) Constrictor Gauntlets:** Instead of a lariat, this weapon takes the form of gauntlets that can each project a whip-like metallic "constriction coil"

that wraps around targets within 3" of the wielder. Change OAF (-1) to OIF (-½), Can Only Affect One Target At Once (-¼) to Can Only Affect A Maximum Of Two Targets At Once (-¼), and decrease Limited Range to 3". Total cost: 36 points.

ELECTRIFIED SWORD

Effect: HKA 1½d6, Armor Piercing, +2 Increased STUN Multiplier

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 0

Breakability: 12 DEF

Description: This weapon is a sword with an electrification field generator built into the hilt. The generator causes an aura of electricity to surround the blade, which gives it greater cutting and stunning power.

Game Information: *HKA 1½d6, Armor Piercing (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½) (62 Active Points); OAF (-1). Total cost: 31 points.*

Options:

- 1) Strong Sword:** Increase to HKA 2d6. 75 Active Points; total cost 37 points.
- 2) Weak Sword:** Decrease to HKA 1d6. 37 Active Points; total cost 18 points.
- 3) Realistic Sword:** The sword has relatively little physical impact. Add No Knockback (-¼). Total cost: 27 points.

ENERGY WHIP

Effect: RKA 2d6, Penetrating

Target/Area Affected: One character

Duration: Instant

Range: 3"

END Cost: 4

Breakability: 9 DEF

Description: This unusual weapon uses magnetic fields to harness a stream of energy in the form of a whip, allowing the wielder to inflict deadly energy damage on targets within 3". The character can define the exact type of energy when he buys the whip; fire and electricity are both popular.

Game Information: *RKA 2d6, Penetrating (+½) (45 Active Points); OAF (-1), Limited Range (3"; -¼). Total cost: 20 points.*

Options:

- 1) Strong Whip:** Increase to RKA 3d6. 67 Active Points; total cost 30 points.
- 2) Weak Whip:** Decrease to RKA 1d6. 22 Active Points; total cost 10 points.
- 3) Realistic Whip:** The magnetic fields that allow the whip to function can't form properly in environmental magnetic fields, rendering the whip useless. Add Will Not Work In Strong Magnetic Fields (-¼). Total cost: 18 points.

4) Experimental Whip: The technology in the whip is highly experimental; sometimes the energy lash flickers out. Add Activation Roll 13- (-¼). Total cost: 15 points.

5) Multi-Energy Whip: The wielder can manipulate controls in the handle of the whip to change the form of energy it uses. Add Variable Special Effects (electricity, fire, pulson, or sonic energy; +¼). 52 Active Points; total cost 23 points.

MONOMOLECULAR SWORD

Effect: HKA 2d6, Armor Piercing (x2), Penetrating (x2)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 0

Breakability: 21 DEF

Description: Forged using super-science techniques so that it's only one molecule (or perhaps even one atom!) thick, this sword can cut through anything.

With a change in special effects, you can also use this write-up for a *Sonic Sword*, a melee weapon with a blade of focused sonic energy.

Game Information: HKA 2d6 (up to 4d6 with STR), Armor Piercing (x2; +1), Penetrating (x2; +1), Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), No Knockback (-¼). Total cost: 47 points.

Options:

1) Monomolecular Sword Variant: This form of Monomolecular Sword can cut through anything except energy fields. Change to HKA 2d6 (up to

4d6 with STR), NND (defense is PD Force Field or Force Wall; +1), Does BODY (+1), Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), No Knockback (-¼). Total cost: 47 points.

2) Realistic Monomolecular Sword: Because it's so thin in one dimension, the Monomolecular Sword is prone to breakage — if the wielder doesn't strike the blow exactly edge-on, the sword takes damage and may break. Add Requires A Use Monomolecular Sword Roll (-½) and Side Effects (sword takes 1d6 Killing Damage; -¼). Total cost: 35 points.

POWER HAMMER

Effect: HA +10d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 5

Breakability: 10 DEF

Description: This weapon — sometimes sledgehammer-like, sometimes more akin to a mace — uses an energy field of some sort to augment the force of the blow. Even the puniest character can smash down walls with a Power Hammer!

Game Information: HA +10d6 (50 Active Points); OAF (-1), Hand-To-Hand Attack (-½). Total cost: 20 points.

Options:

1) Strong Hammer: Increase to HA +12d6. 60 Active Points; total cost 24 points.

2) Weak Hammer: Decrease to HA +8d6. 40 Active Points; total cost 16 points.



3) Realistic Hammer: The Power Hammer is an awkward weapon; the wielder has to make a STR Roll to heft and hit with it properly. Add Requires A STR Roll (assumes a STR Roll of 14-; -½). Total cost: 17 points.

QUESTIONITE CLAWS

Effect: HKA 1d6, Armor Piercing, Penetrating (x2)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 0

Breakability: Unbreakable

Description: The character has claws made of unbreakable questionite that never lose their edge and can cut through virtually anything. They project from his fingertips, the back of his hands, or the like at will. Because they're a part of the character, the claws don't qualify as a Focus; it would require surgery to remove them.

Game Information: HKA 1d6 (up to 2d6 with STR), Armor Piercing (+½), Penetrating (x2; +1), Reduced Endurance (0 END; +½). Total cost: 45 points.

Options:

1) Large Claws: Increase to HKA 1½d6. Total cost: 75 points.

2) Small Claws: Decrease to HKA ½d6. Total cost: 30 points.

3) Realistic Claws I: The character's claws project from his hands in such a way that it's fairly easy to prevent him from activating and using them by grabbing his hands, or positioning them in such a way that the character has to hurt himself to project them. Add Restrained (-½). 45 Active Points; total cost 30 points.

4) Realistic Claws II: The character cannot retract his claws; they're always "out," and that makes it hard to handle some objects or perform some tasks requiring manual dexterity. Add Side Effects (-2 penalty on all DEX Rolls involving manual dexterity, always occurs; -½). 45 Active Points; total cost 30 points.

5) Realistic Claws III: The character's claws aren't natural; they're attached to his flesh and/or bones artificially. If he tries to cut objects that are too hard or dense, they can rip partially or wholly free from their housings, hurting him. Add Side Effects (character takes ½d6 Killing Damage to the hands [no defense applies] if he uses his Claws on large inanimate objects with more than 9 DEF, always occurs; -½). 45 Active Points; total cost 30 points.

STEEL WHIP

Effect: HKA 1d6+1, Armor Piercing plus Stretching 3"

Target/Area Affected: One character

Duration: Instant

Range: Touch (Stretching 3")

END Cost: 3

Breakability: 6 DEF

Description: This weapon is a whip made of woven steel mesh, high-flexibility steel cable, or the like. It can inflict deadly wounds on any target within 3"; the wielder can also use it to Grab objects and the like.

Game Information: HKA 1d6+1, Armor Piercing (+½) (30 Active Points); OAF (-1), No STR Bonus (-½) (total cost: 12 points) **plus** Stretching 3", Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼) (total cost: 9 points). Total cost: 21 points.

Options:

1) Strong Whip: Increase to HKA 1½d6. 37 + 22 = 59 Active Points; total cost 15 + 9 = 24 points.

2) Weak Whip: Decrease to HKA 1d6. 22 + 22 = 44 Active Points; total cost 9 + 9 = 18 points.

3) Realistic Whip: The whip lacks the flexibility to Grab objects or perform other "finesse" stunts. Add Only To Cause Damage (-½) to Stretching. 30 + 22 = 52 Active Points; total cost 12 + 7 = 19 points.

4) Longer Whip: Increase to Stretching 5". 30 + 37 = 67 Active Points; total cost 12 + 15 = 27 points.

5) Cutting Whip: The whip is so powerful it can cut through nearly anything. Change Armor Piercing to (x2; +1) and add Penetrating (+½) to HKA. 50 + 22 = 72 Active Points; total cost 20 + 9 = 29 points.

6) Bullet Deflection: The user can cause the whip to spin around in a circle at high enough speeds to deflect any physical missile. Change to a Multipower with a 52-point reserve, all OAF (-1), one slot as the standard power above, one slot Missile Deflection (any physical missile) (15 Active Points); OAF (-1) (total cost: 7 points). Total cost: 29 points.

7) Electrification: If the character can wrap the whip around a target — use the Stretching to Grab the target instead of hitting him with the HKA, in other words — he can deliver a powerful electric jolt to the target. Depending upon the amount of power used, the jolt can simply stun the target, or it can kill. Character also buys:

Cost Power

- | | |
|----|--|
| 13 | <i>Whip Electrification:</i> Multipower, 40 point reserve; all OAF (steel whip; -1), Only Versus Targets Grabbed By Whip (-1) |
| 1u | 1) <i>Standard Electrification:</i> Energy Blast 8d6; OAF (-1), Only Versus Targets Grabbed By Whip (-1), No Knockback (-¼) |
| 1u | 2) <i>Taser Electrification:</i> Energy Blast 4d6, NND (defense is rED covering the entire body; +1); OAF (-1), Only Versus Targets Grabbed By Whip (-1) |



1u 3) *Deadly Electrification*: RKA $2\frac{1}{2}d6$; OAF (-1), Only Versus Targets Grabbed By Whip (-1) No Knockback ($-\frac{1}{4}$)

Total cost: 16 points (in addition to cost of Steel Whip)

WRECKING BALL

Effect: HA +8d6

Target/Area Affected: One character

Duration: Instant

Range: Touch (Stretching 1")

END Cost: 4

Breakability: 8 DEF

Description: This weapon is nothing more than a large, solid iron wrecking ball on the end of a sturdy chain. It's a favored weapon of some "brick" characters; it weighs 3,200 kilograms, so only characters of STR 40 and above can effectively wield it.

Game Information: HA +8d6 (40 Active Points); OAF (-1), Hand-To-Hand Attack ($-\frac{1}{2}$), Can Only Be Used By Characters With STR 40 Or Above (-0) (total cost: 16 points) **plus 1"** Stretching, Reduced Endurance (0 END; $+\frac{1}{2}$) (7 Active Points); OAF (-1), Always Direct ($-\frac{1}{4}$), No Noncombat Stretching ($-\frac{1}{4}$), Only To Cause Damage ($-\frac{1}{2}$), No Velocity Damage ($-\frac{1}{4}$) (total cost: 2 points). **Total cost: 18 points.**

Options:

1) **Strong Wrecking Ball:** Increase to HA +10d6. $50 + 7 = 57$ Active Points; total cost $20 + 2 = 22$ points.

2) **Weak Wrecking Ball:** Decrease to HA +5d6. $25 + 7 = 32$ Active Points; total cost $10 + 2 = 12$ points.

3) **Realistic Ball:** The Wrecking Ball is an awkward weapon; the wielder has to make a STR Roll to heft and hit with it properly. Add Requires A STR Roll (assumes a STR Roll of 14-; $-\frac{1}{2}$) to the HA. Remove: "Can Only Be Used By Characters With STR 40 Or Above (-0)" Total cost $13 + 2 = 15$ points.

4) **Spinning The Ball:** The character's so skilled at whirling the Wrecking Ball around to build up momentum before he hits with it that he can sometimes do extra damage. Character also buys HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack ($-\frac{1}{2}$), Requires A Use Wrecking Ball Roll ($-\frac{1}{2}$) (total cost: 3 points). $40 + 7 + 10 = 57$ Active Points; total cost $16 + 2 + 3 = 21$ points.

MIND-AFFECTING WEAPONS



These devices affect the victim's mind in some way — they take control of it, psychically assault it, or the like. Most, but not all, are psionic in nature.

EMOTION MANIPULATOR

Effect: Mind Control 8d6
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 5
Breakability: 10 DEF

Description: This sophisticated neuro-manipulation device, usually built in a rod- or box-like form, allows the wielder to control the emotions of others.

Game Information: *Mind Control 8d6, Telepathic (+¼) (50 Active Points); OAF (-1), Only To Alter/Inflict Emotional States (-½). Total cost: 20 points.*

Options:

- 1) **Strong Manipulator:** Increase to Mind Control 12d6. 75 Active Points; total cost 30 points.
- 2) **Weak Manipulator:** Decrease to Mind Control 6d6. 37 Active Points; total cost 15 points.
- 3) **Experimental Manipulator:** This form of technology remains highly experimental and doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 17 points.
- 4) **Restricted Manipulator I:** This form of the Manipulator can only affect one emotion, defined when the character buys the gadget. Change to Only To Alter/Inflict One Emotional State (-1). Total cost: 17 points.
- 5) **Restricted Manipulator II:** This form of the Manipulator can only affect three emotions, defined when the character buys the gadget. Change to Only To Alter/Inflict Three Emotional States (-¾). Total cost: 18 points.
- 6) **Disguised Manipulator:** This form of the Manipulator looks like an ordinary object, such as a piece of jewelry or a fountain pen. Change OAF (-1) to IAF (-½). Total cost: 25 points.
- 7) **Group Emotion Manipulator I:** This powerful version of the Manipulator can affect multiple persons' emotions at once. Add Area Of Effect (15" Radius; +1½) and Selective (+¼). 120 Active Points; total cost 48 points.

8) **Group Emotion Manipulator II:** As Group Emotion Manipulator I, but the device only affects persons near the user. Add Personal Immunity (+¼) and No Range (-½). 130 Active Points; total cost 43 points.

9) **Neuromanipulator:** This device can take control of the victim's mind totally, not just manipulate his emotions. Remove Only To Alter/Inflict Emotional States (-½). Total cost: 25 points.

HALLUCINATION SPRAY

Effect: Mental Illusions 12d6
Target/Area Affected: One character
Duration: Instant
Range: 3"
Charges: 6 Charges
Breakability: 12 DEF

Description: This weapon is a hallucinogenic gas or mist the character sprays on other people, causing them to experience vivid visions indistinguishable from reality. The character has no control over the victim's hallucination (it could even help the victim, though that sort of reaction is very rare), and cannot change or affect the course of the hallucination.

Game Information: *Mental Illusions 12d6 (60 Active Points); IIF (-¼), Based On CON (PD applies; -1), No Conscious Control (-1), Normal Limited Range (3"; -½), 6 Charges (-¾). Total cost: 13 points.*

Options:

- 1) **Strong Spray:** Increase to Mental Illusions 15d6. 75 Active Points; total cost 17 points.
- 2) **Weak Spray:** Decrease to Mental Illusions 9d6. 45 Active Points; total cost 10 points.
- 3) **Realistic Spray:** If the winds are wrong or the character doesn't use the spray properly, it may affect him instead. Add Requires A DEX Roll (assumes DEX Roll of 12- or 13-; -¾) and Side Effects (spray affects character; -1). Total cost: 10 points.
- 4) **Experimental Spray:** Some people seem to be immune to the effects of the spray, or don't always get enough of a dose for it to affect them. Add Activation Roll 14- (-½). Total cost: 12 points.
- 5) **Obvious Spray:** The nature of the spray weapon is apparent to any who see it. Change IIF (-¼) to OIF (-½). Total cost: 13 points (or 11 points for OAF [-1]).
- 6) **Variant Spray:** This form of the spray can easily affect opponents with high PDs. Add NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1). 120 Active Points; total cost 27 points.

7) **More Spray:** Increase to 12 Charges (-¼). Total cost: 15 points.

8) **Less Spray:** Decrease to 3 Charges (-1¼). Total cost: 12 points.

HYPNOTIC MUSICAL INSTRUMENT

Effect: Mind Control 12d6, Gestures, Requires A Skill Roll, Personal Immunity

Target/Area Affected: 24" Radius

Duration: Instant

Range: No Range

END Cost: 0

Breakability: 39 DEF

Description: This unusual musical instrument, possibly the creation of a mad musician or a gift from the faerie-folk, allows the person playing it to take control of the minds of people who hear him (defined, for these purposes, as anyone within 24" of him). He can affect multiple people at once, and even choose to affect only some people within the Area Of Effect, but must issue the same order to everyone affected (usually by singing the commands).

Although Mind Control is an Instant Power, the character must keep playing the instrument as long as he wants the Mind Control to remain

in effect. If he ever stops playing for any reason, the Mind Control effect stops immediately, returning the victims' self-will. Just drowning out the music won't necessarily stop the Mind Control as long as the character keeps playing, but in the GM's option may allow the victims another Break-out Roll (or impose a small penalty on ECV Attack Rolls to use the power).

Game Information: *Mind Control 12d6, Area Of Effect (24" Radius; +1¼), Selective (+¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (195 Active Points); OAF (-1), Gestures (two hands throughout; -1), Effect Ends Immediately If Character Stops Playing (-½), No Range (-½), Requires A PS: [Play Instrument] Roll (-¼). Total cost: 46 points.*

Options:

1) **Strong Instrument:** Increase to Mind Control 15d6. 244 Active Points; total cost 57 points.

2) **Weak Instrument:** Decrease to Mind Control 9d6. 146 Active Points; total cost 34 points.

3) **Unspoken Commands:** The character can transmit orders to the victims through his music alone. Add Telepathic (+¼). 210 Active Points; total cost 49 points.



HYPNOTIC SPINNER

Effect: Mind Control 10d6
Target/Area Affected: One character
Duration: Constant
Range: 10"
END Cost: 5
Breakability: 10 DEF

Description: This device, sometimes built into an item of jewelry (or the like) or a hat but always obvious because of the spiral pattern on it, can almost instantly hypnotize other people. When activated, the device spins the spiral pattern, and that and the neuro-energy it projects allows the wielder to take control of the victim's mind.

Game Information: *Mind Control 10d6 (50 Active Points); OAF (-1), Normal Limited Range (10"; -½). Total cost: 20 points.*

Options:

- 1) **Strong Hypnosis:** Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.
- 2) **Weak Hypnosis:** Decrease to Mind Control 8d6. 40 Active Points; total cost 16 points.
- 3) **Realistic Hypnosis:** Hypnotizing someone with this device takes a lot of time. Add Extra Time (1 Turn; -¼). Total cost: 13 points.
- 4) **Experimental Hypnosis:** The neuro-energy projector in this device is prone to unexpected failure. Add Activation Roll 14- (-½). Total cost: 17 points.
- 5) **Easy Hypnosis:** Using this device doesn't tire a character out at all. Add Reduced Endurance (0 END; +½). 75 Active Points; total cost 30 points.
- 6) **Telepathic Hypnosis:** The device can project telepathic commands from the user's mind to the victim's. Add Telepathic (+¼). 62 Active Points; total cost 25 points.
- 7) **Ocular Hypnosis:** To make the device work, the wielder must establish eye contact with his victim. Change Normal Limited Range (-½) to Eye Contact Required (-½). Total cost: 20 points.
- 8) **Attached Spinner:** Taking the character's spinner away isn't easy. Change OAF (-1) to OIF (-½). Total cost: 25 points.

MINDBLASTER HEADBAND

Effect: Ego Attack 4d6
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 4
Breakability: 8 DEF

Description: This device is a headband made of some gold-colored metal with a gem-like crystal (usually red or green) set into it in the center of the forehead. While wearing it, a character can attack his foes with powerful blasts of psionic force.

Game Information: *Ego Attack 4d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few mind-blasts before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.
- 4) **Experimental Headband:** Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.
- 5) **Attached Headband:** This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

MINDREADER HEADBAND

Effect: Telepathy 8d6
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 4
Breakability: 8 DEF

Description: This device is a headband made of some silver-colored metal with a gem-like crystal (usually purple or blue) set into it in the center of the forehead. While wearing it, a character can communicate mentally with his friends and read the minds of his foes.

Game Information: *Telepathy 8d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Telepathy 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Telepathy 6d6. 30 Active Points; total cost 15 points.
- 3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few seconds' worth of mind-reading before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.

4) Experimental Headband: Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.

5) Attached Headband: This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

NEUROCONTROL LIMPETS

Effect: Mind Control 12d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

Charges: 4 Recoverable Charges

Breakability: 12 DEF

Description: This device is a small disk or similar object — the character can give it whatever shape or appearance he wants when he buys it, as long as it's obviously out of the ordinary and recognizable as a weapon by those who perceive it — that attaches to the victim's head. After attaching it, the character gives the victim a command. If the Mind Control roll succeeds, the victim keeps obeying the order until he makes a Breakout Roll or the Limpet is removed (removing the Limpet takes a Zero-Phase Action out of combat; in combat it's an Attack Action and the Limpet has the victim's DCV +5). If the character wants to change the order, he must remove the Limpet, re-attach it, and issue the new order.

The *Requires A DEX Roll* Limitation represents the potential difficulty a character has attaching a Limpet to the victim's head. The -6 penalty for the power's Active Points effectively represents the Hit Location penalty for targeting the Head; the GM can, at his option, reduce or eliminate the penalty to the roll if the character makes a Surprise Move or the victim is Surprised.

Game Information: *Mind Control 12d6 (60 Active Points); OAF (-1), Character Cannot Change Orders Or Spend END To Prevent Improvement In Breakout Rolls (-¼), Effect Ends Immediately If Limpet Is Removed (-½), No Range (-½), Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾), 4 Recoverable Charges (-½). Total cost: 13 points.*

Options:

1) Strong Limpet: Increase to Mind Control 15d6. 75 Active Points; total cost 17 points.

2) Weak Limpet: Decrease to Mind Control 10d6. 50 Active Points; total cost 11 points.

3) Experimental Limpet: Psionic technology is so new and advanced that it tends to be unreliable, especially when miniaturized like this. Add Activation Roll 14- (-½). Total cost: 12 points.

4) Telepathic Limpet: The Limpet also creates a low-level telepathic bond between the character and his victim that allows him to issue the order telepathically. Add Telepathic (+¼). 75 Active Points; total cost 17 points.

5) Disguised Limpet: This form of the Limpet looks like something innocuous — an object the character might wear or have on or near his head. Change OAF (-1) to IAF (-½). Total cost: 15 points.

6) Restricted Limpets: This form of Limpet can only be used to issue a single command. Add Set Effect (chosen when character buys weapon; -1). Total cost: 11 points.

7) More Limpets: Increase to 8 Recoverable Charges (-0). Total cost: 15 points.

8) Fewer Limpets: Decrease to 2 Recoverable Charges (-1). Total cost: 12 points.

PSIONIC FEEDBACK INDUCER

Effect: Ego Attack 3d6 plus Drain DEX 2d6

Target/Area Affected: One character

Duration: Instant

Range: 100"

END Cost: 6

Breakability: 6 DEF

Description: This headband, or headband-like, device allows the wearer to cause synaptic misfirings in the target's brain, resulting in spasms and intense pain.

Game Information: *Ego Attack 3d6 (30 Active Points); OAF (-1), Normal Limited Range (100"; -½) (total cost: 12 points) plus Drain DEX 2d6, Ranged (+½) (30 Active Points); OAF (-1), Linked (-½) (total cost: 12 points). Total cost: 24 points.*

Options:

1) Strong Inducer: Increase to Ego Attack 5d6 plus Drain 3d6. 50 + 45 = 90 Active Points; total cost 20 + 18 = 38 points.

2) Weak Inducer: Decrease to Ego Attack 2d6 plus Drain 1d6. 20 + 15 = 35 Active Points; total cost 8 + 6 = 14 points.

3) Realistic Inducer: The Inducer has a built-in battery that only provides enough power for a few Feedback blasts. Add 8 Charges (-½) to each power. Total cost 10 + 10 = 20 points.

4) Experimental Inducer: The psionic technology used to build the Inducer is experimental, and thus unreliable. Add Activation Roll 14- (-½) to each power. Total cost 10 + 10 = 20 points.

5) Attached Inducer: The Inducer is built into a helmet, or otherwise more firmly attached to the character's person. Change OAF (-1) to OIF (-½). Total cost 15 + 15 = 30 points.

6) Ongoing Feedback: This form of the device continues generating painful feedback as long as the user concentrates on the target (*i.e.*, pays END). Add Continuous (+1) to both powers. 60 + 50 = 110 Active Points; total cost 24 + 20 = 44 points.

7) Variant Psionic Feedback Inducer: This type of Inducer works on a Line Of Sight basis. Change to: Ego Attack 3d6 (30 Active Points); OAF (-1) (total cost: 15 points) plus Drain DEX 2d6, Ranged (+½), Line Of Sight (+½) (40 Active Points); OAF (-1), Linked (-¼) (total cost: 18 points). Total cost: 33 points.

MUSCLE-POWERED RANGED WEAPONS



ARMOR-WEAKENING CAPSULES

Effect: Drain Armor 4d6
Target/Area Affected: One character
Duration: Instant
Range: RBS
Charges: 4
Breakability: 26 DEF

Description: This weapon is a capsule containing a chemical or nanotechnological compound that weakens metal, ceramic, cloth, leather, and other substances used to construct suits of armor. When it hits a target, it breaks, spreading the substance over the armor and thus diminishing the protective qualities of that armor.

At the GM's option, if a character uses this weapon against a Vehicle, Base, or other object that has DEF instead of Armor, it functions as a Drain DEF instead. (Alternately, you could build in this effect by buying the Capsules as a two-slot Multi-ower with a total cost of 48 points.)

Game Information: *Drain Armor 4d6, Range Based On STR (+¼), Delayed Return Rate (points return at the rate of 5 per Month; +2) (130 Active Points); OAF (-1), Only Works On Technological Armors (-¼), 4 Charges (-1). Total cost: 40 points.*

Options:

- 1) **Strong Capsules:** Increase to Drain Armor 5d6. 162 Active Points; total cost 50 points.
- 2) **Weak Capsules:** Decrease to Drain Armor 3d6. 97 Active Points; total cost 30 points.
- 3) **Realistic Capsules:** The capsules are prone to breaking. Add Fragile (-¼). Total cost: 37 points.
- 4) **Experimental Capsules:** Sometimes the capsules don't break, or the substance in them has expired and fails to work. Add Activation Roll 14- (-½). Total cost: 35 points.
- 5) **Capsule Gun:** The character doesn't throw the capsules, he shoots them from a small gun. Change Range Based On STR (+¼) to Ranged (+½). 140 Active Points; total cost 43 points.
- 6) **More Capsules:** Increase to 8 Charges (-½). Total cost: 47 points.
- 7) **Fewer Capsules:** Decrease to 2 Charges (-1½). Total cost: 35 points.

DROPPED MARBLES

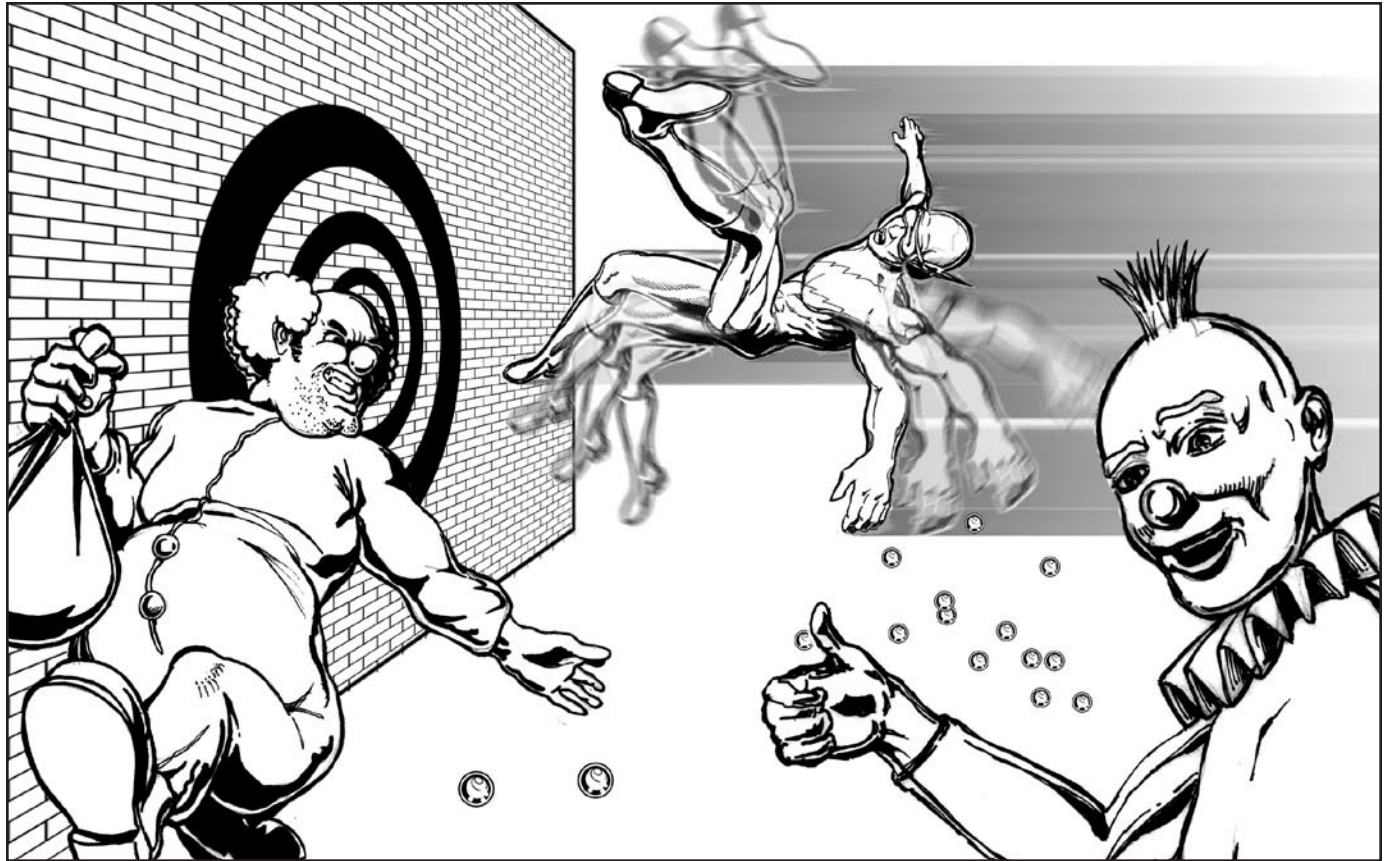
Effect: Change Environment, -4 to DEX Rolls, Only Affects Targets Moving On The Ground
Target/Area Affected: 4" Radius
Duration: Uncontrolled
Range: RBS
Charges: 1 Recoverable Charge
Breakability: 10 DEF

Description: This simple but effective weapon is a pouch of small steel spheres (similar to ball bearings). The tiny spheres fill a 4" radius, making it difficult for anyone to walk or run through that area. Anyone who enters the radius must make a DEX Roll. If he succeeds, he can move normally; if he fails, he falls down. At the GM's option, a person who's walking may take 1d6 Normal Damage from the fall; one who's running may take more, or go flying/sliding out of control into some nearby object (inflicting and taking damage as if he performed a Move Through on the object with 0 STR).

Game Information: *Change Environment 4" radius, -4 to DEX Rolls, Reduced Endurance (0 END; +½), Uncontrolled (removed by someone with appropriate powers or tools spending a Full Phase to sweep up or otherwise remove the marbles; +½) (48 Active Points); OAF (-1), Range Based On STR (-¼), Only Affects Targets Moving On The Ground (-¼), 1 Recoverable Charge (-1¼). Total cost: 13 points.*

Options:

- 1) **Strong Marbles:** Increase to -6 to DEX Rolls. 60 Active Points; total cost 16 points.
- 2) **Weak Marbles:** Decrease to -2 to DEX Rolls. 36 Active Points; total cost 10 points.
- 3) **Variant Marbles:** This form of Dropped Marbles is designed as an Advantage for Martial Throw, using the optional rules on page 104 of *The Ultimate Martial Artist*. This form of Dropped Marbles is more likely to hurt victims, and includes the target's velocity when calculating damage, causing a fast-moving enemy to really hurt himself when he hits a patch of marbles. The drawback is that the character has to have the Martial Throw maneuver to use this weapon (unless the GM permits you to include the cost for Martial Throw [35 Active Points] with the cost of the weapon itself, which adds +8 points to the total cost). Change to the following Advantages for Martial Throw: Area Of Effect (One Hex Doubled; +¾), Continuous (+1), Uncontrolled



(removable by spending a Full Phase to sweep them aside; +½) (79 Active Points); OAF (-1), Activation Roll 14- (-½), 1 Recoverable Charge (-1¼), Only Affects Characters Moving On The Ground (-¼), DEX Roll Cancels Effect (-¼). Total cost: 19 points.

GRENADES, MINI-GRENADES, AND THROWING PELLETS

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges: Varying Charges

Breakability: Varies

Description: Many characters carry grenades or similar thrown weapons, such as mini-grenades or throwing pellets. Typically these weapons explode, or carry substances that expand to cover an area when the weapon bursts open.

Each weapon below comes in grenade, mini-grenade, and pellet form in descending level of power or effectiveness. Of course, many other options are appropriate; you could, for example, adapt some of the super-arrows described below for use as grenade-like weapons. Each grenade-like weapon is listed as having 6 Charges, but could easily have more or less if desired.

For throwing purposes, grenades weigh .8 kg, mini-grenades .4 kg, and throwing pellets .2 kg.

Game Information:

Concussive

Cost Power

- | | |
|----|---|
| 20 | <i>Concussive Grenade:</i> Energy Blast 8d6, Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾) |
| 15 | <i>Concussive Mini-Grenade:</i> Energy Blast 6d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾) |
| 12 | <i>Concussive Throwing Pellet:</i> Energy Blast 5d6, Explosion (+½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾) |

EMP

Cost Power

- | | |
|----|--|
| 54 | <i>EMP Grenade:</i> Drain Electronic Device Powers 4d6, all Electronic Device powers simultaneously (+2), Explosion (+½), Range Based On STR (+¼) (150 Active Points); OAF (-1), 6 Charges (-¾) |
| 41 | <i>EMP Mini-Grenade:</i> Drain Electronic Device Powers 3d6, all Electronic Device powers simultaneously (+2), Explosion (+½), Range Based On STR (+¼) (112 Active Points); OAF (-1), 6 Charges (-¾) |
| 27 | <i>EMP Throwing Pellet:</i> Drain Electronic Device Powers 2d6, all Electronic Device powers simultaneously (+2), Explosion (+½), Range Based On STR (+¼) (75 Active Points); OAF (-1), 6 Charges (-¾) |

Flare**Cost Power**

- 20 *Flare Grenade*: Sight Group Flash 8d6, Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Flare Mini-Grenade*: Sight Group Flash 6d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 12 *Flare Throwing Pellet*: Sight Group Flash 5d6, Explosion (+½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Fragmentary**Cost Power**

- 20 *Frag Grenade*: RKA 2½d6, Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Frag Mini-Grenade*: RKA 2d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 12 *Frag Throwing Pellet*: RKA 1½d6, Explosion (+½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Incendiary**Cost Power**

- 20 *Incendiary Grenade*: RKA 2d6, Armor Piercing (+½), Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 17 *Incendiary Mini-Grenade*: RKA 1½d6, Armor Piercing (+½), Explosion (+½) (50 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 13 *Incendiary Throwing Pellet*: RKA 1d6+1, Armor Piercing (+½), Explosion (+½) (40 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Knockout Gas**Cost Power**

- 20 *Knockout Gas Grenade*: Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (4" Radius; +1) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Knockout Gas Mini-Grenade*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (3" Radius; +1) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 12 *Knockout Gas Throwing Pellet*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Paste**Cost Power**

- 25 *Paste Grenade*: Entangle 5d6, 5 DEF, Explosion (lose 1d6 and 1 DEF per 1"; +½) (75 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 17 *Paste Mini-Grenade*: Entangle 3d6, 4 DEF, Explosion (lose 1d6 and 1 DEF per 1"; +½) (52 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 12 *Paste Throwing Pellet*: Entangle 2d6, 3 DEF, Explosion (lose 1d6 and 1 DEF per 1"; +½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Smoke**Cost Power**

- 24 *Smoke Grenade*: Darkness to Sight Group 6" radius (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 16 *Smoke Mini-Grenade*: Darkness to Sight Group 4" radius (40 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 12 *Smoke Throwing Pellet*: Darkness to Sight Group 3" radius (30 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)

Tear Gas**Cost Power**

- 20 *Tear Gas Grenade*: Sight Group Flash 6d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Explosion (+½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 17 *Tear Gas Mini-Grenade*: Sight Group Flash 5d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Explosion (+½) (50 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 13 *Tear Gas Throwing Pellet*: Sight Group Flash 4d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Area Of Effect (One Hex; +½) (40 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

HURLED LIGHTNING

Effect: RKA 3d6

Target/Area Affected: One character

Duration: Instant

Range: RBS

Charges: 10 Charges

Breakability: Unbreakable

Description: This weapon is a quiver of 10 bolts of electricity, each encased in some sort of energy field that allows the character to handle and throw them without harm. When they're thrown, the field dissolves and they strike with deadly force.

For throwing purposes, each bolt of Lightning weighs 1 kilogram.

Game Information: RKA 3d6 (45 Active Points); OAF (-1), Range Based On STR (-¼), 10 Charges (-¼). Total cost: 18 points.

Options:

- 1) **Strong Lightning I:** Increase to RKA 4d6. 60 Active Points; total cost 24 points.
- 2) **Weak Lightning:** Decrease to RKA 2d6. 30 Active Points; total cost 12 points.
- 3) **Experimental Lightning:** Sometimes one of the bolts is a dud that dissipates before striking the target. Add Activation Roll 14- (-½). Total cost: 15 points.
- 4) **Boom Lightning:** Add Explosion (+½). 67 Active Points; total cost 27 points.
- 5) **Cutting Lightning:** Add Armor Piercing (+½). 67 Active Points; total cost 27 points.
- 6) **Cutting Lightning II:** This form of Hurling Lightning strikes with even greater effect. Add Armor Piercing (+½) and +2 Increased STUN Multiplier (+½). 90 Active Points; total cost 36 points.
- 7) **Thunderclap Lightning:** When it strikes the target, the bolt also emits a tremendous thunderclap. Add Hearing Group Flash 6d6, Explosion (+½), Personal Immunity (+¼) (31 Active Points); OAF (-1), Linked (-½), Range Based On STR (-¼), 10 Charges (-¼) (total cost: 10 points). 45 + 31 = 76 Active Points; total cost 18 + 10 = 28 points.
- 8) **More Lightning Bolts:** Change to 15 Charges (-0). Total cost: 20 points.
- 9) **Fewer Lightning Bolts:** Change to 5 Charges (-¾). Total cost: 15 points.

POISON DUST

Effect: RKA 3d6, NND, Does BODY

Target/Area Affected: One character

Duration: Instant

Range: 3"

Charges: 4

Breakability: 1 DEF

Description: This weapon is a handful of dust with poisonous properties. When thrown in a victim's face or onto his skin, it poisons him.

The character can define the secondary physical effects of the Poison Dust when he buys it. It might discolor the victim's skin, contort the victim's facial features, cause all the victim's hair to fall out, wither the victim's body and leave his face with a skull-like appearance, or the like. It often depends on the character's name, theme, or other powers.

Game Information: RKA 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1) (135 Active Points); OAF Fragile (-1¼), Limited Range (3"; -¼), 4 Charges (-1). Total cost: 39 points.

Options:

- 1) **Strong Dust:** Increase to RKA 4d6. 180 Active Points; total cost 51 points.
- 2) **Weak Dust:** Decrease to RKA 2d6. 90 Active Points; total cost 26 points.
- 3) **Realistic Dust:** If the character's not careful, he may accidentally expose himself to the dust! Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾) and Side Effects (character suffers the effects of the dust; -1). Total cost: 26 points.
- 4) **Long-Range Dust:** Instead of throwing the dust, the character projects it with some sort of sprayer or similar device. Change to Limited Range (12"; -¼). Total cost: 39 points.
- 5) **More Dust:** The character carries a larger supply of dust. Change to 8 Charges (-½). Total cost: 45 points.
- 6) **Knockout Dust:** This form of the Dust only knocks the victim out. Change to Energy Blast 8d6, NND (defense as above; +1). 80 Active Points; total cost 23 points.
- 7) **Paralysis Dust:** This form of the Dust only renders the victim unable to move. Change to Entangle 6d6, 12 DEF, Takes No Damage From Attacks (+½). 135 Active Points; total cost 39 points.
- 8) **Dust Cloud:** When thrown, the dust expands into a cloud. Add Area Of Effect (One Hex Doubled; +¾). 169 Active Points; total cost 48 points.
- 9) **Immune To The Dust:** The character's dust won't affect him. Add Personal Immunity (+¼). 146 Active Points; total cost 42 points.

RETURNING THROWING WEAPON

Effect: Energy Blast 12d6
Target/Area Affected: One character
Duration: Instant
Range: RBS
END Cost: 6
Breakability: Not applicable (see text)

Description: The character possesses a throwing weapon, such as a hammer or metal disk, containing a technological system of some sort — a gravitic manipulator or directed magnetic beam, for example — that returns it to his hand after he throws it. (It could instead be a mystic weapon with an enchantment of returning cast upon it.) When he throws it, it automatically returns to his hand whether it hits or misses the target, and no one but him can pick it up or wield it.

In *HERO System* terms, this is a rare example of a gadget without the *Focus* Limitation. Although the special effect is “a thrown object,” because the object returns to the character every time he throws it, and no one can stop it or use it against him, it doesn’t function like a *Focus* in game terms. Therefore it gets no Limitation for being an object. Given the special effect, the GM could occasionally have someone snatch the weapon out of the air as a “plot device,” but in most situations no one can take the weapon away from its user — if anyone tries to, it automatically returns to the wielder’s hand. As an added bonus, since it’s not a *Focus*, no one can break it.

Game Information: *Energy Blast 12d6* (60 Active Points); *Range Based On STR* (-¼).
Total cost: 48 points.

Options:

- 1) **Powerful Weapon:** Increase to Energy Blast 15d6. 75 Active Points; total cost 60 points.
- 2) **Weak Weapon:** Decrease to Energy Blast 10d6. 50 Active Points; total cost 40 points.
- 3) **Throwing Arsenal:** The character has not one returning throwing weapon, but several. He can throw them all at one character, or one apiece at multiple targets. Decrease to Energy Blast 8d6 and add *Autofire* (5 shots; +½). 60 Active Points; total cost 48 points.
- 4) **Long-Range Weapon:** The device that causes the weapon to return to the character can also propel it further than he can throw it. Remove *Range Based On STR* (-¼). Total cost: 60 points.
- 5) **Lethal Weapon:** The character’s weapon has an edge or a point that makes it deadly. Change to RKA 4d6. 60 Active Points; total cost 48 points.
- 6) **Breakable Throwing Weapon:** Since this “gadget” is really just a power, it can’t be taken away from the character or broken as if it were a *Focus*. If the character wants his Returning Throwing Weapon to be accessible and breakable, add the Limitation *Physical Manifestation* (-¼), which means it’s treated as if it were a Breakable *Focus*. Total cost: 40 points.

SUPER-BOOMERANGS

Effect: Various Attack Powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
Charges: Varying Charges
Breakability: Varies

Description: From Australia with love, these boomerangs do more than hit the target from unusual angles. They carry explosives, knockout gases, and other advanced weaponry that gives them much greater “punch” than a standard wooden boomerang. (For *HERO System* statistics on real-world boomerangs and the like, see the “Throwing Club” on page 166 of *Fantasy Hero*.)

Game Information:**Standard Boomerang**

Cost	Power
12	<i>Boomerang:</i> Energy Blast 5d6, Indirect (always originates from character but can attack from any direction; +½) (37 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)
15	<i>Large Boomerang:</i> Energy Blast 6d6, Indirect (always originates from character but can attack from any direction; +½) (45 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)
7	<i>Small Boomerang:</i> Energy Blast 3d6, Indirect (always originates from character but can attack from any direction; +½) (22 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)

Bladerang

Cost	Power
12	<i>Basic Bladerang:</i> RKA 1½d6, Indirect (always originates from character but can attack from any direction; +½) (37 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)
15	<i>Large Bladerang:</i> RKA 2d6, Indirect (always originates from character but can attack from any direction; +½) (45 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)
7	<i>Small Bladerang:</i> RKA 1d6, Indirect (always originates from character but can attack from any direction; +½) (22 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)
17	<i>Sharp Bladerang:</i> RKA 1½d6, Armor Piercing (+½), Indirect (always originates from character but can attack from any direction; +½) (50 Active Points); OAF (-1), Range Based On STR (-¼), Beam (-¼), 4 Recoverable Charges (-½)

BOOM!erang**Cost Power**

- 27 *Basic BOOM!erang*: Energy Blast 8d6, Explosion (+½), Indirect (always originates from character but can attack from any direction; +½) (80 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 30 *Large BOOM!erang*: Energy Blast 8d6, Explosion (-1 DC/2"; +¾), Indirect (always originates from character but can attack from any direction; +½) (90 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 20 *Small BOOM!erang*: Energy Blast 6d6, Explosion (+½), Indirect (always originates from character but can attack from any direction; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 20 *Lethal BOOM!erang*: RKA 2d6, Explosion (+½), Indirect (always originates from character but can attack from any direction; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 25 *Shrapnelrang*: RKA 2d6, Armor Piercing (+½), Explosion (+½), Indirect (always originates from character but can attack from any direction; +½) (75 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

Grabberang: *Telekinesis (10 STR) (15 Active Points); OAF (-1), Only To Pick Up Small Objects And Bring Them Back To Character (-½), Affects Whole Object (-¼), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 3 points.*

Smokerang**Cost Power**

- 16 *Basic Smokerang*: Darkness to Sight Group 4" radius (40 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 24 *Large Smokerang*: Darkness to Sight Group 6" radius (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 12 *Small Smokerang*: Darkness to Sight Group 3" radius (30 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 20 *Variant Smokerang I*: Darkness to Sight Group 4" radius, Area Of Effect (16" Line; +¼) (50 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 8 *Variant Smokerang II*: Change Environment 4" radius, -3 to Sight Group PER Rolls (21 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)

Sleeperang**Cost Power**

- 18 *Basic Sleeperang*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (3" Radius; +1) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 24 *Large Sleeperang*: Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (4" Radius; +1) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 15 *Small Sleeperang*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (37 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 24 *Variant Sleeperang*: Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (8" Line; +1) (60 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)

SUPER-BOW AND ARROWS I

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges: Varying Charges

Breakability: Varies

Description: With super-technology around, why should an archer character settle for ordinary bows and arrows? Here's an extensive selection of gimmicked arrows for characters to use.

Each of the arrows described below has a "basic" form, with various optional forms. Typically archer characters buy a half-dozen or more arrows in a Multipower. Each arrow comes with 6 Charges, but you can easily alter this (see also *Super-Bow And Arrows II*, below). If you'd like to know more about bows and arrows generally, see *Fantasy Hero*, pages 170-72.

For characters who use high-tech firearms, you can convert these arrows to "gimmicked bullets."

Game Information:**Broadhead Arrow****Cost Power**

- 10 *Basic Broadhead Arrow*: RKA 2d6 (30 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 15 *Large Broadhead Arrow*: RKA 3d6 (45 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 12 *Extra-Sharp Broadhead Arrow*: RKA 1½d6, Armor Piercing (+½) (37 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

- 20 *Extra-Sharp Large Broadhead Arrow*: RKA 2½d6, Armor Piercing (+½) (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Chisel-Point Arrow

Cost Power

- 15 *Basic Chisel-Point Arrow*: RKA 2d6, Armor Piercing (+½) (45 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Large Chisel-Point Arrow*: RKA 2½d6, Armor Piercing (+½) (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Acid Arrow

Cost Power

- 15 *Basic Acid Arrow*: RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see Acid Squirter, page 54; +½) (45 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 25 *Strong Acid Arrow I*: RKA 1½d6, Continuous (+1), Penetrating (+½), Uncontrolled (see Acid Squirter, page 54; +½) (75 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 17 *Strong Acid Arrow II*: RKA 1d6, Continuous (+1), Penetrating (x2; +1), Uncontrolled (see Acid Squirter, page 54; +½) (52 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 17 *Acid Bomb Arrow*: RKA 1d6, Continuous (+1), Explosion (+½), Penetrating (+½), Uncontrolled (see Acid Squirter, page 54; +½) (52 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Acid Sprayer Arrow*: RKA 1d6, Area Of Effect (18" long and 2" wide Line; +1¼), Continuous (+1), Penetrating (+½), Uncontrolled (see Acid Squirter, page 54; +½) (64 Active Points); OAF (-1), No Range (-½), 6 Charges (-¾)

Blunt Arrow

Cost Power

- 13 *Basic Blunt Arrow*: Energy Blast 8d6 (40 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Powerful Blunt Arrow*: Energy Blast 12d6 (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 10 *Weak Blunt Arrow*: Energy Blast 6d6 (30 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Boomerang Arrow

Cost Power

- 15 *Basic Boomerang Arrow*: RKA 2d6, Indirect (always originates from character but can attack from any direction; +½) (45 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Strong Boomerang Arrow*: RKA 2½d6, Indirect (always originates from character but can attack from any direction; +½) (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

- 10 *Weak Boomerang Arrow*: RKA 1d6+1, Indirect (always originates from character but can attack from any direction; +½) (30 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

- 20 *Blunt Boomerang Arrow*: Energy Blast 8d6, Indirect (always originates from character but can attack from any direction; +½) (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Boomerang Grabber Arrow

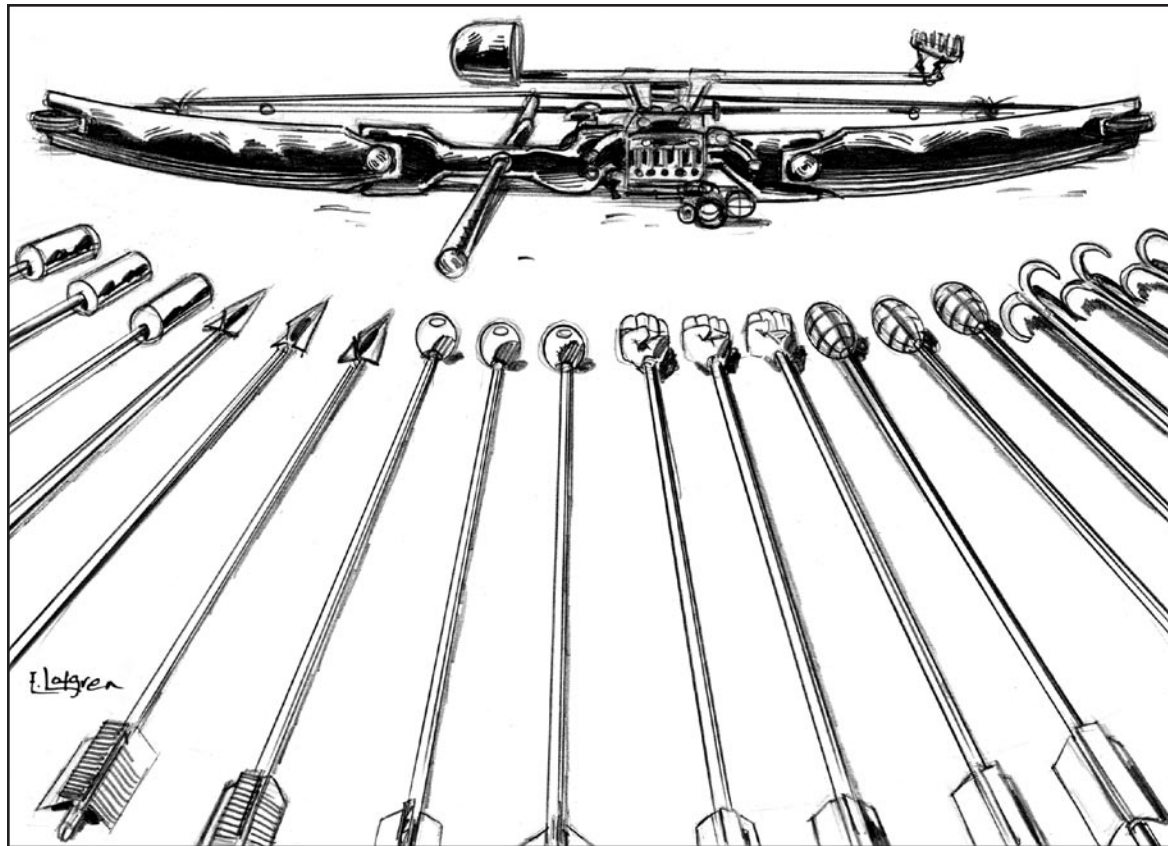
Cost Power

- 9 *Basic Boomerang Grabber Arrow*: Telekinesis (20 STR) (30 Active Points); OAF (-1), 6 Charges (-¾), Affects Whole Object (-¼), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½)
- 13 *Strong Boomerang Grabber Arrow*: Telekinesis (30 STR) (45 Active Points); OAF (-1), 6 Charges (-¾), Affects Whole Object (-¼), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½)
- 4 *Weak Boomerang Grabber Arrow*: Telekinesis (10 STR) (15 Active Points); OAF (-1), 6 Charges (-¾), Affects Whole Object (-¼), Only Works On Limited Types Of Objects (objects small enough to be grabbed by the pincer on the arrow; -½)

Bolo Arrow

Cost Power

- 15 *Basic Bolo Arrow*: Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage (+¼) (50 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 19 *Strong Bolo Arrow*: Entangle 5d6, 5 DEF, Entangle And Character Both Take Damage (+¼) (62 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 11 *Weak Bolo Arrow*: Entangle 3d6, 3 DEF, Entangle And Character Both Take Damage (+¼) (37 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 17 *Variant Bolo Arrow*: Entangle 4d6, 5 DEF, Entangle And Character Both Take Damage (+¼) (56 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 14 *Variant Bolo Arrow*: Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage (+¼) (50 Active Points); OAF (-1), Beam (-¼), Can Be Missile Deflected (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)

**Electro-Arrow****Cost Power**

- 30 *Basic Electro-Arrow*: Dispel Electronic Device Powers 10d6, all Electronic Device powers simultaneously (+2) (90 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 45 *Strong Electro-Arrow*: Dispel Electronic Device Powers 15d6, all Electronic Device powers simultaneously (+2) (135 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 24 *Weak Electro-Arrow*: Dispel Electronic Device Powers 8d6, all Electronic Device powers simultaneously (+2) (72 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Exploding Arrow (a.k.a. Bomb Arrow)**Cost Power**

- 22 *Basic Exploding Arrow*: Energy Blast 8d6, Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 33 *Strong Exploding Arrow*: Energy Blast 12d6, Explosion (+½) (90 Active Points); OAF (-1), 6 Charges (-¾)
- 16 *Weak Exploding Arrow*: Energy Blast 6d6, Explosion (+½) (45 Active Points); OAF (-1), 6 Charges (-¾)
- 22 *Low-Yield Exploding Arrow*: Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 22 *Variant Exploding Arrow*: RKA 2½d6, Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)

- 22 *Shaped-Charge Exploding Arrow*: RKA 2d6, Area Of Effect (7" Cone; +1) (60 Active Points); OAF (-1), 6 Charges (-¾)

- 22 *Shrapnel Arrow*: RKA 2d6, Armor Piercing (+½), Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)

Extinguisher Arrow**Cost Power**

- 30 *Basic Extinguisher Arrow*: Dispel Fire Powers 10d6, all Fire powers simultaneously (+2) (90 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 45 *Strong Extinguisher Arrow*: Dispel Fire Powers 15d6, all Fire powers simultaneously (+2) (135 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 24 *Weak Extinguisher Arrow*: Dispel Fire Powers 8d6, all Fire powers simultaneously (+2) (72 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)

Flare Arrow**Cost Power**

- 13 *Basic Flare Arrow*: Sight Group Flash 8d6 (40 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Strong Flare Arrow*: Sight Group Flash 12d6 (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 10 *Weak Flare Arrow*: Sight Group Flash 6d6 (30 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 22 *Flare Explosion Arrow*: Sight Group Flash 8d6, Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)

- 17 *Screamer Flare Arrow*: Sight and Hearing Group Flash 9d6 (50 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 22 *Screamer Flare Explosion Arrow*: Sight and Hearing Group Flash 7d6, Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)

Glue Arrow**Cost Power**

- 12 *Basic Glue Arrow*: Entangle 4d6, 4 DEF (40 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 18 *Strong Glue Arrow*: Entangle 6d6, 6 DEF (60 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 9 *Weak Glue Arrow*: Entangle 3d6, 3 DEF (30 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 18 *Sticky Glue Arrow*: Entangle 4d6, 4 DEF, Sticky (+½) (60 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 18 *Variant Glue Arrow I*: Entangle 8d6, 4 DEF (60 Active Points); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 11 *Variant Glue Arrow II*: Entangle 4d6, 4 DEF (40 Active Points); OAF (-1), Beam (-¼), Can Be Missile Deflected (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 20 *Glue-Bomb Arrow I*: Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 20 *Glue-Bomb Arrow II*: Entangle 4d6, 4 DEF, Explosion (+½) (60 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)

Grapple Arrow**Cost Power**

- 7 *Basic Grapple Arrow*: Swinging 20" (20 Active Points); OAF (-1), 6 Charges (-¾)
- 11 *Long-Line Grapple Arrow*: Swinging 30" (30 Active Points); OAF (-1), 6 Charges (-¾)
- 9 *More Grapple Arrows*: Swinging 20" (20 Active Points); OAF (-1), 12 Charges (-¾)

Incendiary Arrow**Cost Power**

- 12 *Basic Incendiary Arrow*: RKA 1½d6, Armor Piercing (+½) (37 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 17 *Strong Incendiary Arrow*: RKA 2d6+1, Armor Piercing (+½) (52 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 7 *Weak Incendiary Arrow*: RKA 1d6, Armor Piercing (+½) (22 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 17 *Extra-Hot Incendiary Arrow*: RKA 1½d6, Armor Piercing (+½), Penetrating (+½) (50 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 22 *Long-Burning Incendiary Arrow*: RKA 1½d6, Armor Piercing (+½), Continuous (+1) (62 Active Points); OAF (-1), Beam (-¼), 6 Continuing Charges lasting 1 Extra Phase each

- (removed by dousing the flames/heat; -½)
- 18 *Firebomb Arrow I*: RKA 1½d6, Area Of Effect (One Hex; +½), Armor Piercing (+½) (50 Active Points); OAF (-1), 6 Charges (-¾)
- 18 *Firebomb Arrow II*: RKA 1½d6, Explosion (+½), Armor Piercing (+½) (50 Active Points); OAF (-1), 6 Charges (-¾)

Knockout Gas Arrow**Cost Power**

- 22 *Basic Knockout Gas Arrow*: Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (62 Active Points); OAF (-1), 6 Charges (-¾)
- 27 *Strong Knockout Gas Arrow*: Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (75 Active Points); OAF (-1), 6 Charges (-¾)
- 13 *Weak Knockout Gas Arrow*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (One Hex; +½) (37 Active Points); OAF (-1), 6 Charges (-¾)
- 22 *Large-Area Knockout Gas Arrow*: Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Explosion (+½) (62 Active Points); OAF (-1), 6 Charges (-¾)
- 23 *Long-Term Effect Knockout Gas Arrow*: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Continuous (+1), Explosion (+½) (52 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 22 *Variant Knockout Gas Arrow*: Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (4" Radius; +1) (60 Active Points); OAF (-1), 6 Charges (-¾)

Net Arrow**Cost Power**

- 23 *Basic Net Arrow*: Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼) (70 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 29 *Strong Net Arrow*: Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼) (87 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 17 *Weak Net Arrow*: Entangle 3d6, 3 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼) (52 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 27 *Large Net Arrow I*: Entangle 4d6, 4 DEF, Area Of Effect (One Hex Doubled; +¾), Entangle And Character Both Take Damage (+¼) (80 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)

- 23 *Large Net Arrow II*: Entangle 4d6, 4 DEF, Explosion (+½), Entangle And Character Both Take Damage (+¼) (70 Active Points); OAF (-1), Cannot Form Barriers (-¼), 6 Charges (-¾)
- 21 *Variant Net Arrow*: Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼) (70 Active Points); OAF (-1), Can Be Missile Deflected (-¼), Cannot Form Barriers (-¼), 6 Charges (-¾)

Oil Slick Arrow**Cost Power**

- 10 *Basic Oil Slick Arrow*: Change Environment 8" radius, -4 to all DEX-based Rolls to move on/through (29 Active Points); OAF (-1), Only Affects Characters Moving On The Ground (-¼), 6 Charges (-¾)
- 12 *Strong Oil Slick Arrow*: Change Environment 8" radius, -6 to all DEX-based Rolls to move on/through (35 Active Points); OAF (-1), Only Affects Characters Moving On The Ground (-¼), 6 Charges (-¾)
- 8 *Weak Oil Slick Arrow*: Change Environment 8" radius, -2 to all DEX-based Rolls to move on/through (23 Active Points); OAF (-1), Only Affects Characters Moving On The Ground (-¼), 6 Charges (-¾)
- 11 *Large Oil Slick Arrow*: Change Environment 16" radius, -4 to all DEX-based Rolls to move on/through (34 Active Points); OAF (-1), Only Affects Characters Moving On The Ground (-¼), 6 Charges (-¾)

Smoke Arrow**Cost Power**

- 18 *Basic Smoke Arrow*: Darkness to Sight Group 4" radius (40 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 27 *Strong Smoke Arrow*: Darkness to Sight Group 6" radius (60 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 13 *Weak Smoke Arrow*: Darkness to Sight Group 3" radius (30 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 27 *Smoke Trail Arrow*: Darkness to Sight Group 4" radius (16" long and 2" wide Line; +½) (60 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)

Sonic Arrow**Cost Power**

- 22 *Basic Sonic Arrow*: Energy Blast 6d6, Area Of Effect (3" Radius; +1) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 29 *Strong Sonic Arrow*: Energy Blast 8d6, Area Of Effect (4" Radius; +1) (80 Active Points); OAF (-1), 6 Charges (-¾)
- 18 *Weak Sonic Arrow*: Energy Blast 5d6, Area Of Effect (3" Radius; +1) (50 Active Points);

- OAF (-1), 6 Charges (-¾)
- 30 *Deafening Sonic Arrow*: Energy Blast 5d6, Area Of Effect (3" Radius; +1) (50 Active Points); OAF (-1), 6 Charges (-¾) **plus** Hearing Group Flash 6d6, Area Of Effect (3" Radius; +1¼) (40 Active Points); OAF (-1), Linked (-½), 6 Charges (-¾)
- 22 *Variant Sonic Arrow I*: Energy Blast 4d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (4" Radius; +1) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 34 *Variant Sonic Arrow II*: Energy Blast 4d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (4" Radius; +1) (60 Active Points); OAF (-1), 6 Charges (-¾) **plus** Hearing Group Flash 6d6, Area Of Effect (3" Radius; +1¼) (40 Active Points); OAF (-1), Linked (-½), 6 Charges (-¾)

Taser Arrow**Cost Power**

- 13 *Basic Taser Arrow*: Energy Blast 4d6, NND (defense is insulated rED covering entire body; +1) (40 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Strong Taser Arrow*: Energy Blast 6d6, NND (defense is insulated rED covering entire body; +1) (60 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 10 *Weak Taser Arrow*: Energy Blast 3d6, NND (defense is insulated rED covering entire body; +1) (30 Active Points); OAF (-1), Beam (-¼), 6 Charges (-¾)
- 20 *Variant Taser Arrow*: Energy Blast 12d6 (60 Active Points); OAF (-1), STUN Only (-0), Beam (-¼), 6 Charges (-¾)

Tear Gas Arrow**Cost Power**

- 22 *Basic Tear Gas Arrow*: Sight Group Flash 6d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 29 *Strong Tear Gas Arrow*: Sight Group Flash 8d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Area Of Effect (One Hex; +½) (80 Active Points); OAF (-1), 6 Charges (-¾)
- 14 *Weak Tear Gas Arrow*: Sight Group Flash 4d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Area Of Effect (One Hex; +½) (40 Active Points); OAF (-1), 6 Charges (-¾)
- 22 *Wide-Area Tear Gas Arrow I*: Sight Group Flash 6d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Explosion (+½) (60 Active Points); OAF (-1), 6 Charges (-¾)
- 27 *Wide-Area Tear Gas Arrow II*: Sight Group Flash 6d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; +½), Area Of Effect (5"

Radius; +1) (75 Active Points); OAF (-1), 6 Charges (- $\frac{3}{4}$)

- 33 *Lingering Tear Gas Arrow*: Sight Group Flash 5d6, NND (defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]; + $\frac{1}{2}$), Area Of Effect (One Hex; + $\frac{1}{2}$), Continuous (+1) (75 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; - $\frac{1}{4}$)

SUPER-BOW AND ARROWS II

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges: Varying Charges per slot

Breakability: 15 DEF

Description: This form of super-archery weaponry presents a slightly different way of constructing a quiver of gimmicked arrows than the method above. Instead of carrying a defined number of each type of arrow, the character carries 60 arrow shafts with no heads, plus an assortment of gimmicked arrowheads. When he wants to use a particular type of arrow, he draws a shaft, attaches the right arrowhead to it, and lets fly. This gives him more flexibility in combat, but at the cost of taking more time to shoot — it requires a Full Phase to prepare and fire an arrow.

Since the typical Charge with these arrows is not a Continuing Charge, for the Smoke Arrow (slot #6), which needs to last for 1 Turn, the “Continuing Charge” is bought with the *Uncontrolled*

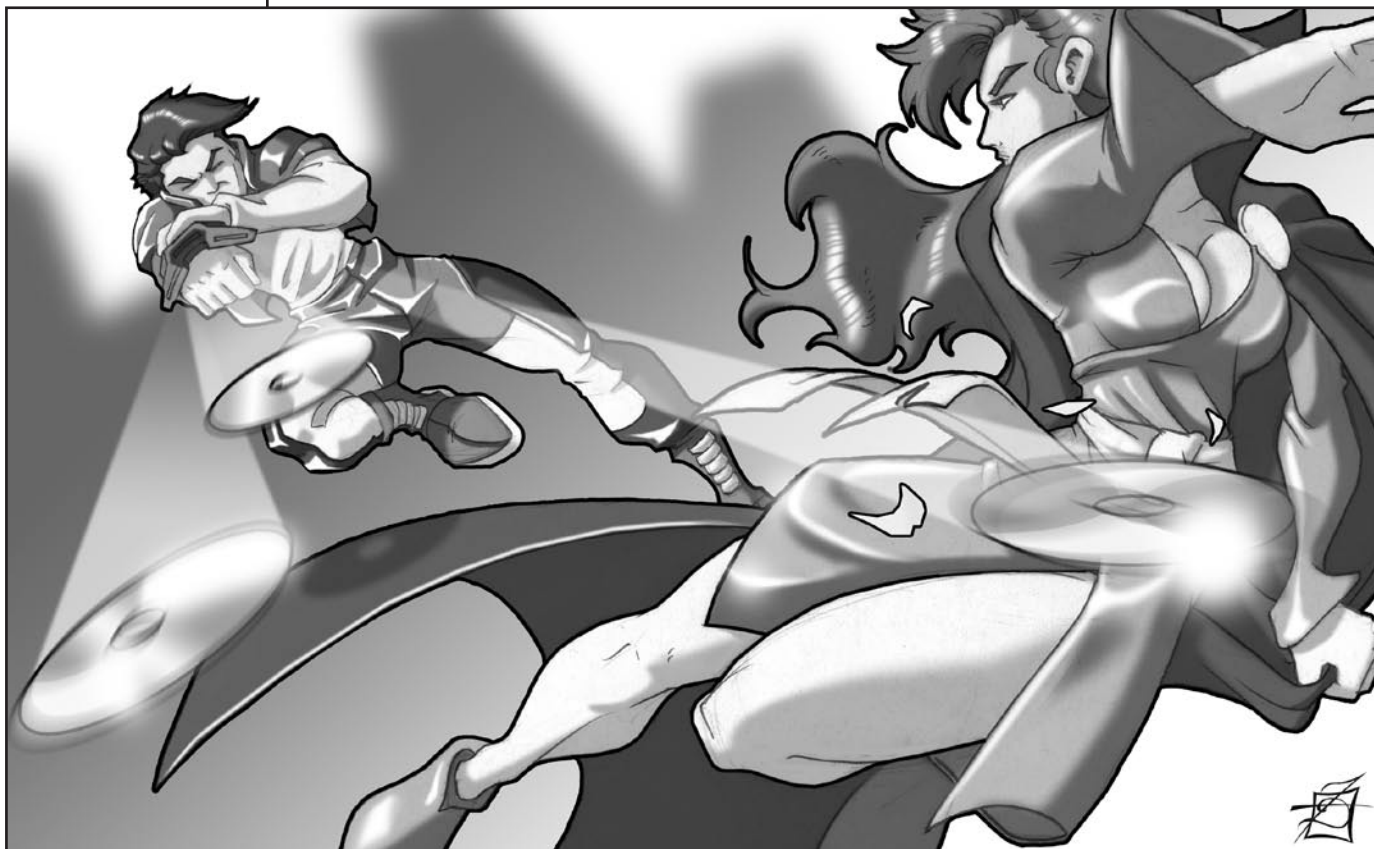
Advantage with a defined duration.

At the GM’s option, a character using this type of super-archery may have to define how many of each arrowhead he carries; it’s not “realistic” to carry 60 arrowheads for each of eight types of arrows (that’s 480 arrowheads!). Typically this does not merit a Limitation (or, at most, a -0 Limitation), but the GM might allow a - $\frac{1}{4}$ Limitation, *Defined Allocation*, if appropriate. (Alternately, a character could, with the GM’s permission, apply 60 Charges to the reserve, then a separate *Charges* Limitation to each slot, as is done with the Compressed Air Blaster on page 11.)

Game Information:

Cost Power

- 36 *Bow and Arrows*: Multipower, 60-point reserve, 60 Charges (+ $\frac{1}{2}$) for entire reserve; all OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 1) *Broadhead Arrow*: RKA 3d6; OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 2) *Chisel-Point Arrow*: RKA 2d6, Armor Piercing (+ $\frac{1}{2}$); OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 3) *Taser Arrow*: Energy Blast 12d6; OAF (-1), STUN Only (-0), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 4) *Glue Arrow*: Entangle 4d6, 4 DEF, Sticky (+ $\frac{1}{2}$); OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 5) *Flare Arrow*: Sight and Hearing Group Flash 11d6; OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)
- 2u 6) *Smoke Arrow*: Darkness to Sight Group 4” radius, Uncontrolled (ends after 1 Turn or if exposed to high winds or rain; + $\frac{1}{2}$); OAF (-1), Extra Time (Full Phase; - $\frac{1}{2}$)



- 2u 7) *Explosion Arrow*: Energy Blast 8d6, Explosion (+½); OAF (-1), Extra Time (Full Phase; -½)
- 2u 8) *Knockout Gas Arrow*: Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); OAF (-1), Extra Time (Full Phase; -½)

Total cost: 52 points.

THROWING BLADES

Effect: HKA ½d6

Target/Area Affected: One character

Duration: Instant

Range: RBS

Charges: 10 Charges

Breakability: 2 DEF

Description: This time-proven classic is a blade designed for throwing. Depending on the character's costume, powers, theme, or the like, the blade can have just about any shape: a crescent moon; a bat; a spider's web; a star; or even an ordinary throwing dagger.

Game Information: HKA ½d6 (up to 1d6+1 with STR), Range Based On STR (+¼) (12 Active Points); OAF (-1), 10 Charges (-¼). Total cost: 5 points.

Options:

- 1) Large Blades:** Increase to HKA 1d6. 19 Active Points; total cost 8 points.
- 2) Small Blades:** Decrease to HKA 1 point. 6 Active Points; total cost 3 points.

- 3) Sharp Blades:** Add Armor Piercing (+½):
Standard: 17 Active Points; total cost 7 points.
Large: 26 Active Points; total cost 11 points.
Small: 9 Active Points; total cost 4 points.

- 4) Multiple Blades:** The character can throw multiple blades at once. Add Autofire (5 shots; +½):
Standard: 17 Active Points; total cost 7 points.
Large: 26 Active Points; total cost 11 points.
Small: 9 Active Points; total cost 4 points.

- 5) Sharp, Multiple Blades:** Add Armor Piercing (+½) and Autofire (5 shots; +½):
Standard: 22 Active Points; total cost 10 points.
Large: 34 Active Points; total cost 15 points.
Small: 11 Active Points; total cost 5 points.

- 6) More Blades:** Change to 20 Charges (+¼):
Standard: 15 Active Points; total cost 7 points.
Large: 22 Active Points; total cost 11 points.
Small: 7 Active Points; total cost 3 points.

- 7) Poisoned Blades:** The blades are coated with a deadly poison. Add to any blade RKA 2d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼) (97 Active Points); OAF (-1), RKA Must Do BODY (-½), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-¼), 4 Charges (-1). Total cost: +21 points to cost of blades.

- 8) Throwing Disk:** This thrown weapon is a blunt disk intended to knock the victim out, rather than a deadly blade. Change to Energy Blast 6d6 (30 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 9 points.

RESTRAINING WEAPONS



These gadgets all restrict, confine, or restrain targets, or otherwise prevent the target from taking actions or moving. See also the Electrified Lariat (page 24).

BOLA GUN

Effect: Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage

Target/Area Affected: One character

Duration: Instant

Range: 250"

Charges: 4

Breakability: 10 DEF

Description: This carbine-sized weapon fires a bola with high-tech monofilament cord connecting the weights. The missile wraps itself around the target, neatly hog-tying him.

Game Information: *Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage (+¼) (50 Active Points); OAF (-1), 4 Charges (-1). Total cost: 17 points.*

Options:

- 1) **Stronger Bolas:** Increase to Entangle 5d6, 5 DEF. 62 Active Points; total cost 21 points.
- 2) **Weaker Bolas:** Decrease to Entangle 3d6, 3 DEF. 37 Active Points; total cost 12 points.
- 3) **Realistic Bola Gun:** This form of the Bola Gun has the same effect, but can only fire one shot before it needs reloading. Change 4 Charges (-1) to 4 clips of 1 Charge each (-¼). Total cost: 15 points.
- 4) **Experimental Bola Gun:** Sometimes the Bola Gun doesn't work as intended. If it jams, the character must spend a Full Phase unjamming it. Add Activation Roll 14-, Jammed (-1). Total cost: 12 points.
- 5) **Larger Clip:** Change to 8 Charges (-½). Total cost: 20 points.
- 6) **Thrown Bolas:** Instead of firing the bolas from a launcher, the character throws them in the traditional manner. Change 4 Charges (-1) to 2 Recoverable Charges (-1) and add Range Based On STR (-¼). Total cost: 15 points.
- 7) **Wire Gun:** This weapon doesn't fire bolas — it shoots a stream of high-tensile strength wire that wraps around the target. However, it's much less effective against distant targets, since the wire begins to coil up on itself in flight. Increase to Entangle 5d6, 5 DEF and add Reduced By Range (-¼). 62 Active Points; total cost 19 points.

CAPTUREFOAM PROJECTOR

Effect: Entangle 4d6, 4 DEF

Target/Area Affected: One hex

Duration: Instant

Range: 20"

Charges: 32

Breakability: 14 DEF

Description: This weapon is a rifle with a large cylindrical cannister mounted underneath the barrel. When the character squeezes the trigger, the weapon projects a stream of foam that covers an entire hex and then hardens almost instantly. Although tough enough to restrain people easily, the foam is porous and therefore poses no danger of suffocating the victim(s). The stream can only travel about 20" before spreading out and breaking up to the point where it's not effective.

Game Information: *Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), 32 Charges (+¼) (70 Active Points); OAF (-1), Limited Range (20"; -¼). Total cost: 31 points.*

Options:

- 1) **Stronger Foam:** Increase to Entangle 6d6, 6 DEF. 105 Active Points; total cost 47 points.
- 2) **Weaker Foam:** Decrease to Entangle 3d6, 3 DEF. 52 Active Points; total cost 23 points.
- 3) **Experimental Capturefoam Projector:** The Projector is only a prototype; sometimes the ammunition tank explodes, coating the character with foam. Add Activation Roll 13-, Burnout (-½) and Side Effects (character and the hex he's in affected by Entangle; -1). Total cost: 19 points.
- 4) **Coherent Stream:** The weapon's projection system and improved foam formula allow it to project a stream of capturefoam over a much longer distance. Remove Limited Range (-¼). Total cost: 35 points.
- 5) **Stream Spreader Attachment:** This form of the Projector can spread its foam over a larger area. Change to Area Of Effect (5" Radius; +1). 90 Active Points; total cost 40 points.
- 6) **Capturefoam Grenade Launcher:** This weapon fires a grenade filled with pressurized capturefoam instead of a stream. Remove Limited Range (-¼), replace 32 Charges (+¼) with 2 clips of 8 Charges each (-¼), and replace Area Of Effect (One Hex; +½) with Explosion (+½). 60 Active Points; total cost 27 points.



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7) **Capturefoam Projector Variant:** This form of the Projector simulates stream breakup with a different Limitation. Change Limited Range (-¼) to Reduced By Range (-¼). Total cost: 31 points.

8) **Capturefoam Mask Projector:** The foam from the Projector invariably gets all over the target's face, clogging his ears and blinding him. Add Stops A Given Sense (Sight and Hearing Groups). 105 Active Points; total cost 47 points.

9) **Capturefoam Projector Pack:** This version of the projector replaces the under-barrel fuel tank with a backpack containing two tanks that have three times the ammunition capacity. The rifle connects to the pack with a flexible hose. Change to 96 Charges (+¾). 90 Active Points; total cost 40 points.

ENERGY NET

Effect: Entangle 4d6, 4 DEF
Target/Area Affected: One hex
Duration: Instant
Range: RBS
Charges: 1 Recoverable Charge
Breakability: 12 DEF

Description: This weapon resembles an ordinary net — except that its strands and meshes are woven of pulson energy, not rope! The small “weights” around the edge of the net are the batteries and field projectors that form the energy into the proper shape and give the net weight so the wielder can throw it.

Game Information: *Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½) (60 Active Points); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 17 points.*

Options:

1) **Strong Net:** Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 26 points.

2) **Weak Net:** Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 13 points.

3) **Realistic Net:** Using a normal net as a weapon in combat isn't easy, and using one formed of energy is even more difficult! Add Requires A PS: Use Energy Net Roll (-¼). Total cost: 16 points.

4) **Experimental Net:** Sometimes the net's field projectors fail to function properly. Add Activation Roll 14- (-½). Total cost: 15 points.

5) Deadly Net: This form of the net inflicts energy damage on anyone it captures. Change to Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Takes No Damage From Linked Attack (+¼) (70 Active Points); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼) (total cost: 20 points) **plus** RKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½), Trigger (when Entangle succeeds; +¼), Uncontrolled (remains in effect until captured victims are freed; +½) (112 Active Points); OAF (-1), Does Not Affect Persons Who Enter Area After Attack Begins Or Try To Free Entangled Victims (-¼), Linked (-¼), No Knockback (-¼), Range Based On STR (-¼), 1 Recoverable Charge (-1¼) (total cost: 26 points). Total cost: 46 points.

GLUE GRENADES

Effect: Entangle 5d6, 5 DEF

Target/Area Affected: Explosion (lose 1d6 and 1 DEF per 1")

Duration: Instant

Range: RBS

Charges: 4

Breakability: 15 DEF

Description: Upon impact, these thrown grenades burst open, splattering a large area with extremely sticky, fast-drying glue. Everyone within 5" is affected, but the further a target is away from the point of impact, the less glue that covers him.

Game Information: *Entangle 5d6, 5 DEF, Explosion (lose 1d6 and 1 DEF per 1"; +½) (75 Active Points); OAF (-1), Range Based On STR (-¼), 4 Charges (-1). Total cost: 23 points.*

Options:

- 1) Strong Grenades:** Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 28 points.
- 2) Weak Grenades:** Decrease to Entangle 4d6, 4 DEF. 60 Active Points; total cost 18 points.
- 3) Realistic Grenades:** The glue from the grenade only covers a small area; beyond that it won't affect anyone, though they might get a few splatters of glue on their clothes. Change Entangle 3d6, 3 DEF, Area Of Effect (One Hex; +½), with the same Limitations. 45 Active Points; total cost 14 points.
- 4) Experimental Grenades:** Since they're still experimental technology, some grenades are duds. Add Activation Roll 13- (-¾). Total cost: 19 points.
- 5) Broad-Area Grenades:** These grenades contain extra glue under high pressure, so the sticky stuff covers its burst area more effectively. Change Explosion (+½) to Area Of Effect (5" Radius; +1). 100 Active Points; total cost 31 points.
- 6) Improved Glue Grenades:** The glue from these grenades hardens enough to trap targets, but remains sticky enough that anyone who touches a victim gets trapped, too! Add Sticky (+½). 100 Active Points; total cost 31 points.

7) Glue Grenade Launcher: Instead of throwing his grenades, the character fires them from a pistol-like launcher. Remove Range Based On STR (-¼). Total cost: 25 points.

8) Glue Grenade Bandolier: The character carries a whole bandolier of grenades. Change to 12 Charges (-¼). Total cost: 30 points.

9) Mini-Glue Grenade Wrist Launcher: The character fires miniature glue grenades from a wrist-mounted launcher. Change to Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½) (60 Active Points); OIF (-½), Limited Range (30"; -¼), 6 Charges (-¾). Total cost: 24 points.

GLUE GUN

Effect: Entangle 5d6, 5 DEF

Target/Area Affected: One character

Duration: Instant

Range: 30"

Charges: 15

Breakability: 10 DEF

Description: This weapon, a gun about the size of a large submachine gun, projects a stream of quick-drying glue that restrains targets. The stream only remains coherent, and thus able to affect targets, for 30".

Game Information: *Entangle 5d6, 5 DEF (50 Active Points); OAF (-1), Limited Range (30"; -¼), 15 Charges (-0). Total cost: 22 points.*

Options:

- 1) Strong Gun:** Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 27 points
- 2) Weak Gun:** Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 18 points.
- 3) Experimental Gun:** Because it's a prototype, the gun's hermetic-sealing systems don't always work properly — meaning that sometimes the glue is exposed to air too quickly and dries in the barrel. Add Activation Roll 14- Jammed (-1). Total cost: 15 points.
- 4) Improved Glue Gun:** The glue from this Glue Gun remains sticky enough to restrain other people who touch the victim. Add Sticky (+½). 75 Active Points; total cost 33 points.
- 5) Broad Glue-Stream I:** This form of Glue Gun projects the glue in a stream broad enough to capture more than one person, if they're standing close together. Add Area Of Effect (One Hex; +½). 75 Active Points; total cost 33 points.
- 6) Broad Glue-Stream II:** This form of Glue Gun creates an even broader stream of glue. Add Area Of Effect (20" Line; +1) and change Limited Range (-¼) to No Range (-½). 100 Active Points; total cost 40 points.
- 7) Larger Glue Reservoir:** Change to 30 Charges (+¼). 62 Active Points; total cost 27 points.
- 8) Smaller Glue Reservoir:** Change to 10 Charges (-¼). Total cost: 20 points.

GLUE RIFLE

Effect: Entangles of various sorts
Target/Area Affected: Varies
Duration: Instant
Range: 30"
Charges: 32 Charges for entire reserve
Breakability: 22 DEF

Description: This rifle fires a quick-drying glue that prevents the target from moving. The size of the area covered by the glue depends on how the user varies the flow and shape of the glue-stream (which he controls with a thumb selector switch). The glue-stream only remains coherent, and thus able to affect targets, for 30".

Game Information:**Cost Power**

- 50 *Glue Rifle:* Multipower, 90-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1), Limited Range (30"; -¼) [32]
- 4u 1) *Narrow Glue-Beam:* Entangle 6d6, 8 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1), Limited Range (30"; -¼)
- 4u 2) *Wide Glue-Beam:* Entangle 4d6, 4 DEF, Area Of Effect (5" Radius; +1), Entangle And Character Both Take Damage (+¼); OAF (-1), Limited Range (30"; -¼)
- 4u 3) *Glue-Stream:* Entangle 4d6, 4 DEF, Area Of Effect (20" Line; +1), Entangle And Character Both Take Damage (+¼); OAF (-1), Limited Range (30"; -¼)
- 4u 4) *Glue-Blob:* Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼); OAF (-1), Limited Range (30"; -¼)

Total cost: 66 points.

Options:

1) Attached Rifle: This form of the Glue Rifle is built into a suit of powered armor or a backpack, attaches to the character via a lanyard, or is otherwise much harder to take away from the character. Change OAF (-1) to OIF (-½) throughout. Total cost: 84 points.

GRAVITY GLOBES

Effect: Entangle 4d6, 4 DEF, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 30"
Charges: 4 Boostable Charges
Breakability: 14 DEF

Description: These tennis ball-sized flying spheres come in packs of twelve. To use them, the character releases three spheres, which fly toward the target and then begin flying in a pattern around him. As they surround the target, they generate a gravitic field that prevents him from moving. The character can make the gravitic field stronger by releasing more than three Globes at once, but he must release them in multiples of three to maintain the harmonic of the gravitic field.

Game Information: *Entangle 4d6, 4 DEF, Indirect (+¾) (70 Active Points); OIF (difficult to grasp spheres; -½), Limited Range (30"; -¼), 4 Boostable Charges (-¾). Total cost: 28 points.*

Options:

1) Strong Gravity Globes: Increase to Entangle 6d6, 6 DEF. 105 Active Points; total cost 42 points.

2) Weak Gravity Globes: Decrease to Entangle 3d6, 3 DEF. 52 Active Points; total cost 21 points.

3) Reusable Gravity Globes: The character only has one set of three Gravity Globes, but he can recover them and use them again after a target breaks free from the gravitic field. Change 4 Boostable Charges (-¾) to 1 Recoverable Charge (-1¼). Total cost: 23 points.

4) Experimental Gravity Globes: The Gravity Globes don't always work quite right. Add Activation Roll 14- (-½). Total cost: 23 points.

NET GUN

Effect: Entangle 4d6, 4 DEF, Entangle And Character Both Take Damage
Target/Area Affected: 2" Radius
Duration: Instant
Range: 50"
Charges: 4
Breakability: 16 DEF

Description: This weapon fires a metal-mesh net that expands as it travels. It covers the target area, entangling and trapping anyone caught beneath it.

Game Information: *Entangle 4d6, 4 DEF, Area Of Effect (One Hex Doubled; +¾), Entangle And Character Both Take Damage (+¼) (80 Active Points); OAF (-1), Two-Handed (-½), Limited Range (50"; -¼), 4 Charges (-1). Total cost: 21 points.*

Options:

- 1) **Stronger Nets:** Increase to Entangle 5d6, 5 DEF. 100 Active Points; total cost 27 points.
- 2) **Weaker Nets:** Decrease to Entangle 3d6, 3 DEF. 60 Active Points; total cost 16 points.
- 3) **Realistic Net Gun:** This form of the Net Gun can only fire one shot before it needs reloading. Change 4 Charges (-1) to 4 clips of 1 Charge each (-1¼). Total cost: 20 points.
- 4) **Experimental Net Gun:** Sometimes the Net Gun doesn't work as intended. If it jams, the character must spend a Full Phase unjamming it. Add Activation Roll 14-, Jammed (-1). Total cost: 17 points.
- 5) **Larger Clip:** Change to 8 Charges (-½). Total cost: 25 points.
- 6) **Long-Range Net Gun:** This version of the Net Gun encases the net in a discarding sabot so it can travel further before expanding. Remove Limited Range (-¼). Total cost: 23 points.

PARALYSIS BEAM

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks, NND
Target/Area Affected: One character
Duration: Instant
Range: 100"
Charges: 6
Breakability: 20 DEF

Description: This pistol emits a beam of energy that interferes with a target's neural impulses, paralyzing him. It has no effect on robots, cars, or other beings without nervous systems.

This weapon requires the GM's permission to use, because it applies the NND Advantage to Entangle, which is normally illegal.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½), NND (defense is Power Defense or not having a nervous system; +1) (100 Active Points); OAF (-1), Limited Range (100"; -¼), 6 Charges (-¾). Total cost: 33 points.*

Options:

- 1) **Strong Paralysis Beam:** Increase to Entangle 6d6, 6 DEF. 150 Active Points; total cost 50 points.
- 2) **Weak Paralysis Beam:** Decrease to Entangle 3d6, 3 DEF. 75 Active Points; total cost 25 points.
- 3) **Experimental Paralysis Beam:** This form of Paralysis Beam doesn't always work properly. Add Activation Roll 11- (-1). Total cost: 25 points.
- 4) **Built-In Paralysis Beam:** Instead of being an Accessible pistol, the Paralysis Beam is built into a gauntlet, ring, or similar device. Replace OAF (-1) with OIF (-½). Total cost: 40 points.

PARALYSIS DART PROJECTOR

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks
Target/Area Affected: One character
Duration: Instant
Range: 20"
Charges: 8
Breakability: 12 DEF

Description: This device, worn on the wrist, projects small darts filled with a paralytic venom.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); OIF (-½), Limited Range (20"; -¼), 8 Charges (-½). Total cost: 27 points.*

Options:

- 1) **Strong Dart Projector:** Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 40 points.
- 2) **Weak Dart Projector:** Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 20 points.
- 3) **Realistic Dart Projector:** The standard form of Paralysis Dart Projector assumes the character always hits a location that lets the dart take effect — he can do so effortlessly, without suffering any OCV penalties or the like. With this form of Pro-

jector, the darts are sharp enough and fast enough to pierce any skin (even armored skin), but cannot penetrate thick armors worn over the skin; the user must target an unarmored Hit Location (at appropriate OCV penalties). Add Must Target Unarmored Hit Locations (-¼). Total cost: 24 points.

4) Experimental Dart Projector: The Projector's mechanism sometimes fails, causing it to jam. Clearing the jam takes two Full Phases. Add Activation Roll 14-, Jammed (-1). Total cost: 18 points.

5) Paralysis Dart Pistol: This Projector takes the form of a pistol. Change OIF (-½) to OAF (-1). Total cost: 22 points.

POWER NEGATOR

Effect: Drain 5d6, all powers of defined special effect simultaneously

Target/Area Affected: One character

Duration: Constant

Range: No Range

END Cost: 0

Breakability: 50 DEF

Description: This device, once attached to a super who has the appropriate type of superpowers (as defined by the special effect the device affects), Drains all of the super's powers. The high cost of the Power Negator makes it prohibitively expensive for all but the most well-funded supers or agencies. More sophisticated models (built as Variable Power Pools only usable for this sort of Drain, and thus able to be tuned to any sort of special effect) are even more costly.

(At the GM's option, characters may use this device as if it were a sort of VPP already, by allow-

ing them to make appropriate Skill Rolls to set the device to the special effect they want to Drain. If the characters miss the Skill Roll, the Power Negator fails to work correctly, and the GM determines the consequences. Typical consequences include the Drain working only for a short time and then gradually wearing off [without the captors noticing] or the device exploding the first time the captive tries to use his powers.)

Game Information: Drain 5d6, all Powers Of One Special Effect simultaneously (special effect must be defined when device is built; +2), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by removing device from victim; +½) (250 Active Points); OAF (-1), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 111 points.

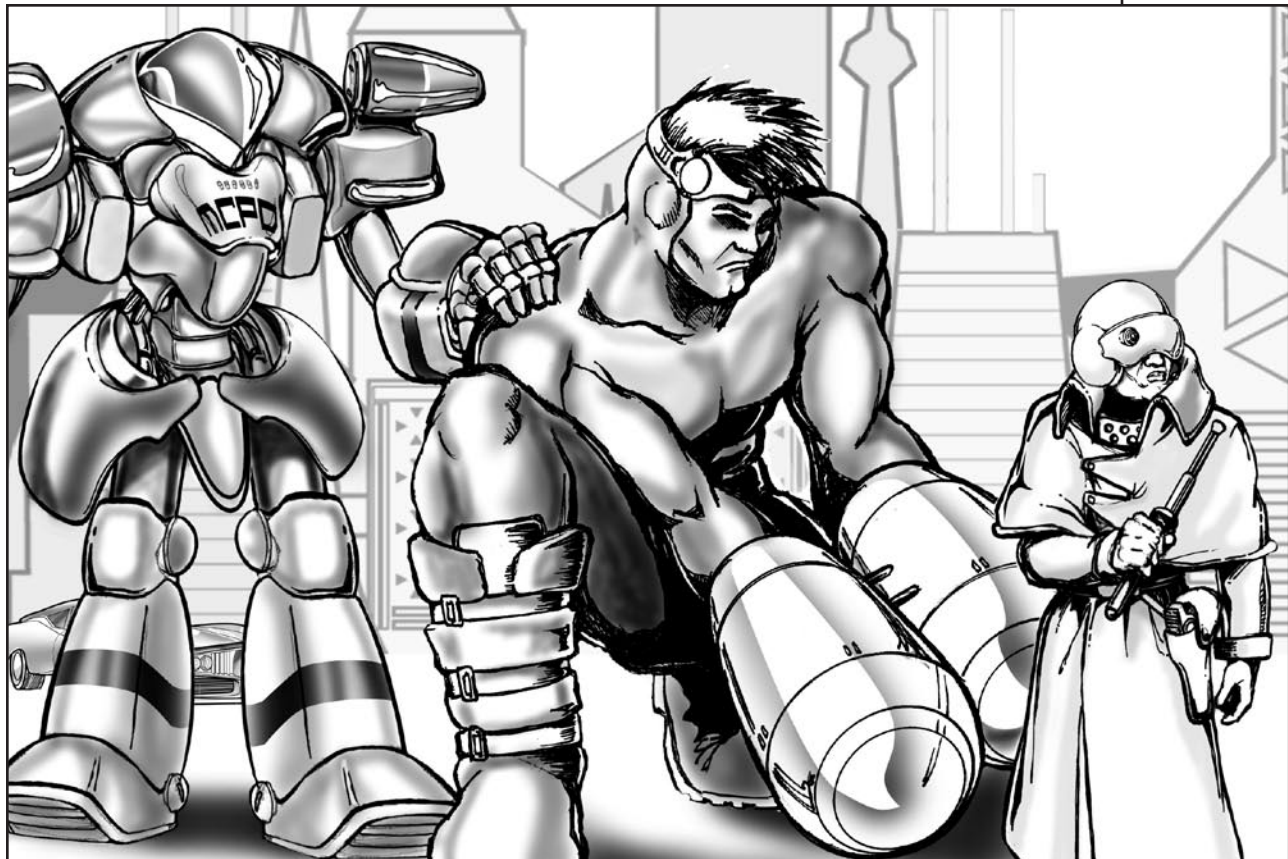
Options:

1) Strong Negator: Increase to Drain 7d6. 350 Active Points; total cost 155 points.

2) Weak Negator: Decrease to Drain 3d6. 150 Active Points; total cost 67 points.

3) Power Negator Variant: This form of the Negator uses Suppress instead of Drain. When the Negator comes off, the victim's powers immediately return to him in full. Change to Suppress 10d6 and remove Continuous (+1). 200 Active Points; total cost 89 points.

4) Advanced Power Negator: This form of the Power Negator can be tuned to affect any single type of special effect. Change to: Variable Power Pool, 250 base + 125 control cost; OAF (-1), Only For



Drain 5d6 all Powers Of One Special Effect simultaneously (-2), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 279 points.

SUPERCUFFS

Effect: Entangle 12d6 (standard Effect: 12 BODY), 18 DEF, Takes No Damage From Attacks
Target/Area Affected: One character
Duration: Instant
Range: No Range
Charges: 1 Recoverable Charge
Breakability: 45 DEF

Description: You can't attach a Power Negator to a super who isn't already under restraint, and one of the most common restraints in a *Champions* campaign is "supercuffs" — hand- and legcuffs built especially to hold superhumans, and specifically constructed to cover the entire hand and foot so the captive can't use Accessible Foci, or employ Contortionist or Lockpicking to escape.

Game Information: *Entangle 12d6 (standard Effect: 12 BODY), 18 DEF, Takes No Damage From Attacks (+½) (225 Active Points); OAF (-1), Cannot Form Barriers (-¼), Set Effect (hands and legs only, -½), No Range (-½), Must Follow Grab Or Target Must Be Willing (-½), 1 Recoverable Charge (-1¼). Total cost: 45 points.*

Options:

1) Strong Supercuffs: Increase to Entangle 15d6 (standard Effect: 15 BODY), 20 DEF. 262 Active Points; total cost 52 points.

2) Weak Supercuffs: Decrease to Entangle 10d6 (standard Effect: 10 BODY), 14 DEF. 180 Active Points; total cost 36 points.

TANGLEWEB PROJECTOR

Effect: Entangle 5d6, 5 DEF
Target/Area Affected: One character
Duration: Instant
Range: 50"
Charges: 10 Boostable Charges
Breakability: 10 DEF

Description: This rifle-style weapon projects "tangleweb," a sticky, tape-like material that wraps around and confines a target. The tangleweb rests in a drum magazine on top of the weapon; when the firer pulls the trigger, vacuum and compressed air devices in the gun pull strands out of the magazine and project them toward the target. The longer the target holds down the trigger, the more tangleweb he covers the target with.

Game Information: *Entangle 5d6, 5 DEF (50 Active Points); OAF (-1), Limited Range (50"; -¼), 10 Boostable Charges (-0). Total cost: 22 points.*

Options:

1) Strong Projector: Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 27 points.

2) Weak Projector: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 18 points.

3) Experimental Projector: The feed inside the rifle sometimes gets clogged up with tangleweb, rendering the weapon useless until someone spends 5 Minutes unclogging and cleaning it. Add Activation Roll 14-, Jammed (-1). Total cost: 15 points.

4) Double Drums: The Projector comes with two drum magazines, thus doubling its ammo capacity. Change to 20 Boostable Charges (+½). 75 Active Points; total cost 33 points.

THEME WEAPONRY



Some characters build a weapon (or arsenal of weapons) around a particular concept or theme. Here are a few examples:

ATTACK TOYS

Effect: RKA 1d6, Armor Piercing, Indirect
Target/Area Affected: One character
Duration: Constant
Range: 245"
Charges: 6 Continuing Charges
Breakability: 10 DEF

Description: Attack Toys are tiny robots in wickedly whimsical forms — toy planes armed with real bombs, teddy bears wielding butcher knives, tin soldiers that can move and shoot, robots with little built-in guns, murderous action figures wielding tiny swords, and so on. In game terms, these function as an Indirect attack, since they can approach the target from just about any angle. They have an outer range of 245", though the GM may require them to spend a few Segments reaching the target if he's not close to the character, or if they have to navigate around obstacles to reach the target.

Each Attack Toy has a motor that lasts for one Turn. Since they're Breakable OAFs with 10 DEF, a single attack that does 11 BODY destroys one.

See also the *Robo-Servant* on page 145. It's not uncommon for characters with Attack Toys to have a few Robo-Servants that look like toys.

Game Information: RKA 1d6, Armor Piercing (+½), Continuous (+1), Indirect (+¾) (49 Active Points); OAF (-1), 6 Continuing Charges lasting 1 Turn each (-¼). Total cost: 22 points.

Options:

1) Strong Attack Toys: Increase to RKA 2d6. 97 Active Points; total cost 43 points.

2) Weak Attack Toys: Decrease to RKA ½d6. 32 Active Points; total cost 14 points.

3) Experimental Attack Toys: Sometimes the toys' little motors don't work. Add Activation Roll 12- (-¾). Total cost: 16 points.

4) Long-Lasting Toys: These Attack Toys have more efficient motors. Change to 6 Continuing Charges lasting 1 Minute each (-0). Total cost: 24 points.

BOTANO-WEAPONS

Effect: Various Attack Powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
Charges: Varying Charges
Breakability: Varies

Description: Characters fascinated by plants, flowers, and trees might develop weapons that using plant bio-matter or which are shaped like plant parts.

Game Information:

Cost	Power
40	<i>Botano-Weapons:</i> Multipower, 60-point reserve; OIF (multiple OAFs; -½) on entire reserve
2u	1) <i>Puffballs:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
2u	2) <i>Sleep Spores:</i> Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (4" Radius; +1); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
1u	3) <i>Mind Control Spores:</i> Mind Control 8d6, Area Of Effect (One Hex; +½); OAF (-1), Based On CON (-1), LS: Self-Contained Breathing Prevents Power From Taking Effect (-½), Range Based On STR (-¼), 8 Charges (-½)
3u	4) <i>Thorn Whip:</i> RKA 2d6, Armor Piercing (+½), Penetrating (+½); OAF (-1), Limited Range (6"; -¼)
2u	5) <i>Tangling Vines:</i> Entangle 5d6, 4 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1), Range Based On STR (-¼), Cannot Form Barriers (-¼), 8 Charges (-½)
2u	6) <i>Pine Needles:</i> RKA 1½d6, Area Of Effect (One Hex; +½), Armor Piercing (+½); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)

Total cost: 52 points.

Options:

1) Accessible Arsenal: The character carries all of his weapons in a bag or other easy-to-Grab object, making it a simpler matter to disarm him. Change to OAF (-1) on reserve. Total cost: 42 points.

CANDY-SHAPED WEAPONS

Effect: Various Attack Powers**Target/Area Affected:** Varies**Duration:** Varies**Range:** Varies**Charges:** Varying Charges**Breakability:** Varies

Description: Don't take candy from strangers... especially this candy! It looks like a tasty, sugary treat, but it's actually lethal weaponry. From the exploding chocolate-covered cherry bombs, to the vicious candy corn caltrops, to the entangling licorice whips, these fiendish devices can definitely spoil your dinner.

Game Information:**Cost Power**

- | | |
|----|---|
| 40 | <i>Candy-Shaped Weapons:</i> Multipower, 60-point reserve; OIF (multiple OAFs; -½) |
| 2u | 1) <i>Chocolate-Covered Cherry Bombs:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 8 Charges (-½) |
| 1u | 2) <i>Candy Cane:</i> HA +4d6; OAF (-1), Hand-To-Hand Attack (-½) |
| 2u | 3) <i>Licorice Whips:</i> Entangle 5d6, 4 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1), Range Based On STR (-¼), Cannot Form Barriers (-¼), 8 Charges (-½) |
| 1u | 4) <i>Cookie Shuriken:</i> RKA 1d6, Autofire (3 shots; +¼); OAF (-1), Range Based On STR (-¼), 8 Charges (-½) |
| 1u | 5) <i>Candy Corn Caltrops:</i> RKA 1d6, Area Of Effect (4" Radius; +1), Continuous (+1), Uncontrolled (removable by spending a Full Phase to sweep them aside; +½); OAF (-1), Activation Roll 14- (-½), 2 Recoverable Charges (-1), No Knockback (-¼), Only Affects Characters Moving On The Ground (-¼), DEX Roll Cancels Effect (-¼), Limited Range (10"; -¼), Automatically Targets Hit Location 18 (-0) |

Total cost: 47 points.**Options:**

1) Accessible Weaponry: The character carries all of his weapons in a bag or other easy-to-Grab object, making it a simpler matter to disarm him. Change to OAF (-1) on reserve. Total cost: 37 points.

COMBAT YO-YO

Effect: Energy Blast 8d6; RKA 2d6; HKA 1 point, NND, Does BODY**Target/Area Affected:** One character**Duration:** Instant/Instant/Constant**Range:** 3"/3"/Touch**END Cost:** 0**Breakability:** 12 DEF

Description: A favorite of characters with Toy Weapons (see below), this device looks and functions like an ordinary yo-yo... except that the "wooden" parts are made of super-hard plastic and can project deadly buzzsaw blades! Furthermore, the character can use the string as a garrote.

Game Information:**Cost Power**

- | | |
|----|--|
| 30 | <i>Combat Yo-Yo:</i> Multipower, 60-point reserve; all OAF (-1) |
| 3u | 1) <i>Buzzsaw Blades Retracted:</i> Energy Blast 8d6 (physical), Reduced Endurance (0 END; +½); OAF (-1), Limited Range (3"; -¼) |
| 2u | 2) <i>Buzzsaw Blades Activated:</i> RKA 2d6, Reduced Endurance (0 END; +½); OAF (-1), Limited Range (3"; -¼) |
| 1u | 3) <i>Garrote:</i> HKA 1 point, Continuous (+1), NND (defense is Life Support [Self-Contained Breathing] or rPD on the neck; +1), Does BODY (+1), Reduced Endurance (0 END; +½); OAF (-1), Lockout (can't use other slots while using this one; -½), No STR Bonus (-½) |

Total cost: 36 points.

HALLOWEEN ARSENAL

Effect: Various Attack Powers**Target/Area Affected:** Varies**Duration:** Varies**Range:** Varies**Charges:** Varying Charges**Breakability:** Varies

Description: Trick or treat? With this collection of weapons shaped to look like Halloween icons — jack o’lantern grenades, poison-tipped darts in the form of pitchforks, bat-shaped boomerang, and so forth — there are no treats, and the tricks are likely to prove lethal. (See illustration, page 138.)

Game Information:**Cost Power**

- 34 *Halloween Arsenal:* Multipower, 60-point reserve; OIF (multiple OAFs; -½) on entire reserve, all Range Based On STR (-¼)
- 2u 1) *Jack O’Lantern Grenades:* Energy Blast 8d6, Explosion (+½); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
- 2u 2) *Skull Grenades:* RKA 2d6, Armor Piercing (+½), Explosion (+½); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
- 3u 3) *Black Cat Bomb:* Darkness to Sight Group 6” radius; OAF (-1), Range Based On STR (-¼), 8 Continuing Charges lasting 1 Turn each (-0)
- 2u 4) *Devil’s Pitchfork Darts:* Energy Blast 6d6, NND (defense is rPD covering the entire body; +1); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
- 2u 5) *Jack O’Lantern Bolos:* Entangle 5d6, 4 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1), Range Based On STR (-¼), Cannot Form Barriers (-¼), 8 Charges (-½)
- 1u 6) *Vesperang:* Energy Blast 8d6 (physical); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼)
- 1u 7) *Vesperine Throwing Blade, Large:* HKA 1d6 (up to 2d6 with STR), Armor Piercing (+½), Range Based On STR (+¼); OAF (-1), 1 Recoverable Charge (-1¼)
- 1u 8) *Vesperine Throwing Blades, Small:* HKA ½d6 (up to 1d6+1 with STR), Armor Piercing (+½), Autofire (5 shots; +½), Range Based On STR (+¼); OAF (-1), 6 Recoverable Charges (-¼)
- 2u 9) *Banshee Bomb:* Energy Blast 4d6, NND (defense is Hearing Group Flash Defense; +1), Area Of Effect (4” Radius; +1); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
- 2u 10) *Witch’s Candle Grenade:* Sight and Hearing Group Flash 5d6, Area Of Effect (3” Radius; +1); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)
- 2u 11) *Phantom Gas Grenade:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4” Radius; +1); OAF (-1), Range Based On STR (-¼), 8 Charges (-½)

Total cost: 54 points.**Options:**

1) **Accessible Arsenal:** The character carries all of his weapons in a bag or other easy-to-Grab object, making it a simpler matter to disarm him. Change to OAF (-1) on reserve. Total cost: 47 points.

TOY WEAPONS

Effect: Various Attack Powers**Target/Area Affected:** Varies**Duration:** Varies**Range:** Varies**Charges:** Varying Charges**Breakability:** Varies

Description: Pleasant childhood memories turn horrifying when heroes encounter villains armed with these weapons. Shaped like various toys and novelty items, they can cause all sorts of harm.

Game Information:**Cost Power**

- 40 *Toy Weapons:* Multipower, 60-point powers; OIF (multiple OAFs; -½) on entire reserve
- 1u 1) *Jack-In-The-Box:* Energy Blast 8d6 (physical); OAF (-1), Extra Time (Full Phase; -½), Gestures (must turn crank; -¼), Limited Range (6”; -¼), 1 Recoverable Charge (-1¼)
- 1u 2) *Bouncy Ball:* Energy Blast 8d6 (physical); OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼)
- 2u 3) *Caustic Confetti:* Sight Group Flash 12d6; OAF (-1), Does Not Work Against Desolidified Characters (-¼), Limited Range (2”; -¼), 8 Charges (-½)
- 1u 4) *Sharpened Jacks:* RKA 1d6, Area Of Effect (One Hex; +½), Continuous (+1), Uncontrolled (removable by spending a Full Phase to sweep them aside; +½); OAF (-1), Activation Roll 14- (-½), 2 Recoverable Charges (-1), No Knockback (-¼), Only Affects Characters Moving On The Ground (-¼), DEX Roll Cancels Effect (-¼), Limited Range (10”; -¼), Range Based On STR (-¼), Automatically Targets Hit Location 18 (-0)
- 2u 5) *Not-So-Silly String:* Entangle 6d6, 6 DEF; OAF (-1), Limited Range (20”; -¼), 8 Charges (-½)

Total cost: 47 points.**Options:**

1) **Accessible Weapons:** The character carries all of his weapons in a bag or other easy-to-Grab object, making it a simpler matter to disarm him. Change to OAF (-1) on reserve. Total cost: 37 points.

MISCELLANEOUS WEAPONS



ACID SQUIRTER

Effect: RKA 1d6, Penetrating, Uncontrolled
Target/Area Affected: One character
Duration: Uncontrolled
Range: 4"
Charges: 12 Charges
Breakability: 9 DEF

Description: This device projects a stream of concentrated acid at a target within 4" of the user. While the nature and function of the weapon are normally obvious, some people (particularly super-villains) prefer versions that look like something else — a button, a watch, a harmless-looking flower in the lapel, a ring, or the like.

The Continuous and Uncontrolled effect of acid means the substance keeps damaging an affected target for a specific period of time. This lasts until one of either two things happens: the END allocated to the power runs out (or 1d6 Phases, if it has Charges or costs 0 END); or the power reaches a defined damage threshold. The latter condition means the acid keeps damaging the target until the BODY damage rolled on the dice equals twice the BODY damage possible on a single attack. So, a basic Acid RKA 1d6 keeps attacking until the END allocated for it runs out, or until it inflicts a total of (2 x 6 =) 12 BODY. (This means the damage rolled on the dice, regardless of how the target's defenses apply.) Against a target with no Hardened RED, the maximum BODY typically occurs first.

A victim can also stop an Uncontrolled acid attack by applying the appropriate base, or by immersing himself in water. Immersion in water puts out the acid on the victim's next Phase (the immersion gets rid of the acid immediately, but the reaction also inflicts an additional immediate attack on the victim).

Game Information: RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½) (45 Active Points); OAF (-1), Limited Range (4"; -¼), 12 Charges (-¼). Total cost: 18 points.

Options:

- 1) Strong Acid:** Increase to RKA 1½d6. 75 Active Points; total cost 30 points.
- 2) Weak Acid:** Decrease to RKA ½d6. 30 Active Points; total cost 12 points.
- 3) Experimental Squirter:** This form of the device doesn't always work properly; sometimes the acid leaks out and ruins the mechanism, requiring the character to make repairs before he can use it again.

Add Activation Roll 13- Burnout (-½). Total cost: 15 points.

4) Attached Squirter: This form of Acid Squirter is firmly attached to the character. Change OAF (-1) to OIF (-½). Total cost: 22 points.

5) Disguised Squirter I: This form of Acid Squirter looks like some ordinary object. Change OAF (-1) to IAF (-½). Total cost: 22 points.

6) Disguised Squirter II: This form of Acid Squirter both looks ordinary and is firmly attached to the character. Change OAF (-1) to IIF (-¼). Total cost: 26 points.

7) Expanded Reservoir: Increase to 25 Charges (+¼)
 OAF: 49 Active Points; total cost 22 points.
 OIF: 49 Active Points; total cost 28 points.
 IAF: 49 Active Points; total cost 28 points.
 IIF: 49 Active Points; total cost 33 points.

ALLURE PERFUME

Effect: +20 PRE and Seduction 16-, Only Versus Men
Target/Area Affected: Varies
Duration: Constant
Range: Self
Charges: 2 Continuing Charges
Breakability: 4 DEF

Description: This device is a perfume enhanced by human pheromones. When worn by a woman, it makes her extremely attractive to men — indeed, perhaps irresistible — for the space of one hour.

Game Information: +20 PRE (20 Active Points); OAF (perfume spritzer; -1), Only To Attract The Attention Of Men (-1), 2 Continuing Charges lasting 1 Hour each (-0) (total cost: 7 points) **plus** Seduction 16- (17 Active Points); OAF (perfume spritzer; -1), Only Versus Men (-1), 2 Continuing Charges lasting 1 Hour each (-0) (total cost: 6 points). Total cost: 13 points.

Options:

- 1) Strong Perfume:** Increase to +30 PRE and Seduction 20-. 30 + 25 = 55 Active Points; total cost 10 + 8 = 18 points.
- 2) Weak Perfume:** Decrease to +15 PRE and Seduction 14-. 15 + 13 = 28 Active Points; total cost 5 + 4 = 9 points.
- 3) Experimental Perfume:** Pheromones and their functions remain poorly understood and difficult to use; sometimes the perfume evaporates almost instantly, or somehow interacts with the user's biochemistry in such a way that it has no effect (or reduced effect). Add Activation Roll 14- (-½) to

both powers. Total cost 6 + 5 = 11 points.

4) More Perfume: Increase to 4 Continuing Charges lasting 1 Hour each (+0 [the value is capped because this power already costs no END]). 20 + 17 = 37 Active Points; total cost 7 + 6 = 13 points.

5) Less Perfume: Decrease to 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 6 + 5 = 11 points.

6) Allure Cologne: Men can take advantage of pheromone technology, too. Change all references to “Men” in the Limitations to “Women.” Total cost: 13 points.

ARSENAL STAFF

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Instant

Range: Varies

Charges: Varies

Breakability: 12 DEF

Description: This weapon looks like an ordinary metallic staff — but it’s actually got an arsenal of high-tech weaponry built into it! It can project beams of force, fire micro-missiles or flare blasts, and even project tangleweb.

Game Information:

Cost Power

30	<i>Arsenal Staff:</i> Multipower, 60-point reserve; all OAF (-1)
2u	1) <i>Electro-Blast:</i> Energy Blast 12d6; OAF (-1), 8 Charges (-½)
2u	2) <i>Micro-Missiles:</i> Energy Blast 8d6, Explosion (+½); OAF (-1), 4 Charges (-1)
2u	3) <i>Flare Blast:</i> Sight Group Flash 12d6; OAF (-1), 4 Charges (-1)
2u	4) <i>Tangleweb:</i> Entangle 6d6, 6 DEF; OAF (-1), Limited Range (10”; -¼), 4 Charges (-1)

Total cost: 38 points.

Options:

1) Strong Staff: Increase reserve to 75 points, Slot 1 to Energy Blast 15d6, Slot 2 to Energy Blast 10d6, Slot 3 to Flash 15d6, and Slot 4 to Entangle 7d6, 6 DEF. Total cost: 46 points.

2) Weak Staff: Decrease reserve to 45 points, Slot 1 to Energy Blast 9d6, Slot 2 to Energy Blast 6d6, Slot 3 to Flash 9d6, and Slot 4 to Entangle 5d6, 4 DEF. Total cost: 27 points.

BLADESHOOTER

Effect: RKA 1d6, Armor Piercing

Target/Area Affected: One character

Duration: Instant

Range: 110”

Charges: 10

Breakability: 4 DEF

Description: This blaster-like weapon doesn’t fire energy beams or bullets — its rounds are razor-sharp circular blades! Depending on the designer, the blades may look like miniature buzzsaws, throwing stars, featureless disks, or just about any other aerodynamic shape. (See illustration, page 42.)

Game Information: RKA 1d6, Armor Piercing (+½) (22 Active Points); OAF (-1), 10 Charges (-¼). Total cost: 10 points.

Options:

1) Strong Bladeshooter: Increase to RKA 2d6. 45 Active Points; total cost 20 points.

2) Weak Bladeshooter: Decrease to RKA ½d6. 15 Active Points; total cost 7 points.

3) Realistic Bladeshooter: Aerodynamic or not, the blades can’t fly very far. Add Limited Range (30”; -¼). Total cost: 9 points.

4) Experimental Bladeshooter: Sometimes the Bladeshooter malfunctions. Add Activation Roll 14- (-½). Total cost: 8 points.

5) Auto-Bladeshooter: This form of Bladeshooter can fire multiple rounds at once. Add Autofire (3 shots; +¼) and change to 32 Charges (+¼). 30 Active Points; total cost 15 points.

6) OIF Option

COMBAT ANALYZER

Effect: +3 with All Combat, +3 versus Range Modifier with All Attacks, Tactics 16-

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 3 DEF

Description: Ordinarily built into a helmet, a suit of powered armor, or the like, this device uses micro-sensors and ultra-fast wafer-thin computers to analyze a battlefield situation and advise the user on the best tactics. It warns him of incoming attacks so he can dodge them, helps him aim at designated targets, and so forth.

Game Information:

Cost Power

11 *Combat Analyzer:* +2 with All Combat; OIF (-½)

6 *Combat Analyzer:* +3 versus Range Modifier with All Attacks; OIF (-½)

11 *Combat Analyzer:* Tactics 16-; OIF (-½)

Total cost: 28 points.

Options:

1) Strong Analyzer: Increase to +3 with All Combat, +5 versus Range Modifier with All Attacks, and



Tactics 18-. Total cost 16 + 10 + 14 = 40 points.

2) Weak Analyzer: Decrease to +1 with All Combat, +2 versus Range Modifier with All Attacks, and Tactics 14-. Total cost 5 + 4 + 9 = 18 points.

3) Realistic Analyzer: The Analyzer has its own battery and requires periodic recharging with special equipment. Add to each power 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 28 points.

4) Experimental Analyzer: The Analyzer isn't yet sophisticated enough to keep up with every factor in a rapidly-evolving battle; sometimes it fails to account for a variable and leaves the user exposed. Add Activation Roll 14- (-½) to each power. Total cost 8 + 4 + 8 = 20 points.

COMBAT GAUNTLETS

Effect: Energy Blast 8d6, Variable Advantage, Variable Special Effects; Telekinesis (40 STR); HA +8d6

Target/Area Affected: Varies

Duration: Instant/Constant/Instant

Range: Varies

END Cost: Varies

Breakability: 20 DEF

Description: Built with multiphasic energy technology, these gauntlets can produce a wide variety of offensive effects, thus allowing the wearer to project many different forms of ranged attack.

Game Information:

Cost Power

- | | |
|----|--|
| 67 | <i>Combat Gauntlets:</i> Multipower, 100-point reserve; all OIF (-½) |
| 7u | 1) <i>Multiphasic Energy Blasts:</i> Energy Blast 8d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½); OIF (-½) |
| 6u | 2) <i>Graviton Manipulators:</i> Telekinesis (40 STR), Reduced Endurance (0 END; +½); OIF (-½) |
| 3u | 3) <i>Smashing Punch:</i> HA +8d6, Reduced Endurance (0 END; +½); OIF (-½), Hand-To-Hand Attack (-½) |

Total cost: 83 points.

Options:

1) Strong Gauntlets: Increase reserve to 125 points, Slot 1 to Energy Blast 10d6, Slot 2 to Telekinesis (50 STR), and Slot 3 to HA +10d6. Total cost: 102 points.

2) Weak Gauntlets: Decrease to reserve to 75 points, Slot 1 to Energy Blast 6d6, Slot 2 to Telekinesis (30 STR), and Slot 3 to HA +6d6. Total cost: 61 points.

3) Realistic Gauntlets I: The Gauntlets only have a limited supply of energy. Add 10 Charges (-¼) for entire reserve and remove Reduced Endurance from slots 2 and 3. Total cost: 70 points.

4) Realistic Gauntlets II: The Gauntlets are so big and bulky they interfere with the wearer's ability to use his hands. Add Side Effects (-2 to DEX Rolls to handle objects, always occurs; -½) to reserve. Total cost: 66 points.

5) Experimental Gauntlets: The Gauntlets are prototypes and don't always work properly. Add Activation Roll 14- (-½) to reserve and all slots. Total cost: 61 points.

CYCLONE GAUNTLETS

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Instant

Range: Varies

Charges: 32 Charges for entire reserve

Breakability: 22 DEF

Description: This gauntlet-based weapon uses highly-compressed air to create several different offensive effects. In addition to simply enhancing his punch or blasting a target with compressed air, the user can create a wide-beam blast or a cyclone-like effect that slams into the target and throws him in a random direction.

Game Information:

Cost Power

- 75 *Cyclone Gauntlets:* Multipower, 90-point reserve, 32 Charges (+¼) for entire reserve; all OIF (-½)
- 6u 1) *Cyclone Blast (Focused):* Energy Blast 10d6, Double Knockback (+¾); OIF (-½)
- 4u 2) *Cyclone Blast (Wide-Beam):* Energy Blast 9d6, Area Of Effect (10" Cone; +1); OIF (-½), No Range (-½)
- 4u 3) *Cyclone Effect:* Energy Blast 12d6, Explosion (+½); OIF (-½), Requires A DEX Roll (assumes a DEX Roll of 12- or 13-; -¾), Random Knockback (see Champions, page 153; -0)
- 1u 4) *Cyclone Punch:* HA +2d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 90 points.

Options:

- 1) **Strong Cyclone Gauntlets:** Increase reserve to 105 points, Slot 1 to Energy Blast 12d6, Slot 2 to Energy Blast 10d6, Slot 3 to Energy Blast 14d6, and Slot 4 to HA +4d6. Total cost: 105 points.
- 2) **Weak Cyclone Gauntlets:** Decrease reserve to 75 points, Slot 1 to Energy Blast 8d6, Slot 2 to Energy Blast 7d6, Slot 3 to Energy Blast 10d6, and Slot 4 to HA +1d6. Total cost: 74 points.
- 3) **Cyclone Rifle:** Instead of Gauntlets, this weapon is a rifle that an enemy can easily take away from a character. Change OIF (-½) to OAF (-1) throughout. Total cost: 68 points.
- 4) **More Air:** Increase to 64 Charges (+½) for entire reserve. Total cost: 105 points.
- 5) **Less Air:** Decrease to 16 Charges (-0) for entire reserve. Total cost: 75 points.

DARKNESS RAY

Effect: Darkness to Sight Group

Target/Area Affected: 10" Cone

Duration: Constant

Range: No Range

Charges: 1 Continuing Charge

Breakability: 10 DEF

Description: This unusual device is something like a flashlight or flare-beam blaster, but instead of projecting a beam of bright light, it projects one of utter darkness! When the user turns it on, it creates a cone of darkness 10" on a side; anyone within the cone cannot see. The weapon's internal battery has 5 minutes of power, and can only be recharged in a special recharging device.

Because the Darkness field has No Range, it's considered to be "on" the user of the weapon, and thus he can move it around as he moves.

Game Information: *Darkness to Sight Group 5" radius (10" Cone) (50 Active Points); OAF (-1), No Range (-½), 1 Continuing Fuel Charge lasting 5 Minutes (-½). Total cost: 17 points.*

Options:

- 1) **Strong Ray:** Increase to Darkness to Sight Group 6" radius (12" Cone). 60 Active Points; total cost 20 points.
- 2) **Weak Ray:** Decrease to Darkness to Sight Group 4" radius (8" Cone). 40 Active Points; total cost 13 points.
- 3) **Experimental Ray:** Darkness technology remains highly experimental and prone to malfunction. Add Activation Roll 14- (-½). Total cost: 14 points.
- 4) **Stronger Battery:** Increase to 1 Continuing Fuel Charge lasting 20 Minutes (-¼). Total cost: 18 points.
- 5) **Attached Ray:** The Ray generator is built into a gauntlet, helmet, powered armor suit, ring, or the like, making it much harder for anyone to take it away from the character. Change OAF (-1) to OIF (-½). Total cost: 20 points.
- 6) **Advanced Ray:** The character's eyes are especially tuned to his Darkness Ray so that it doesn't affect him, only his foes. Add Personal Immunity (+¼). 62 Active Points; total cost 21 points.

DIMENSION-SHIFTER RAY

Effect: Extra-Dimensional Movement, Usable As Attack
Target/Area Affected: One character
Duration: Instant
Range: 200"
Charges: 8
Breakability: 10 DEF

Description: This highly dangerous weapon projects a beam of energy that negates the “dimensional vibration” that keeps the target in his home dimension. This has the effect of thrusting him into another dimension, thus possibly exiling him from his home plane for life.

This weapon requires the GM’s permission, since it has a strong potential to unbalance the campaign.

Game Information: *Extra-Dimensional Movement (one location in one dimension, chosen when the Ray is built), Usable As Attack (does not work on characters with Desolidification, Extra-Dimensional Movement, Power Defense, or Teleportation; +1), Ranged (+½) (50 Active Points); OAF (-1), 8 Charges (-½). Total cost: 20 points.*

Options:

- 1) **Strong Ray:** Increase to any location in any dimension. 112 Active Points; total cost 45 points.
- 2) **Weak Ray:** Change Ranged (+½) to Limited Range (10”; +¼). 45 Active Points; total cost 18 points.
- 3) **Experimental Ray:** This technology is highly experimental and prone to frequent failure. Add Activation Roll 11- (-1). Total cost: 14 points.
- 4) **Uncontrollable Ray:** The character has no control over which dimension his Ray sends the target to. As Strong Ray, but add No Conscious Control (character controls activation of the Ray but not the target’s destination; -1). Total cost: 32 points.
- 5) **Attached Ray:** The Ray is built into a gauntlet, powered armor suit, or the like; it’s much harder to take away from the character. Change OAF (-1) to OIF (-½). Total cost: 25 points.

ELECTRO-LIMPET

Effect: Dispel Electronic Device Powers 25d6
Target/Area Affected: One electronic device
Duration: Instant
Range: Touch
Charges: 1
Breakability: 45 DEF

Description: When attached to an electronic device, this small weapon emits a focused electromagnetic pulse that fries the device’s circuits, rendering it inoperable. Getting it back in working condition requires the replacement or repair of many parts of the device, which usually takes time and skill.

Game Information: *Dispel Electronic Device Powers 25d6, all Electronic Device powers simultaneously (+2) (225 Active Points); OAF (-1), No Range (-½), 1 Charge (-2). Total cost: 50 points.*

Options:

- 1) **Strong Electro-Limpet:** Increase to Dispel Electronic Device Powers 30d6. 270 Active Points; total cost 60 points.
- 2) **Weak Electro-Limpet:** Decrease to Dispel Electronic Device Powers 20d6. 180 Active Points; total cost 40 points.
- 3) **Realistic Electro-Limpet:** The pulse isn’t focused; it spreads outward from itself in all directions, frying all nearby circuitry. Add Area Of Effect (23” Radius; +1). 300 Active Points; total cost 67 points.
- 4) **Experimental Electro-Limpet:** The technology needed to shrink an EMP generator down to the size of a limpet mine isn’t always reliable. Add Activation Roll 14- (-½). Total cost: 45 points.
- 5) **Triggered Electro-Limpet:** A character can use this form of Electro-Limpet as a threat against the owner of an electronic device. After he attaches the Limpet to the device, he Triggers it by remote control whenever he wants (removing the Limpet requires destroying the device it’s attached to, or destroying the Limpet, which has 45 DEF). Add Trigger (radio signal after being attached to device; +¼). 244 Active Points; total cost 54 points.

ENERGY BRACERS

Effect: Energy Blast 12d6, Flight 15", Force Field (20 PD/20 ED)

Target/Area Affected: One character/Self/Self

Duration: Instant/Constant/Constant

Range: 300"/Self/Self

END Cost: 6³/₄

Breakability: 15 DEF

Description: These bracers are built with technology that allows them to harness and manipulate energy for various effects. They can project deadly blasts, shield the wearer with a force-field, or even propel the wearer through the air. The wearer can use two or more functions at once, but not all at full power.

Game Information:**Cost Power**

50 *Energy Bracers:* Multipower, 75-point reserve; all OIF (-½)

8m 1) *Blast:* Energy Blast 12d6; OIF (-½)

4m 2) *Fly:* Flight 15"; OIF (-½)

5m 3) *Shield:* Force Field (20 PD/20 ED); OIF (-½)

Total cost: 67 points

Options:

1) Strong Bracers: Increase reserve to 90 points, Slot 1 to Energy Blast 15d6, Slot 2 to Flight 25", and Slot 3 to Force Field (30 PD/30 ED). Total cost: 85 points.

2) Weak Bracers: Decrease to reserve to 60 points, Slot 1 to Energy Blast 8d6, Slot 2 to Flight 10", and Slot 3 to Force Field (15 PD/15 ED). Total cost: 52 points.

3) Realistic Bracers: The Bracers have only a limited supply of energy. Add 64 Charges (+½) for entire reserve. Total cost: 92 points.

4) Experimental Bracers: The technology in the Bracers is not fully understood and doesn't always work properly. Add Activation Roll 14- (-½) to reserve and all slots. Total cost: 50 points.

5) Solar Bracers: The Bracers' power depends on channeling sunlight; at night or when shielded from sunlight, they won't work. Add Only Works In Sunlight (-½) to reserve and all slots. Total cost: 50 points.

6) Star-Bracers: The Bracers' power depends on channeling the light of stars (be it the sun or other stars); when shielded from stellar light, they won't work. Add Only Works In Stellar Light (-¼) to reserve and all slots. Total cost: 58 points.

7) Untiring Bracers: Using the Bracers doesn't tire the character out at all. Increase reserve to 90 points and add Reduced Endurance (0 END; +½) to all slots. Total cost: 86 points.

GRAVITIC CONTROL ROD

Effect: Varies

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: Unbreakable

Description: This powerful weapon, possibly the creation of some ultra-advanced alien civilization, allows the character to manipulate gravity for a wide variety of attacks and effects.

Game Information:**Cost Power**

30 *Gravitic Powers:* Multipower, 60-point powers; all OAF (-1)

3u 1) *Gravitic Manipulation:* Telekinesis (40 STR); OAF (-1)

3u 2) *Gravitic Blast I:* Energy Blast 12d6; OAF (-1)

3u 3) *Gravitic Blast II:* Energy Blast 8d6, Reduced Endurance (0 END; +½); OAF (-1)

3u 4) *Crushing And Rending:* RKA 2d6, Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1)

3u 5) *Technology Destruction:* Dispel 16d6, any technology-based power one at a time (+¼); OAF (-1)

3u 6) *The Big Squeeze:* Energy Blast 6d6, NND (defense is PD Force Field or Force Wall; +1); OAF (-1)

3u 7) *Altered Individual Gravity:* Flight 12", Usable As Attack (does not affect anyone with Desolidification, Power Defense, or gravity-manipulation abilities; +1), Ranged (+½); OAF (-1)

Total cost: 51 points.

Options:

1) Strong Gravitic Control Rod: Increase reserve to 90 points, Slot 1 to Telekinesis (60 STR), Slot 2 to Energy Blast 18d6, Slot 3 to Energy Blast 12d6, Slot 4 to RKA 3d6, Slot 5 to Dispel 24d6, Slot 6 to Energy Blast 9d6, and Slot 7 to Flight 18". Total cost: 73 points.

2) Weak Gravitic Control Rod: Decrease reserve to 45 points, Slot 1 to Telekinesis (30 STR), Slot 2 to Energy Blast 9d6, Slot 3 to Energy Blast 6d6, Slot 4 to RKA 2d6 without Reduced Endurance, Slot 5 to Dispel 12d6, Slot 6 to Energy Blast 4d6, and Slot 7 to Flight 9". Total cost: 36 points.

3) Gravitic Control Gauntlet/Ring/Helmet: This form of gravitic control device is not so easily removed from the character's possession. Change OAF (-1) to OIF (-½) throughout. Total cost: 68 points.

4) Returning Gravitic Control Rod: If someone attempts to take the Rod away from its owner, the Rod automatically returns to the character of its own "volition." Remove OAF (-1) throughout. Total cost: 102 points.

GRENADE LAUNCHER BACKPACK

Effect: Various Attack Powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
Charges: 4 Charges per slot
Breakability: 15 DEF

Description: This weapon is worn on the back and has a barrel or launching tube that mounts on the wearer's shoulder or the like. It allows him to fire a variety of grenades; he selects which type he wants by cybernetic command or with a hand control. The Backpack carries 32 grenades, four each of eight types. A character who buys it could, if desired, change the number of Charges on various slots to reflect personal preference, but the total number of grenades cannot exceed 32.

Game Information:**Cost Power**

50	<i>Grenade Launcher Backpack:</i> Multipower, 75-point powers; OIF (-½)
3u	1) <i>Blast Grenade:</i> Energy Blast 15d6; OIF (-½), 4 Charges (-1)
3u	2) <i>Fire Grenade:</i> Energy Blast 10d6, Explosion (+½); OIF (-½), 4 Charges (-1)
3u	3) <i>Frag Grenade:</i> RKA 3d6, Explosion (+½); OIF (-½), 4 Charges (-1)
3u	4) <i>Concussor Grenade:</i> Energy Blast 10d6, Explosion (+½); OIF (-½), Stun Only (-0), 4 Charges (-1)
3u	5) <i>Flashbang Grenade:</i> Sight and Hearing Group Flash 9d6, Explosion (+½); OIF (-½), 4 Charges (-1)
3u	6) <i>Smoke Grenade:</i> Darkness to Sight Group 6" radius; OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)
3u	7) <i>Enhanced Smoke Grenade:</i> Darkness to Sight, Radio, and Mental Groups 5" radius; OIF (-½), 4 Continuing Charges lasting 1 Turn each (-½)
3u	8) <i>Tranq Gas Grenade:</i> Energy Blast 5d6, NND (defense is Life Support [Self-Contained Breathing] or appropriate Immunity; +1), Area Of Effect (5" Radius; +1); OIF (-½), 4 Charges (-1)

Total cost: 74 points.

Options:

1) Strong GLB: Increase reserve to 90 points, Slot 1 to Energy Blast 18d6, Slot 2 to Energy Blast 12d6, Slot 3 to RKA 4d6, Slot 4 to Energy Blast 12d6, Slot 5 to Flash 11d6, Slot 6 to Darkness 9", Slot 7 to Darkness 8", and Slot 8 to Energy Blast 6d6. Total cost: 92 points.

2) Weak GLB: Increase reserve to 60 points, Slot 1 to Energy Blast 12d6, Slot 2 to Energy Blast 8d6, Slot 3 to RKA 2d6, Slot 4 to Energy Blast 8d6, Slot 5 to Flash 7d6, Slot 6 to Darkness 5", Slot 7 to Darkness 4", and Slot 8 to Energy Blast 4d6. Total cost: 56 points.

3) Grabbable GLB: This form of GLB is easily taken away from the character. Change OIF (-½) to OAF (-1) throughout. Total cost: 53 points.

HOLOGRAM PROJECTOR

Effect: Sight, Hearing, and Smell/Taste Group Images, Invisibility to Sight, Hearing, and Smell/Taste Groups
Target/Area Affected: 8" Radius/Self
Duration: Constant
Range: 345"/Self
END Cost: 0
Breakability: 16 DEF

Description: This device, built into the fabric of a costume so cleverly that no one can detect it without a detailed out-of-combat examination, generates convincing holograms able to affect multiple senses through the use of odor generators, sound broadcast units, and the like.

Game Information:**Cost Power**

64	<i>Illusions:</i> Multipower, 80-point reserve; all IIF (-¼)
6u	1) <i>Hologram Generator:</i> Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼)
5u	2) <i>Cloak Of Illusion:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼)

Total cost: 75 points.

Options:

1) Strong Holograms: Increase reserve to 114 points, and Images to Sight, Hearing, and Smell/Taste Group Images, -5 to PER Rolls, Increased Size (32" radius; +1¼), and add No Fringe to Invisibility. Total cost: 106 points.

2) Weak Holograms: Decrease reserve to 60 points and Images to Sight, Hearing, and Smell/Taste Group Images, -4 to PER Rolls, Increased Size (4" radius; +½). Total cost: 57 points.

3) Realistic Holograms: These holograms only affect sight and are easily perceived as fake images. Change to Sight Group Images, Increased Size (8" radius; +¾), Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼). 27 Active Points; total cost 22 points.

4) Experimental Holograms: Sometimes the hologram flickers, suffers interference, or otherwise doesn't work properly. Add Activation Roll 14- (-½) to the reserve and both slots. Total cost: 54 points.

5) Accessible Projector: Although still difficult to perceive, this form of the Projector is easy to remove from the user once detected. Change to IAF (-½). Total cost: 62 points.



MATTER CONDENSER

Effect: Energy Blast 12d6, RKA 2d6 (Armor Piercing x2), Entangle 6d6, 6 DEF

Target/Area Affected: One character

Duration: Instant

Range: 300"/225"/300"

Charges: 12 Charges for entire reserve

Breakability: 12 DEF

Description: This device condenses the particulate matter in the air into solid objects, using the energy created by the condensing process to project those objects at a target. It can create three types of objects: large boulder-like ones to smash into the target; sharp knife- or dart-like ones to cut the target; and wire- or ring-like ones to tie the target up.

Game Information:

Cost Power

27 *Matter Condenser:* Multipower, 60-point reserve; all OAF (-1), 12 Charges for entire reserve (-¼)

3u 1) *Particulate Boulders:* Energy Blast 12d6; OAF (-1)

3u 2) *Particulate Darts:* RKA 2d6, Armor Piercing (x2; +1); OAF (-1)

3u 3) *Particulate Rings/Wire:* Entangle 6d6, 6 DEF; OAF (-1)

Total cost: 36 points.

Options:

1) **Strong Condenser:** Increase reserve to 75 points, Slot 1 to Energy Blast 15d6 and Slot 3 to Entangle 8d6, 7 DEF. Total cost: 44 points.

2) **Weak Condenser:** Decrease reserve to 45 points, Slot 1 to Energy Blast 9d6, Slot 2 to Armor Piercing (+½), and Slot 3 to Entangle 5d6, 4 DEF. Total cost: 26 points.

3) **Attached Condenser:** The Condenser is built into a gauntlet, powered armor suit, or the like; it's much harder to take away from the character. Change OAF (-1) to OIF (-½). Total cost: 46 points.

MINI-MISSILE LAUNCHER

Effect: RKA 3d6, Indirect, No Range Modifier

Target/Area Affected: Explosion

Duration: Instant

Range: 560"

Charges: 4

Breakability: 22 DEF

Description: This weapon looks like a large, bulky energy pistol with four barrels mounted two-by-two. But it actually fires mini-missiles instead of energy beams! The missiles can track targets around obstacles and the like.

Game Information: RKA 3d6, Explosion (+½), Indirect (always originates with character, but can strike from any direction; +½), No Range Modifier (+½) (112 Active Points); OAF (-1), 4 Charges (-1). Total cost: 37 points.

Options:

1) **Strong Mini-Missiles:** Increase to RKA 4d6. 150 Active Points; total cost 50 points.

2) **Weak Mini-Missiles:** Decrease to RKA 2d6. 75 Active Points; total cost 25 points.

3) Realistic Mini-Missiles: The missiles are so small that they don't have enough fuel to fly very far, and they take time to reach their target. Add Extra Time (Extra Segment; -½) and Limited Range (200"; -¼). Total cost: 30 points.

4) Experimental Mini-Missiles: Sometimes one of the missiles is a dud. Add Activation Roll 14- (-½). Total cost: 32 points.

5) Improved Mini-Missiles: Increase to Explosion (-1 DC/3"; +1). 135 Active Points; total cost 45 points.

6) More Mini-Missiles: Increase to 8 Charges (-½). Total cost: 45 points.

7) Attached Launcher: The Launcher is built into a gauntlet, powered armor suit, or the like; it's much harder to take away from the character. Change OAF (-1) to OIF (-½). Total cost: 45 points.

MIST GENERATOR

Effect: Darkness to Sight Group, Change Environment (-4 to Sight Group), and various gas-based Attack Powers

Target/Area Affected: 8" radius

Duration: Constant, Instant

Range: No Range

Charges: 60 Charges, 12 Charges

Breakability: 30 DEF

Description: This device is built into a costume and is almost impossible to detect without detailed examination of the garb. It consists of various chemicals stored in suspension, plus a network of miniaturized release nozzles that allow the character to project clouds of gas and smoke around himself. These may simply give him cover... but sometimes he laces the smoke with knockout gas, poison gas, or the like! The user is immune to these effects, and the GM should have the cloud of smoke and gas move with him as he moves.

Typically a character only uses the Dangerous Gasses part of this device when using the Concealing Mist Generator, thus hiding the gas in the mists and smokes. This constitutes making a multiple-Power attack.

Game Information:

Cost Power

86 *Concealing Mist Generator:* Multipower, 100-point reserve, 60 Charges for entire reserve (+½); all IIF (-¼), No Range (-½)

5u 1) *Thick Mist:* Darkness to Sight Group 8" radius, Personal Immunity (+¼); IIF (-¼), Requires 2 Charges Per Use (-¼), No Range (-½)

2u 2) *Thin Mist:* Change Environment 8" radius, -4 to Sight Group PER Rolls, Personal Immunity (+¼); IIF (-¼), No Range (-½)

60 *Dangerous Gasses:* Multipower, 105-point reserve; all IIF (-¼), No Range (-½)

6u 1) *Knockout Gas:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (8" Radius; +1), Continuous (+1), Personal Immunity (+¼), 100 Charges

(+¾); IIF (-¼), No Range (-½)

5u 2) *Deadly Gas:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Area Of Effect (8" Radius; +1), Continuous (+1), Personal Immunity (+¼); IIF (-¼), No Range (-½), 12 Charges (-¼)

Total cost: 164 points.

Options:

1) Obvious Generator: The Generator technology can be perceived as part of the character's costume without difficulty. Change to OIF (-½) throughout. Total cost: 143 points.

MULTI-BRACER

Effect: Swinging 12" and various Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges/END Cost: Varies

Breakability: 10 DEF

Description: Much like the Billy Club (page 22), the Multi-Bracer is a combination weapon/tool popular with martial artists, "trained normals," and costumed vigilante-style heroes. The bracer has five sections, each with a specific device built into it: a blaster; a swingline; a knockout gas pellet projector; a tangleweb pellet projector; and a flash pellet projector.

Game Information:

Cost Power

33 *Multi-Bracer:* Multipower, 50-point reserve; all OIF (-½)

1u 1) *Swingline:* Swinging 12"; OIF (-½)

2u 2) *Blaster:* Energy Blast 8d6; OIF (-½), 8 Charges (-½)

2u 3) *Knockout Gas Pellets:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Explosion (+½); OIF (-½), 8 Charges (-½)

2u 4) *Tangleweb Pellets:* Entangle 5d6, 5 DEF; OIF (-½), 8 Charges (-½)

2u 5) *Flash Pellets:* Sight Group Flash 6d6, Explosion (+½); OIF (-½), 8 Charges (-½)

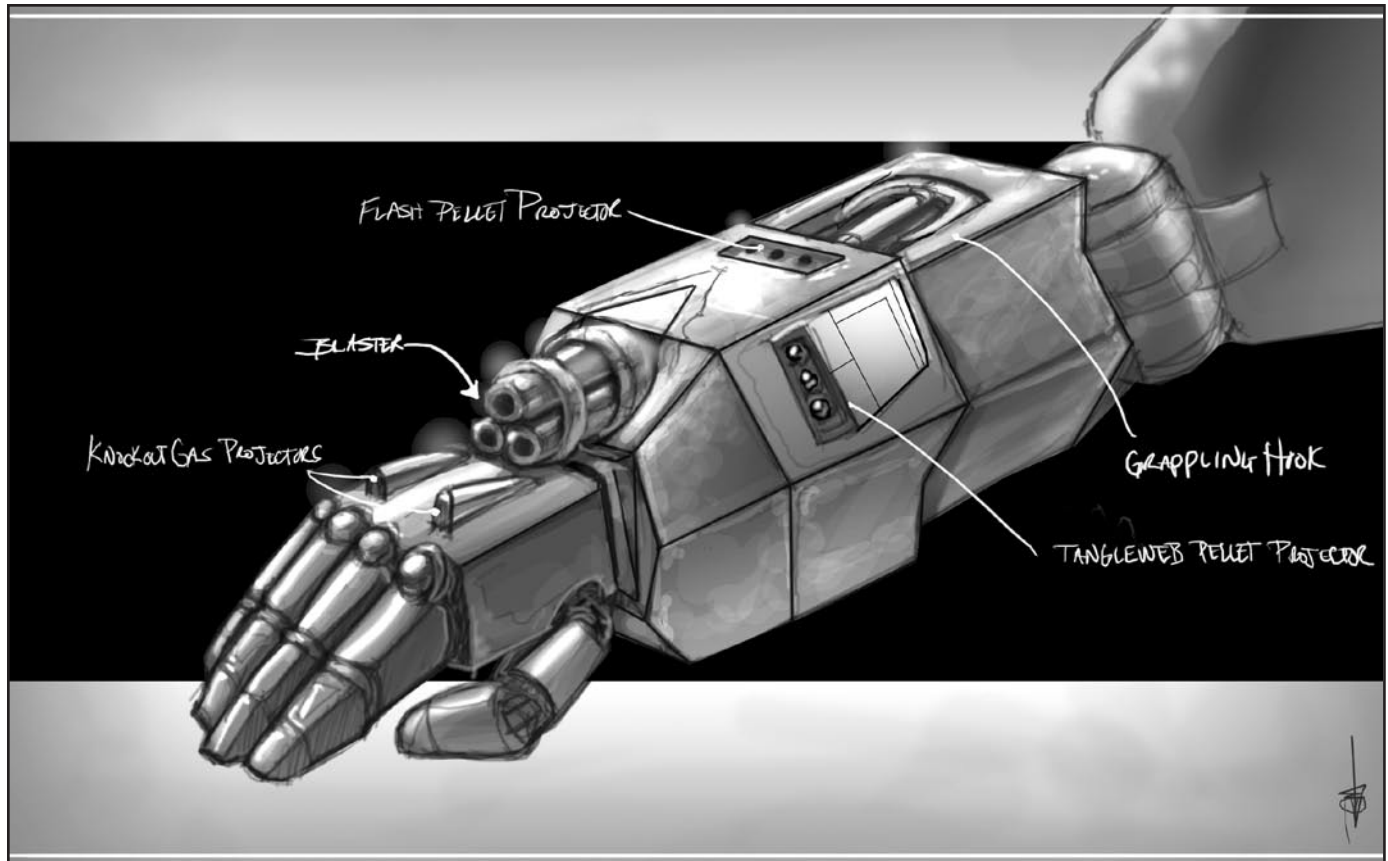
Total cost: 42 points.

Options:

1) Strong Bracer: Increase reserve to 60 points, Slot 1 to Swinging 20", Slot 2 to Energy Blast 12d6, Slot 3 to Explosion (-1 DC/3"; +1), Slot 4 to Entangle 6d6, 6 DEF, and Slot 5 to Flash 8d6. Total cost: 53 points.

2) Weak Bracer: Decrease reserve to 40 points, Slot 1 to Swinging 10", Slot 3 to Energy Blast 3d6, Slot 4 to Entangle 4d6, 4 DEF, and Slot 5 to Flash 5d6. Total cost: 36 points.

3) Multi-Pistol: This form of the weapon is a pistol, not a bracer. Change OIF (-½) to OAF (-1) throughout. Total cost: 34 points.



PAINT GUN

Effect: Cosmetic Transform 6d6, Sight Group Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: 30"
Charges: 15 Charges for entire reserve
Breakability: 9 DEF

Description: This gun fires streams or pellets of paint for two effects. First, if fired at the target's eyes, it blinds him until he can wipe the paint away. Second, it can mark the target for easy identification. In this case, the *Partial Transform Advantage* on the Cosmetic Transform allows it to work without doing Transform damage equal to twice the victim's BODY — the amount of Transform damage inflicted relative to the amount of BODY the victim has tells you how much of his physical form has been colored by the paint.

Game Information:

Cost Power

- 20 *Paint Gun:* Multipower, 45-point reserve; all OAF (-1), Limited Range (30"; -¼), 15 Charges for entire reserve (-0)
- 2u 1) *Change Color:* Cosmetic Transform 6d6 (being or object to differently-colored being or object; heals back by washing thoroughly), Partial Transform (+½); OAF (-1), Limited Range (30"; -¼)
- 1u 2) *Blinding Paint:* Sight Group Flash 6d6; OAF (-1), Limited Range (30"; -¼)

Total cost: 23 points.

POWER SUPPRESSION FIELD GENERATOR

Effect: Suppress 10d6
Target/Area Affected: 25" Radius
Duration: Uncontrolled
Range: No Range
END Cost: 0
Breakability: 60 DEF

Description: When activated, this device generates a field that interferes with the use of all superpowers of a particular special effect within a 25" radius. The character must specify which special effect the Suppress affects when he buys the gadget. Alternatively, at the GM's option, characters may use this device as if it were a sort of VPP, by allowing them to make appropriate Skill Rolls to set the device to the special effect they want to Suppress. If the characters miss the Skill Roll, the Suppression Field fails to work.

Game Information: *Suppress 10d6, all Powers of one Special Effect simultaneously (special effect must be defined when device is built; +2), Area Of Effect (25" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by destroying or turning off device; +½) (300 Active Points); OAF (-1), No Range (-½). Total cost: 120 points.*

Options:

- 1) **Strong Generator:** Increase to Suppress 12d6. 360 Active Points; total cost 144 points.
- 2) **Weak Generator:** Decrease to Suppress 8d6. 240 Active Points; total cost 96 points.



3) Large Generator: This form of the Generator is so large it's difficult to move into position. Add Bulky (-½). Total cost: 100 points.

4) Suppression Rifle: This form of the Generator is a rifle-like weapon that can project the Suppression Field at a distance. Remove No Range (-½). Total cost: 150 points.

5) Mobile Effect: After generating the Suppression Field, the character can move it around the battlefield by manipulating the controls on the Generator. Add Mobile (+1) and remove No Range (-½). 350 Active Points; total cost 175 points.

6) Advanced Power Suppression Field Generator: The character can change what special effect the Generator affects by making some alterations to the device. Change to: Variable Power Pool, 300 base + 150 control cost; OAF (-1), No Range (-½), Only To Create Suppression Field Effect (see above; -2). Total cost: 333 points.

SHRINKING RAY

Effect: Shrinking, Usable As Attack plus related Linked powers

Target/Area Affected: One character

Duration: Uncontrolled

Range: 50"

Charges: 4 Charges

Breakability: 105 DEF

Description: This insidious device projects a beam that shrinks a human being down to the size of an insect! It also reduces a normal human victim's STR and Running to insect-like levels (persons stronger and faster than normal suffer the same effect, but retain more overall STR and Running because they had more than normal to begin with). The victim returns to normal size after a month, or if he's exposed to the Shrinking Ray a second time.

Game Information:

Cost Power

83 *Shrinking Ray:* Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Usable As Attack (does not work against characters who have Density Increase, Desolidification, Growth, or Shrinking; +1), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (270 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼)

150 *Shrinking Ray:* Drain STR 15d6 (standard Effect: -45 STR), Ranged (+½), Continu-

ous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (525 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼), Linked (to Shrinking; -¼), Victim Always Has Minimum Of 0 STR (-0)

- 37 *Shrinking Ray*: Drain Running 4d6 (standard Effect: -5"), Ranged (+½), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (effects wear off after a month, or if the victim is exposed to the Shrinking Ray while shrunk; +½) (140 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼), Linked (to Shrinking; -½), Victim Always Retains Minimum Of 1" Running (-0)

Total cost: 270 points.

Options:

1) Attached Shrinking Ray: This form of the Ray is more difficult to take from the character. Change OAF (-1) to OIF (-½) throughout. Total cost 98 + 175 + 43 = 316 points.

2) Variant Shrinking Ray: GMs who prefer a more predictable effect for this weapon, and who don't mind bending the rule about substituting Transform for other Powers, can build the Shrinking Ray this way instead: Major Transform 10d6 (normalized person or object to person or object one inch tall with STR -35 [but no less than 0 STR], Running 1", and other relevant abilities appropriately reduced; heals back after one month or when exposed to Shrinking Ray a second time), Continuous (+1), Reduced Endurance (0 END; +½) (375 Active Points); OAF (-1), 4 Charges (-1), Limited Range (50"; -¼). Total cost: 115 points.

STEEL TENTACLES

Effect: Automaton Follower

Target/Area Affected: N/A

Duration: N/A

Range: N/A

END Cost: N/A

Breakability: Special

Description: The character has a set of four steel tentacles that attach to a harness he wears on his body. Longer, stronger, and more durable than his own arms, they give him a significant advantage in HTH Combat.

In game terms, the tentacles-and-harness are defined as an Automaton which the character buys as a Follower (the total cost to the character therefore varies, depending on how many Character Points the character himself is built on). That way they can operate apart from the character and are affected by attacks separately from the character — an RKA or Drain STR used on the tentacles won't injure the character or reduce his STR, for example. As a Follower, the tentacles are *technically* free-willed, but for the sake of common and dramatic sense it's best to treat them like ordinary devices and let the character

control them absolutely (the device's Psychological Limitations reflect this).

The Tentacles has four limbs like other Automaton. However, instead of being defined as "legs" and "arms," they're defined as the four tentacles, with two of them bought as Extra Limbs so the "feet" are as dexterous as the "hands."

For ease of game play, it often works best if the Tentacles have the same DEX and SPD as the character wearing them. If necessary, adjust the device's DEX and SPD. The GM may also want the character to "synch up" other aspects of the two characters, such as Combat Skill Levels or INT.

Game Information:

STEEL TENTACLES

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: N/A
8	COM	-1	11-	
20	PD	51		Total: 20 PD (20 rPD)
20	ED	57		Total: 20 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
12	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 222

Movement: Running: 11"/22"
Leaping: 10"/20"

Cost	Power	END
15	<i>Robot Body</i> : Does Not Bleed	0
45	<i>Robot Body</i> : Takes No STUN	0
25	<i>Tireless</i> : Reduced Endurance (0 END; +½) on 50 STR	0
11	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
5	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
5	<i>Four Tentacles</i> : Extra Limbs (2 — "feet" limbs as manipulatory as "hands")	0
30	<i>Long Tentacles</i> : Stretching 5", Reduced Endurance (0 END; +½); Limited Body Parts (tentacles only; -¼)	0
60	<i>Steel Body</i> : Damage Resistance (20 PD/20 ED)	0
45	<i>Robot Body</i> : Life Support: Total	0
10	<i>Long "Legs"</i> : Running +5" (11" total)	0
5	<i>Neural Link</i> : Mind Link (with character)	0

Skills

20 +4 Hand-To-Hand

Total Powers & Skills Cost: 277

Total Cost: 499

200+ Disadvantages

- 5 Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Cannot Make Presence Attacks (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Must Obey Wearer's Commands (Very Common, Total)
- 264 Experience Points

Total Disadvantage Points: 499

Options:

1) Simplified Steel Tentacles: A simpler, albeit less accurate, way to buy Steel Tentacles is simply as Extra Limbs with some Stretching and STR:

Cost Power

- 3 *Steel Tentacles:* Extra Limbs (4); OIF (-½)
- 21 *Steel Tentacles:* Stretching 5", Reduced Endurance (0 END; +½); OIF (-½), Limited Body Parts (Extra Limbs only; -¼)
- 15 *Steel Tentacles:* +30 STR; OIF (-½), Only With Extra Limbs (-½)

Total cost: 39 points.

2) Multiple Tentacles: Instead of buying all four tentacles as one Follower, a character could buy the Follower with just one tentacle, then buy four times the number of Followers for +10 Character Points. That way each tentacle could act independently.

STUN DART PROJECTOR

Effect: Drain STUN 3d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

Charges: 10

Breakability: 9 DEF

Description: This pistol uses compressed air to fire tiny darts tipped with a powerful knockout drug. The darts must penetrate the skin to introduce the drug into the victim's bloodstream; therefore the shooter must target unprotected parts of the body. (See illustration, page 147.)

Game Information: *Drain STUN 3d6, Ranged (+½) (45 Active Points); OAF (-1), Must Target Unprotected Hit Locations (-¼), 10 Charges (-¼). Total cost: 18 points.*

Options:

1) Strong Darts: Increase to Drain STUN 4d6. 60 Active Points; total cost 24 points.

2) Weak Darts: Decrease to Drain STUN 2d6. 30 Active Points; total cost 12 points.

3) Realistic Darts: The darts aren't heavy enough, or the compressed air powerful enough, for the Projector to fire them very far. Add Limited Range (25"; -¼). Total cost: 16 points.

4) Experimental Darts: Sometimes the Dart Projector jams or misfires. Add Activation Roll 14- (-½). Total cost: 15 points.

5) Long-Lasting Darts: The drug on the darts has an extended effect on the victim. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 60 Active Points; total cost 24 points.

6) Variant Dart Projector I: This form of Dart Projector is built as an NND Energy Blast, making certain potential victims immune. Change to Energy Blast 5d6, NND (defense is appropriate Life Support [Immunity] or not having a circulatory system; +1). 50 Active Points; total cost 20 points.

7) Variant Dart Projector II: Instead of Draining STUN, you can use this same writeup for a Dart Projector that fires other types of darts, such as:

Weakness Darts: Drain STR

Numbness Darts: Drain DEX

Neurodarts: Drain INT

Paralytic Darts: Drain SPD

You could even build the weapon as a Multipower with different types of darts the user can select from; a five-slot Multipower where each slot is like the writeup above but targets a different Characteristic would cost 30 points.

8) Bigger Clip: This form of Dart Pistol has a lot more darts. Change to 25 Charges (+¼). 52 Active Points; total cost 23 points.

9) Dart Projector Bracer: This form of the weapon is built as a bracer worn on the wrist, not a pistol. Change OAF (-1) to OIF (-½). Total cost: 22 points.

SUPER-FLAMETHROWER

Effect: Various Fire-based Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

Charges: 125 Charges for entire reserve

Breakability: 16 DEF

Description: This weapon is a high-tech version of a standard flamethrower. It has a variety of settings the user controls by pressing buttons with his thumb or carefully squeezing the variable-use trigger. It can fire a concentrated stream of flame, larger balls or cones of flame, or a series of large gouts of flame. Perhaps most interestingly, the user can soak a person in unburned fuel, then with the tiniest flick of the trigger, send a spark down the fuel stream to immolate the target. (This is bought as a Continuous Uncontrolled attack, with Reduced Endurance even though the Super-Flamethrower uses Charges, to represent how the victim keeps burning until the fire is put out.)

The Super-Flamethrower uses a special form of highly-concentrated jet fuel contained in a reservoir built into the weapon. At the GM's option, a character could refuel with ordinary gasoline (which reduces each slot's damage by 2 DCs, or perhaps more).

Game Information:

Cost Power

39 *Super-Flamethrower:* Multipower,

45-point reserve, 125 Charges for entire reserve (+¼); all OAF (-1) [125]

2u 1) *Concentrated Firestream:* RKA 2d6,

- Armor Piercing (+½); OAF (-1)
- 2u 2) *Fireball*: RKA 2d6, Explosion (+½); OAF (-1), Requires 3 Charges Per Use (-½)
- 1u 3) *Rapid-Fire Mini-Fireballs*: RKA ½d6, Armor Piercing (+½), Area Of Effect (One Hex; +½), Autofire (5 shots; +1½); OAF (-1), Requires 2 Charges Per Use (-¼)
- 1u 4) *Cone Of Fire*: RKA 1d6, Area Of Effect (4" Cone; +1); OAF (-1), No Range (-½), Requires 3 Charges Per Use (-½)
- 1u 5) *Fuel Stream*: RKA ½d6, Armor Piercing (x2; +1), Continuous (+1), Uncontrolled (removable by any means that snuffs the fire; +½), Reduced Endurance (0 END; +½); OAF (-1), Limited Range (10"; -¼), Requires 3 Charges Per Use (-½)

Total cost: 46 points.

Options:

- 1) Strong Flamethrower:** Increase reserve to 67 points, Slots 1 and 2 to RKA 3d6, Slot 3 to RKA 1d6, Slot 4 to RKA 2d6, and Slot 5 to RKA 1d6. Total cost: 70 points.
- 2) Realistic Flamethrower:** Unfortunately, the weapon can be as dangerous to the user as to his enemies. If it takes even a single point of BODY damage past its defenses from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing the user to take 2d6 damage every Phase (no defense) until the flames are extinguished. You can represent this with a -¼ Limitation on the reserve. Total cost: 42 points.
- 3) Larger Reservoir:** This form of the Super-Flamethrower has more fuel and thus requires less frequent refilling. Change to 250 Charges for entire reserve (+1). Total cost: 52 points.
- 4) Smaller Reservoir:** Decrease to 64 Charges for entire reserve (+½). Total cost: 40 points.
- 5) Attached Flamethrower:** This form of the Super-Flamethrower is built into a gauntlet, powered armor suit, or the like; it's much harder to take away from the character. Change OAF (-1) to OIF (-½) throughout. Total cost: 63 points.

TRACTOR BEAM GENERATOR

Effect: Telekinesis (30 STR)

Target/Area Affected: One character

Duration: Constant

Range: 225"

END Cost: 4

Breakability: 9 DEF

Description: This handheld device manipulates gravitons and magnetism to move objects at a distance. The user can only move objects, not crush or "punch" them.

Game Information: *Telekinesis (30 STR) (45 Active Points); OAF (-1), Affects Whole Object (-¼). Total cost: 20 points.*

Options:

- 1) Strong Generator:** Increase to Telekinesis (40 STR). 60 Active Points; total cost 27 points.
- 2) Weak Generator:** Decrease to Telekinesis (20 STR). 30 Active Points; total cost 13 points.
- 3) Realistic Generator:** The Generator's built-in battery only has enough power for a short time; after that the character must plug it into a special recharger. Add 1 Continuing Fuel Charge lasting 30 Seconds (-¾). Total cost: 15 points.
- 4) Experimental Generator:** The miniaturized tractor beam technology is still balky and prone to sudden failure. Add Activation Roll 14- (-½). Total cost: 16 points.
- 5) Attached Generator:** The Generator is built into a costume, gauntlet, suit of armor, or the like, making it difficult to take it away from the user. Change OAF (-1) to OIF (-½). Total cost: 26 points.
- 6) Advanced Tractor Beam:** This tractor beam is so sophisticated it can affect different parts of the same object differently, allowing it to "squeeze" or "punch" a target instead of just moving it. Remove Affects Whole Object (-¼). Total cost: 22 points.

TRICK UMBRELLA

Effect: RKA 2-3d6/Gliding 6"
Target/Area Affected: One Hex/14" Cone/Self
Duration: Instant/Instant/Constant
Range: 20"/No Range/Self
END Cost: 10 Charges/0 END
Breakability: 13 DEF

Description: This seemingly ordinary umbrella actually contains a sophisticated weapon — a flamethrower with adjustable blast size — and supports the user as if it were a parachute when opened.

Game Information:**Cost Power**

- 30 *Umbrella Flamethrower:* Multipower, 67-point reserve; OAF (-1), 10 Charges (-¼) for entire Multipower
- 3u 1) *Narrow Flame Blast:* RKA 3d6, Area Of Effect (One Hex; +½); OAF (-1), Limited Range (20"; -¼)
- 3u 2) *Wide Flame Blast:* RKA 2d6, Area Of Effect (14" Cone; +1¼); OAF (-1), No Range (-½)
- 2 *Umbrellachute:* Gliding 6" (6 Active Points); OAF (-1), Gestures (character must hold the umbrella upward with one hand, throughout; -½), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½), Lockout (cannot use Umbrella Flamethrower while parachuting; -½)

Total cost: 38 points.

Options:

1) Helicopter Mode: Instead of working as a simple parachute, the umbrella has a helicopter mode — the vanes and cloth spin at tremendous speed, allowing the user to fly. Replace Umbrellachute with (or buy in addition) Flight 8" (16 Active Points); OAF (-1), Gestures (character must hold the umbrella upward with one hand, throughout; -½), Lockout (cannot use Umbrella Flamethrower while parachuting; -½) (total cost: 5 points). Total cost of Trick Umbrella: 41 points (or 43 points if Helicopter Mode is bought in addition to Umbrellachute).

2) Bumbershooter: Instead of a flamethrower, the Trick Umbrella conceals a simple but effective machine gun. (Alternately, the character can buy this ability in addition to the flamethrower.) Replace Umbrella Flamethrower with RKA 2d6, Autofire (3 shots; +¼), Armor Piercing (+½), 30 Charges (+¼) (60 Active Points); OAF (-1), No Knockback (-¼), Beam (-¼) (total cost: 24 points). Total cost of Trick Umbrella: 26 points (or 62 points if Bumbershooter is bought in addition to Umbrella Flamethrower).

WEB PROJECTOR

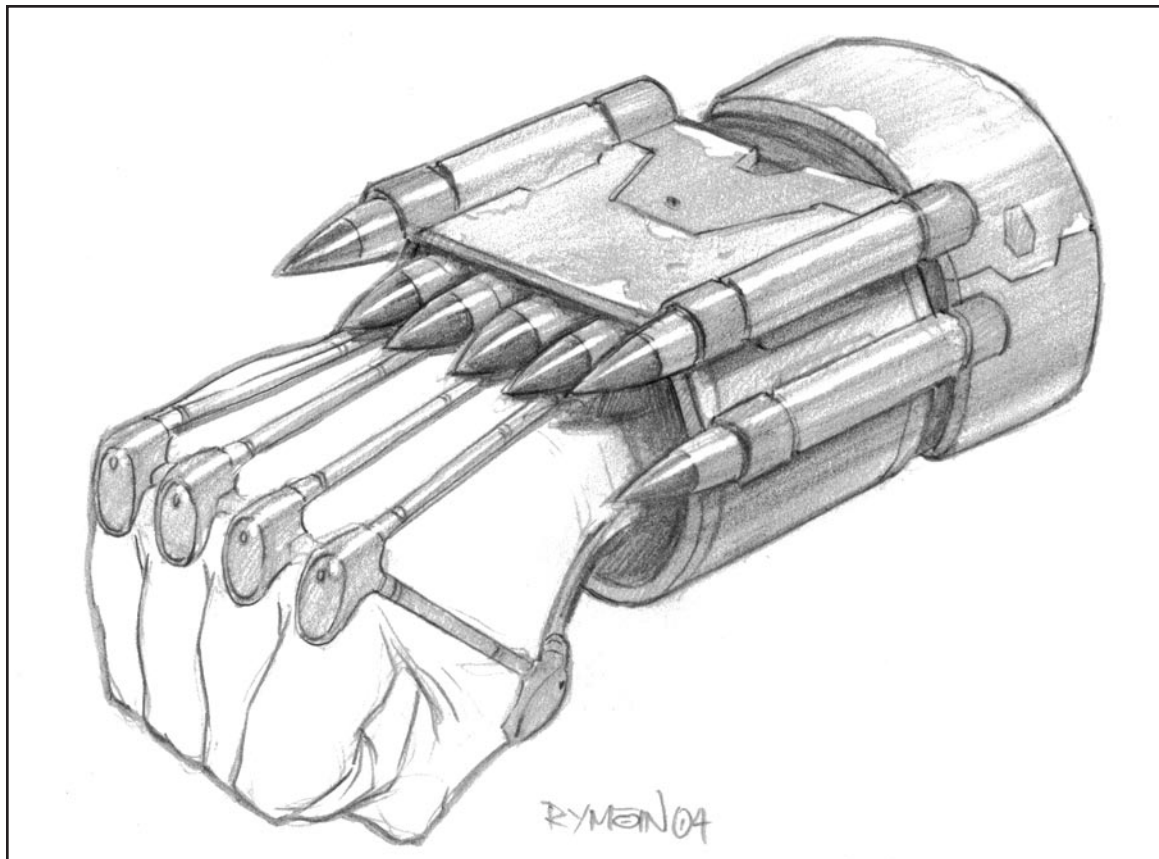
Effect: Swinging 15", Entangle 5d6, 5 DEF, and others
Target/Area Affected: Varies
Duration: Varies
Range: Varies
Charges: 4 clips of 32 Charges each
Breakability: 17 DEF

Description: This device, typically built to be worn around the wrist or incorporated into a suit of armor, shoots a line or fluid that resembles high-tech spider webbing. The user can project a line of webs to swing from, or tie other people up in his webs. Other possible applications include spraying the webbing across a target's eyes or mouth, building a parachute or protective bubble out of webbing, creating a hard "ball" or tougher line of webbing to shoot at targets, and even spinning an impromptu shield for extra protection against attacks.

At the GM's option, the user can adapt the Entangle or Force Wall powers of this device to create simple storage devices of webbing — a web-backpack or web-bag, for example. This may require a *Use Web Projector* roll.

Game Information:**Cost Power**

- 58 *Web Projector:* Multipower, 50-point reserve, 4 clips of 32 Charges for entire reserve (+¾); OIF (-½)
- 1u 1) *Weblines:* Swinging 15"; OIF (-½)
- 2u 2) *Web-Grab:* Stretching 10"; OIF (-½), Always Direct (-¼), Cannot Do Damage (-½), Range Modifier Applies (-¼)
- 2u 3) *Webbed Up:* Entangle 5d6, 5 DEF; OIF (-½), Requires 3 Charges Per Use (-½), Limited Range (20"; -¼)
- 2u 4) *Web-Ball/Web-Blast:* Energy Blast 6d6; OIF (-½), Limited Range (20"; -¼)
- 1u 5) *Web Bubble:* Force Wall (4 PD/4 ED, 3" long); OIF (-½), Restricted Shape (must join ends to form a bubble or dome; -¼), Requires 8 Charges Per Use (-¾), Limited Range (20"; -¼)
- 3u 6) *Here's Webs In Your Eye:* Sight Group Flash 5d6, NND (defense is STR 30+ or web-proof eye coverings; +1); OIF (-½), Limited Range (20"; -¼)
- 1u 7) *Web Gag:* Darkness to Hearing Group 1" radius, Usable As Attack (does not work against persons with STR 30+, web-proof masks or skin, or the like; +1), Ranged (+½); OIF (-½), Only Affects One Person (-½), Only Prevents Speech, Not Hearing (-1)
- 1u 8) *Web Shield:* Armor (6 PD/6 ED); OIF (-½), Ablative (-½), Activation Roll 14- (-½)
- 1u 9) *Webchute:* Gliding 6"; OIF (-½), Requires 3 Charges Per Use (-½), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½)



1u 10) *Web-Footfloats*: Flight 2"; OIF (-½), Requires 3 Charges Per Use (-½), Only On The Surface Of Calm Waters (-1), Extra Time (Full Phase; -½)

Total cost: 73 points.

Options:

1) **Web-Pistol**: Instead of being a worn device, this is a hand-held pistol-shaped weapon. Change to OAF (-1). Total cost: 56 points.

WRIST-ROCKETS

Effect: Energy Blast 8d6 with Explosion or Penetrating

Target/Area Affected: Explosion/One character

Duration: Instant

Range: 300"

Charges: 4 per slot

Breakability: 12 DEF

Description: This bracer-like device is worn on the wrist. It mounts eight micro-rockets, four each of Explosive and Shaped-Charge types, which the user fires through arm-pointing and galvanic response (or cybernetic) command.

Game Information:

Cost Power

40 *Wrist-Rockets*: Multipower, 60-point reserve; all OIF (-½)

2u 1) *Explosive Rocket*: Energy Blast 8d6, Explosion (+½); OIF (-½), 4 Charges (-1)

2u 2) *Shaped-Charge Rocket*: Energy Blast 8d6, Penetrating (+½); OIF (-½), 4 Charges (-1)

Total cost: 44 points.

Options:

1) **Strong Wrist-Rockets**: Increase reserve to 75 points and both slots to 10d6. Total cost: 56 points.

2) **Weak Wrist-Rockets**: Decrease reserve to 45 points and both slots to 6d6. Total cost: 34 points.

3) **Realistic Wrist-Rockets**: The micro-rockets don't have enough fuel to fly very far. Add Limited Range (50"; -¼) to reserve and both slots. Total cost: 38 points.

4) **Experimental Wrist-Rockets**: Some micro-rockets are duds. Add Activation Roll 14- (-½) to reserve and both slots. Total cost: 34 points.

5) **Indirect-Fire Rockets**: The micro-rockets can strike the target from any angle thanks to their built-in cybernetic guidance system. Increase reserve to 80 points and add Indirect (attack always come from character, but can strike target from any angle; +½) to both slots. Total cost: 59 points.

6) **Other Types Of Rockets**: Here are some other types of micro-rockets, each built on 60 Active Points, that a character could fire from a Wrist-Rocket. Characters can replace an existing Multi-power slots with one of these, or add slots — but if he adds slots, the total number of rockets should never exceed eight, so he'll have to change the Charges and recalculate the slot values.

Capturefoam Rocket: *Entangle 4d6, 4 DEF, Explosion (+½); OIF (-½), 4 Charges (-1)*

Flare Rocket: *Sight Group Flash 8d6, Explosion (+½); OIF (-½), 4 Charges (-1)*

Frag Rocket: *RKA 2½d6, Explosion (+½); OIF (-½), 4 Charges (-1)*

chapter two:



KNIGHTS IN SHINING POWER ARMOR DEFENSIVE GADGETS

POWERED ARMOR



The concept of “powered armor” — a suit of armor, usually (but not necessarily) high-tech, that provides a character with various abilities in addition to protecting him from attacks — is a favorite one for *Champions* characters, and encompasses a wide variety of special effects and potential abilities. Most of the devices in this book could be incorporated into a suit of powered armor, for example.

This section describes various powered armor gadgets, and provides a system for creating powered armor suits quickly and easily. For the sake of simplicity, it makes certain assumptions about how much technology a character can fit into a suit of powered armor. You can easily change the numbers involved if you prefer, or ignore the restrictions entirely. Furthermore, it’s not comprehensive, so you can easily substitute other gadgets if you prefer.

This system establishes a limit on the number of Active Points’ worth of gadgets a character can build into various parts of a powered armor suit (the helmet, the gauntlets, and so forth) in addition to basic systems (a Protection System, life support, communications, power systems). When a character randomly rolls up a suit of powered armor, it’s possible for him to end up with more than 350 Real Points’ worth of systems for his armor. In that case he needs to find a way to reduce those points, either by getting rid of some systems, choosing less effective versions of those systems, or combining systems into Power Frameworks — the tables just indicate the maximum amount of gadgets that could fit into a suit, and it’s up to the character to decide which of them to buy, and how. For example, a character could buy the weapons in his armor’s chestplate and gauntlets as a single Multipower for much less than their individual Real Costs.

For purposes of this system, a suit of powered armor consists of five main assemblies, sections, or parts:

- Helmet
- Chestplate (including the “trunks” or skirt” protecting the waist area)

POWERED ARMOR AND EXOSKELETON SUBSYSTEMS

Type Of Suit	Active Points Of Gadgets In...			
	Helmet	Chestplate	Gauntlet	Boots
Powered Armor	60	120	75 each	60
Exoskeleton (14-)	45	75	50 each	45
Exoskeleton (11-)	30	50	30 each	30

- Gauntlets (including armpieces)
- Boots (including legpieces)
- External Modules

Powered armor suits are usually built with either of two Limitations — Obvious Inaccessible Focus or Only In Heroic Identity — to simulate the nature of the suit. Since OIF is the most common (and usually the most appropriate) Limitation, it’s used as the default below, but the options include OIHID versions of the gadgets.

POWERED ARMOR BASICS

All suits of armor come with four basic systems: protection; life support; communications; and power.

PROTECTION SYSTEMS

First and foremost, a suit of powered armor protects its wearer from harm. How it does this — the strength of its high-tech materials, the force-field it generates, or the like — depends on special effects, player preference, and other considerations. In game terms, the basic protection is usually defined as Armor, though some suits use Force Field or other Defense Powers instead.

POWERED ARMOR STANDARD PROTECTION SYSTEM

Effect: Armor (15 PD/15 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 15 DEF

Description: The materials of the powered armor suit, perhaps reinforced by an internal force-field or the like, protect the wearer.

Game Information: *Armor (15 PD/15 ED) (45 Active Points); OIF (-½). Total cost: 30 points.*

Options:

1) **Strong Armor:** Increase to Armor (20 PD/20 ED). 60 Active Points; total cost 40 points

2) **Weak Armor:** Decrease to Armor (10 PD/10 ED). 30 Active Points; total cost 20 points.

3) **Hardened Armor:** Add Hardened (+¼) to Armor: **Standard:** 56 Active Points; total cost 37 points. **Strong:** 75 Active Points; total cost 50 points. **Weak:** 37 Active Points; total cost 25 points.

4) Variant Armor: Substitute OIHID (-¼) for OIF (-½):
Standard: 45 Active Points; total cost 36 points.
Strong: 60 Active Points; total cost 48 points.
Weak: 30 Active Points; total cost 24 points.

5) Exoskeleton: Instead of having a full-fledged suit of powered armor, the character has an *exoskeleton* — a partial suit that augments his natural abilities and/or provides him with advanced personal weaponry, but which doesn't fully enclose his body or offer as much protection as powered armor. To create a basic exoskeleton, apply the Limitation *Activation Roll* to the Standard Protection System:

OIF, Activation Roll 14- (-½):
 Standard: 45 Active Points; total cost 22 points.
 Strong: 60 Active Points; total cost 30 points.
 Weak: 30 Active Points; total cost 15 points.
OIHID, Activation Roll 14- (-½):
 Standard: 45 Active Points; total cost 26 points.
 Strong: 60 Active Points; total cost 34 points.
 Weak: 30 Active Points; total cost 17 points.
OIF, Activation Roll 11- (-1):
 Standard: 45 Active Points; total cost 18 points.
 Strong: 60 Active Points; total cost 24 points.
 Weak: 30 Active Points; total cost 12 points.
OIHID, Activation Roll 11- (-1):
 Standard: 45 Active Points; total cost 20 points.
 Strong: 60 Active Points; total cost 27 points.
 Weak: 30 Active Points; total cost 13 points.

Since an exoskeleton has less space for installed systems, it can't carry as many Active Points' worth of gadgets as a true powered armor suit can. The table on page 71 lists the suggested guidelines for the amount of gadgetry a character can install.

POWERED ARMOR COMBINED PROTECTION SYSTEM

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 12 DEF

Description: This form of powered armor combines both high-tech materials and variable-yield force-fields to provide excellent protection against a wide spectrum of attacks.

A similar system used in some powered armor suits creates a dimensional shunt field that surrounds the wearer. The field transfers the energy of an attack into an uninhabited adjacent dimension so that it causes the wearer less harm.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50% (60 Active Points); OIF (-½). Total cost: 40 points.*

Options:

1) Strong Protection: Increase to Physical and Energy Damage Reduction, Resistant, 75%. 120 Active Points; total cost 80 points.

2) Weak Protection: Decrease to Physical and Energy Damage Reduction, Resistant, 25%. 30 Active Points; total cost 20 points.

3) Realistic Protection: Add Costs Endurance (-½). Total cost: 30 points.

4) Variant Armor: Substitute OIHID (-¼) for OIF (-½):

Standard: 60 Active Points; total cost 48 points.

Strong: 120 Active Points; total cost 96 points.

Weak: 30 Active Points; total cost 24 points.

POWERED ARMOR COOLING SYSTEM

Effect: Force Field (10 ED), Only Versus Fire/Heat

Target/Area Affected: Self

Duration: Constant

Range: Self

Charges: 12

Breakability: 2 DEF (or 10 ED)

Description: To protect the wearer against extreme heat, fire, and the like, this armor system generates a cooling effect throughout the armor. It's so powerful the cooling effect surrounds the armor with a thin coating of ice.

Game Information: *Force Field (10 ED) (10 Active Points); OIF (-½), Only Versus Limited Type Of Attack (fire/heat; -½), 12 Charges (-¼). Total cost: 4 points.*

Options:

1) Strong Cooling System: Increase to Force Field (14 ED). 14 Active Points; total cost 6 points.

2) Weak Cooling System: Decrease to Force Field (6 ED). 6 Active Points; total cost 3 points.

3) Realistic Cooling System: The icy coating makes it harder for the character to move his limbs. Add Side Effects (-3 DEX, always occurs; -½). Total cost: 4 points.

4) Experimental Cooling System: The Cooling System is a prototype and sometimes fails to work properly. Add Activation Roll 14- (-½). Total cost: 4 points.

5) Advanced Cooling System: This form of Cooling System works so well that it generates a coating of ice around the armor thick enough to provide physical protection. The ice also makes the character heavier. Change to: Force Field (6 PD/10 ED) (16 Active Points); OIF (-½), 12 Charges (-¼) (total cost: 9 points) **plus** Knockback Resistance -1" (2 Active Points); OIF (-½), Linked (-½), 12 Charges (-¼) (total cost: 1 point). Total cost: 10 points.

6) Variant Armor: Substitute OIHID (-¼) for OIF (-½):

Standard: 10 Active Points; total cost 5 points.

Strong: 14 Active Points; total cost 7 points.

Weak: 6 Active Points; total cost 3 points.



POWERED ARMOR EXOTIC DEFENSE SYSTEM

Effect: Power Defense (12 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This system generates a low-level, variable amplitude force-field that offers protection against many types of exotic attacks, such as Drains and Transforms.

Game Information: *Power Defense* (12 points) (12 Active Points); *OIF* (-½). Total cost: 8 points.

Options:

- 1) **Strong Protection:** Increase to Power Defense (18 points). 18 Active Points; total cost 12 points.
- 2) **Weak Protection:** Decrease to Power Defense (8 points). 8 Active Points; total cost 5 points.
- 3) **Realistic System:** Add Costs Endurance (-½). Total cost: 6 points.
- 4) **Variant System:** Substitute *OIHID* (-¼) for *OIF* (-½):
 - Standard: 12 Active Points; total cost 10 points.
 - Strong: 18 Active Points; total cost 14 points.
 - Weak: 8 Active Points; total cost 6 points.

POWERED ARMOR FIRE SUPPRESSION SYSTEM

Effect: Dispel 16d6, any one Fire power
Target/Area Affected: One fire
Duration: Instant
Range: 5"
Charges: 4
Breakability: 12 DEF

Description: The character's armor contains ducts filled with fire-retarding foam. If his suit catches on fire, he can release the foam to snuff the flames. If necessary, he can even project the foam over short distances to put out other fires.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see page 300 of the *HERO System 5th Edition* for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger "pieces." To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: *Dispel* 16d6, any Fire Power one at a time (+¼) (60 Active Points); *OIF* (-½), *Limited Range* (5"; -¼), 4 Charges (-1). Total cost: 22 points.

Options:

- 1) **Strong Suppression System:** Increase to *Dispel* 20d6. 75 Active Points; total cost 27 points.
- 2) **Weak Suppression System:** Decrease to *Dispel* 12d6. 45 Active Points; total cost 16 points.
- 3) **Realistic Suppression System:** The ducts in the armor really can't hold much foam. Decrease to 2 Charges (-1½). Total cost: 18 points.
- 4) **Experimental Suppression System:** Sometimes the foam, an experimental substance, clogs up the ducts. Add *Activation Roll* 14- (-½). Total cost: 18 points.
- 5) **More Foam:** Increase to 8 Charges (-½). Total cost: 27 points.
- 6) **Enhanced Suppression System I:** Increase Variable Effect to any two Fire Powers simultaneously (+½). 72 Active Points; total cost 26 points.
- 7) **Enhanced Suppression System II:** Increase Variable Effect to any four Fire Powers simultaneously (+1). 96 Active Points; total cost 35 points.
- 8) **Enhanced Suppression System III:** Increase Variable Effect to all Fire Powers simultaneously (+2). 144 Active Points; total cost 52 points.
- 9) **Variant Armor:** Substitute *OIHID* (-¼) for *OIF* (-½):
 - Standard:** 60 Active Points; total cost 24 points.
 - Strong:** 75 Active Points; total cost 30 points.
 - Weak:** 45 Active Points; total cost 18 points.

**POWERED ARMOR FORCE
FIELD GENERATOR**

Effect: Force Field (20 PD/20 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Breakability: 20 DEF

Description: Some types of powered armor protect the wearer not because the materials used to build them are inherently strong, but because they contain devices that generate a powerful force-field. While this offers more protection than the Armor version, as a Constant Power it shuts off if the character is Stunned or Knocked Out (unless the END comes from an Endurance Reserve, such as the Powered Armor Standard Battery on page 78).

Game Information: *Force Field* (20 PD/20 ED) (40 Active Points); *OIF* (-½). Total cost: 27 points.

Options:

- 1) **Strong Force Field:** Increase to Force Field (25 PD/25 ED). 50 Active Points; total cost 33 points.
- 2) **Weak Force Field:** Decrease to Force Field (15 PD/15 ED). 30 Active Points; total cost 20 points.
- 3) **High-Energy Force Field:** Add *Hardened* (+¼) to Force Field:
 - Standard:** 50 Active Points; total cost 33 points.
 - Strong:** 62 Active Points; total cost 41 points.
 - Weak:** 37 Active Points; total cost 25 points.
- 4) **Extensible Force Field:** The wearer of the armor can extend the Force Field to protect carried objects and persons. Add *Protects Carried Items* to Force Field:
 - Standard:** 50 Active Points; total cost 33 points.
 - Strong:** 60 Active Points; total cost 40 points.
 - Weak:** 40 Active Points; total cost 27 points.
- 5) **Self-Powered Force Field:** The force-field has its own power source, or can draw on other sources (such as sunlight) to keep itself functioning even when the person wearing the armor is unconscious or Stunned. Add *Reduced Endurance* (0 END; +½) and *Persistent* (+½) to Force Field:
 - Standard:** 80 Active Points; total cost 53 points.
 - Strong:** 100 Active Points; total cost 67 points.
 - Weak:** 60 Active Points; total cost 40 points.
- 6) **Variant Force Field:** Substitute *OIHID* (-¼) for *OIF* (-½):
 - Standard:** 40 Active Points; total cost 32 points.
 - Strong:** 50 Active Points; total cost 40 points.
 - Weak:** 30 Active Points; total cost 24 points.
- 7) **Advanced Force Field:** This form of the device offers a much wider range of protection. Change to Force Field (16 PD/16 ED/9 Mental Defense/9 Power Defense). 50 Active Points; total cost 33 points (*OIF*) or 40 points (*OIHID*).

POWERED ARMOR FORCE SHIELD GENERATOR

Effect: Force Wall (10 PD/10 ED; 5" long and 2" tall)
Target/Area Affected: Varies
Duration: Constant
Range: 300"
END Cost: 6
Breakability: 12 DEF

Description: This system, most commonly built into powered armor that generates a force-field to protect the wearer, allows the wearer to create a movable barrier of force at range. In addition to its many defensive uses, the wearer can use it to englobe an enemy.

Game Information: *Force Wall (10 PD/10 ED; 5" long and 2" tall) (60 Active Points); OIF (-½). Total cost: 40 points.*

Options:

- 1) **Strong Force Shield:** Increase to Force Wall (12 PD/12 ED; 5" long and 2" tall). 70 Active Points; total cost 47 points.
- 2) **Weak Force Shield:** Decrease to Force Wall (8 PD/8 ED; 5" long and 2" tall). 50 Active Points; total cost 33 points.
- 3) **High-Energy Force Shield:** Add Hardened (+¼) to Force Wall:
 - Standard:** 75 Active Points; total cost 50 points.
 - Strong:** 87 Active Points; total cost 58 points.
 - Weak:** 62 Active Points; total cost 41 points.
- 4) **Opaque Force Shield:** The Force Shield is opaque, thus shielding the user from sight as well as attacks. Add Opaque (Sight Group) to Force Wall:
 - Standard:** 70 Active Points; total cost 47 points.
 - Strong:** 80 Active Points; total cost 53 points.
 - Weak:** 60 Active Points; total cost 40 points.
- 5) **Variant Armor:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 60 Active Points; total cost 48 points.
 - Strong:** 70 Active Points; total cost 56 points.
 - Weak:** 50 Active Points; total cost 40 points.

POWERED ARMOR RESILIENCE AUGMENTATION

Effect: +20 CON
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 8 DEF

Description: To reflect a suit of powered armor's ability to protect its wearer from the stunning effect of impacts and the like, designers give it the power to enhance its wearer's CON.

Game Information: *+20 CON (40 Active Points); OIF (-½), No Figured Characteristics (-½), Does Not Apply To CON Rolls (-¼). Total cost: 18 points.*

Options:

- 1) **Strong Augmentation:** Increase to +25 CON. 50 Active Points; total cost 22 points.
- 2) **Weak Augmentation:** Decrease to +15 CON. 30 Active Points; total cost 13 points.
- 3) **Variant Augmentation:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 40 Active Points; total cost 20 points.
 - Strong:** 50 Active Points; total cost 25 points.
 - Weak:** 30 Active Points; total cost 15 points.

POWERED ARMOR WEAKNESS PROOFING

Effect: Lack Of Weakness (-10) for Resistant Defenses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: The character's armor is specially constructed and sealed so observers can't detect weak spots in the protection it provides.

Game Information: *Lack Of Weakness (-10) for Resistant Defenses (10 Active Points); OIF (-½). Total cost: 7 points.*

Options:

- 1) **Strong Weakness Proofing:** Increase to Lack Of Weakness (-15). 15 Active Points; total cost 10 points.
- 2) **Weak Weakness Proofing:** Decrease to Lack Of Weakness (-5). 5 Active Points; total cost 3 points.
- 3) **Variant Weakness Proofing:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 10 Active Points; total cost 8 points.
 - Strong:** 15 Active Points; total cost 12 points.
 - Weak:** 5 Active Points; total cost 4 points.

RANDOM POWERED ARMOR DEFENSE SYSTEMS TABLE

Roll 2d6 to choose a package of defensive systems. This table assumes most powered armor suits have about 70-80 Active Points' worth of defensive abilities.

Roll (2d6) Defense Devices

- | | |
|-------|---|
| 2-3 | Resilience Augmentation, Weak Standard Protection System, Standard Cooling System (80 Active Points; Real Points 42 [OIF] or 47 [OIHID]) |
| 4-6 | Standard Force Field Generator, Weak Combined Protection System, Standard Cooling System (80 Active Points; Real Points 51 [OIF] or 59 [OIHID]) |
| 7-8 | Standard Protection System, Weak Combined Protection System (75 Active Points; Real Points 50 [OIF] or 60 [OIHID]) |
| 9-10 | Strong Standard Protection System, Strong Weakness Proofing (75 Active Points; Real Points 50 [OIF] or 60 [OIHID]) |
| 11-12 | Standard Force Shield Generator, Strong Weakness Proofing (75 Active Points; Real Points 50 [OIF] or 60 [OIHID]) |

LIFE SUPPORT SYSTEMS

"Defense" doesn't just include protecting a wearer from the direct physical harm caused by attacks, weapons, collisions, and the like. It also refers to preserving his life and health in the face of dangerous environmental conditions. Thus, most suits of powered armor come equipped with one or more forms of Life Support. A built-in air supply (Self-Contained Breathing) is the primary form of Life Support incorporated into armors, but many others are possible.

The random powered armor generation system assumes all powered armor suits have the full 28 Real Points' worth of Life Support listed below.

POWERED ARMOR LIFE SUPPORT SYSTEMS

Effect: Life Support (various types)

Target/Area Affected: Self

Duration: Persistent

Range: Self

Charges: Varies

Breakability: Varies

Description: The powered armor has one or more systems designed to protect the wearer's life and health in hostile environments. A character may buy any of these for his suit of armor that he wishes; he doesn't have to buy some as a prerequisite for buying others.



Game Information:**Cost Power**

- 7 *Internal Oxygen Supply*: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Continuing Fuel Charge (replacement oxygen supply, Easy to obtain; 6 Hours; -0)
- 6 *Environmental Protection Systems*: Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) (9 Active Points); OIF (-½)
- 2 *Food Concentrate Capsules*: Life Support (Diminished Eating: no need to eat) (3 Active Points); OIF (-½), 1 Continuing Fuel Charge (replacement food capsules, Easy to obtain; 1 Week; -0)
- 13 *NBC-Proof Sealed System*: Immunity (all terrestrial poisons, diseases, and biological and chemical warfare agents) (20 Active Points); OIF (-½)

Options

1) **Variant Life Support Systems**: Substitute OIHID (-¼) for OIF (-½):

Cost Power

- 8 Internal Oxygen Supply
- 7 Environmental Protection Systems
- 2 Food Concentrate Capsules
- 16 NBC-Proof Sealed System

COMMUNICATIONS SYSTEMS

Even the earliest powered armor suits had basic radios, and most modern ones have sophisticated communications equipment.

The random powered armor generation system does not include any communications systems.

POWERED ARMOR COMMUNICATIONS SUITE

Effect: HRRP (Radio Group)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 2 DEF

Description: This communications suite, commonly found (in various configurations) in twenty-first century powered armors, provides both audio and video transmission and reception capabilities across the broadcast spectrum.

Game Information: *HRRP (Radio Group)* (12 Active Points); OIF (-½), *Affected As Sight And Hearing Group As Well As Radio Group* (-½). *Total cost: 6 points.*

Options:

1) **Strong Communications Suite**: Add +3 PER. 15 Active Points; total cost 7 points.

2) **Weak Communications Suite**: Change to Radio Perception/Transmission (Radio Group) and *Affected As Hearing Group As Well As Radio*

Group (-¼). 10 Active Points; total cost 6 points.

3) **Really Weak Communications Suite**: The character can receive radio broadcasts, but cannot transmit his own. Change to Radio Perception (Radio Group) and *Affected As Hearing Group As Well As Radio Group* (-¼). 8 Active Points; total cost 5 points.

4) **Realistic Communications Suite**: The communications suite draws on the armor's power supply. Add *Costs Endurance* (-½). Total cost: 5 points.

5) **Variant Communications Suite**: Substitute OIHID (-¼) for OIF (-½). Total cost: 7 points.

POWERED ARMOR CLOSED COMMUNICATIONS SYSTEM

Effect: Mind Link, specific group of any 8 minds

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 8 DEF

Description: To ensure secure communications among a group of characters, some forms of powered armor come equipped with a closed communication system. This device can only transmit and receive information from other such systems, so some forms of powered armor have both it and a Communications Suite.

Game Information: *Mind Link, specific group of up to any 8 minds, No LOS Needed* (35 Active Points); OIF (-½), *Only With Others Who Have Mind Link* (-1), *Affected As Radio And Hearing Groups, Not Mental Group* (-½). *Total cost: 12 points.*

Options:

1) **Strong CCS**: Increase to any 16 minds. 40 Active Points; total cost 13 points.

2) **Weak CCS**: Decrease to 4 minds. 30 Active Points; total cost 10 points.

3) **Realistic CCS**: The CCS draws on the armor's power supply. Add *Costs Endurance* (-½). Total cost: 10 points.

4) **Variant CCS**: Substitute OIHID (-¼) for OIF (-½). Total cost: 13 points.

POWER SYSTEMS

As the name indicates, *powered* armor requires a power source to function — it's full of systems (be they electronic, techno-organic, or something else) that don't work on their own. In game terms, there are several ways to address the need for power.

First, you can build the powered armor so that all of its systems are self-contained. Either they only have a limited number of uses per day (Charges), or they have their own independent power supplies (*i.e.*, they're bought with the *Advantage Reduced Endurance* (0 END)). In short, they don't cost END; the special effect of not costing END is that the armor is built to supply them with power.

Second, the powered armor can somehow draw its power straight from the wearer's body. This

makes the most sense for suits defined as being made of “organic technology” or the like, though some cybernetically-commanded electronic armors could fatigue the user because of the mental effort required to run them. In game terms, this means many systems cost END, and the character himself pays that END.

Third, the armor may have its own power source — a battery, fuel cell, or the like. In game terms, this typically means the armor has an Endurance Reserve (or possibly more than one). Some examples are described below.

The random powered armor generation system does not include any power systems.

POWERED ARMOR STANDARD BATTERY

Effect: Endurance Reserve (150 END, 15 REC)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 6 DEF

Description: This system represents a typical power source — known among armor designers simply as a “battery” — for a suit of powered armor. It can supply power to all of the armor’s systems.

Game Information: *Endurance Reserve (150 END, 15 REC) (30 Active Points); OIF (-½). Total cost: 20 points.*

Options:

1) Strong Battery I: Increase to Endurance Reserve (200 END, 20 REC). 40 Active Points; total cost 27 points.

2) Strong Battery II: Increase to Endurance Reserve (150 END, 50 REC). 65 Active Points; total cost 43 points.

3) Weak Battery: Decrease to Endurance Reserve (100 END, 10 REC). 20 Active Points; total cost 13 points.

4) Realistic Battery: This form of battery has a much larger initial power supply, but can only replenish its power when plugged into an electrical socket or similar source of electricity. Change to Endurance Reserve (300 END) (30 Active Points); OIF (-½) (total cost: 20 points) plus Endurance Reserve (15 REC) (15 Active Points); OIF (-½), Limited Recovery (only when plugged into a source of electricity; -1) (total cost: 6 points). Total cost: 26 points.

5) Backup Battery: Some powered armor suits have a smaller secondary battery that activates only if the primary battery is depleted. (The GM may allow a character to make an Electronics roll to tap the battery’s power before that time, if appropriate.) Character also buys: Endurance Reserve (50 END, 5 REC) (10 Active Points); OIF (-½), Only Works If Primary Battery Has 0 END (-1). Total cost: 4 points.

6) Individual System Battery: Some powered armor suits have batteries that power only a single system. Either every system in the armor has its own battery, or some systems have a battery of their own in addition to the main battery. In the latter case, the

character can choose which battery to draw END from when he uses the system. The strength of the battery (*i.e.*, its END and REC) depends on the END requirements of the individual system; this example assumes a system that could use a maximum of 30 END per Turn (without Pushing or the like). Endurance Reserve (60 END, 10 REC) (16 Active Points); OIF (-½), Only Powers One System (defined when Reserve is purchased; -1). Total cost: 6 points.

7) Variant Battery: Substitute OIHID (-¼) for OIF (-½):

Standard: 30 Active Points; total cost 24 points.

Strong I: 40 Active Points; total cost 32 points.

Strong II: 65 Active Points; total cost 52 points.

Weak: 20 Active Points; total cost 16 points.

HELMET SYSTEMS

In addition to a powered armor suit’s communications systems, which are usually installed in the suit’s helmet, a helmet can contain up to 60 *Active Points*’ worth of devices. Here are some possibilities:

DEFENSIVE HELMET GADGETS

The primary purpose of any helmet is to protect the wearer’s head. Thus, most helmets include at least one Defense Power, if not more.

POWERED ARMOR PSIONIC SHIELDING

Effect: Mental Defense (10 points + EGO/5)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 2 DEF

Description: Many powered armor helmets have built-in shielding that creates “psionic interference” to protect the wearer against Mental Powers.

Game Information: *Mental Defense (10 points + EGO/5) (10 Active Points); OIF (-½). Total cost: 7 points.*

Options:

1) Strong Shielding: Increase to Mental Defense (15 points + EGO/5). 15 Active Points; total cost 10 points.

2) Weak Shielding: Decrease to Mental Defense (5 points + EGO/5). 5 Active Points; total cost 3 points.

3) Realistic Shielding: The Shielding draws on the armor’s power supply. Add Costs Endurance (-½). Total cost: 5 points.

4) Variant Shielding: Substitute OIHID (-¼) for OIF (-½):

Standard: 10 Active Points; total cost 8 points.

Strong: 15 Active Points; total cost 12 points.

Weak: 5 Active Points; total cost 4 points.

POWERED ARMOR POLARIZED LENSES**Effect:** Sight Group Flash Defense (10 points)**Target/Area Affected:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Breakability:** 2 DEF

Description: Many powered armor helmets have polarized lenses over the eyes, or entire polarized faceplates, that shield the wearer's eyes from bright lights.

Game Information: *Sight Group Flash Defense* (10 points) (10 Active Points); OIF (-½). Total cost: 7 points.

Options:

1) Strong Lenses: Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 10 points.

2) Weak Lenses: Decrease to Sight Group Flash Defense (5 points). 5 Active Points; total cost 3 points.

3) Variant Lenses: Substitute OIHID (-¼) for OIF (-½):

Standard: 10 Active Points; total cost 8 points.

Strong: 15 Active Points; total cost 12 points.

Weak: 5 Active Points; total cost 4 points.

4) Other Sensory Shields: You can substitute any other Sense Group for the Sight Group if desired, or buy it in addition to the Polarized Lenses. *Audio Dampers* (Hearing Group) are particularly popular.

SENSORY HELMET GADGETS

Virtually all powered armor suits provide some form of additional or enhanced senses for the wearer.

POWERED ARMOR SENSORY ENHANCEMENTS**Effect:** Various Enhanced Senses**Target/Area Affected:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Breakability:** Breakable; DEF varies

Description: Most powered armor designers incorporate one or more sensory devices into their suits. A character can buy as many of these devices as he wishes; he doesn't have to buy some as a prerequisite for buying others.

Game Information:**Cost Power (OIF)**

- 7 *360 Vision:* Increased Arc Of Perception (Sight Group) (10 Active Points); OIF (-½)
- 3 *Nightsight:* Nightvision (5 Active Points); OIF (-½)
- 6 *Parabolic Hearing System:* +6 versus Range Modifier for Hearing Group (9 Active Points); OIF (-½)

- 10 *Radar Array:* Radar (Radio Group), Increased Arc Of Perception (360 Degrees) (20 Active Points); OIF (-½), Affected As Sight Group As Well As Radio Group (-½)
- 6 *Sensory Augmentation Systems:* +3 PER with all Sense Groups (9 Active Points); OIF (-½)
- 10 *Sight Magnification System:* Microscopic (x1,000) for Sight Group (15 Active Points); OIF (-½)
- 10 *Sonar Array:* Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees) (20 Active Points); OIF (-½), Affected As Sight Group As Well As Hearing Group (-½)
- 6 *Telescopic Lenses:* +6 versus Range Modifier for Sight Group (9 Active Points); OIF (-½)
- 3 *Thermalvision, Standard:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)
- 4 *Thermalvision, High-Powered:* N-Ray Perception (Sight Group; stopped by walls or like objects ½" thick or thicker, force fields, or anything that would block the ability to sense heat) (10 Active Points); OIF (-½), Limited Effect (can only see what could be seen with Infrared Perception; -1)
- 3 *Thermalvision, Heat Trace-Tracking:* Tracking for Infrared Perception (5 Active Points); OIF (-½)
- 2 *Ultrasonic Hearing:* Ultrasonic Perception (Hearing Group) (3 Active Points); OIF (-½)
- 3 *UV Vision:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)

Cost Power (OIHID)

- 8 360 Vision
- 4 Nightsight
- 7 Parabolic Hearing System
- 11 Radar Array
- 7 Sensory Augmentation Systems
- 12 Sight Magnification System
- 11 Sonar Array
- 7 Telescopic Lenses
- 4 Thermalvision, Standard
- 4 Thermalvision, High-Powered
- 4 Thermalvision, Heat Trace-Tracking
- 2 Ultrasonic Hearing
- 4 UV Vision

RANDOM POWERED ARMOR HELMET TABLE

Roll 1d6 to choose a 60 Active Point package of Helmet devices:

Roll (1d6) Helmet Devices

- 1 Polarized Lenses (10 points), Audio Dampers (10 points), 360 Vision, Radar Array, Standard Thermalvision, UV Vision (60 Active Points; Real Points 37 [OIF] or 43 [OIHID])
- 2 Psionic Shielding (10 points), Polarized Lenses (10 points), Audio Dampers (10 points), Parabolic Hearing System, Sensory Augmentation Systems, Telescopic Lenses, Ultrasonic Hearing (60 Active Points; Real Points 41 [OIF] or 47 [OIHID])
- 3 Polarized Lenses (10 points), Audio Dampers (10 points), Sight Magnification System, Telescopic Lenses, Thermalvision (Standard and Heat Trace-Tracking), UV Vision (1 point unspent) (59 Active Points; Real Points 39 [OIF] or 47 [OIHID])
- 4 Psionic Shielding (10 points), Polarized Lenses (5 points), Audio Dampers (5 points), Nightsight, Radar Array, Sensory Augmentation Systems, Standard Thermalvision (1 point unspent) (59 Active Points; Real Points 35 [OIF] or 42 [OIHID])
- 5 Psionic Shielding (10 points), Polarized Lenses (10 points), Audio Dampers (10 points), 360 Vision, Thermalvision (all three types) (60 Active Points; Real Points 38 [OIF] or 44 [OIHID])
- 6 Polarized Lenses (10 points), Audio Dampers (5 points), Radar, Thermalvision (all three types), UV Vision (60 Active Points; Real Points 33 [OIF] or 39 [OIHID])

CHESTPLATE SYSTEMS

A chestplate can contain up to 120 *Active Points*' worth of devices. Here are some possibilities:

POWERED ARMOR ELECTRONIC WARFARE SYSTEM

Effect: Variable Power Pool (60 points) for Electronic Warfare Systems

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: 18 DEF

Description: Some suits of powered armor come equipped with powerful electronic warfare (EW) systems — radar jammers and spoofers, broadcast interference fields, electronic countermeasures and counter-countermeasures, and so forth. Because there are so many ways to create such systems in game terms, this power is represented as a Variable Power Pool (the character can change the Pool with Systems Operation). Possible powers the character could buy with it include, but aren't limited to, Suppress Radar (or Electronic Warfare Systems), Radio Sense Group Images, Enhanced Perception for the Radio Sense Group, Change Environment or Darkness to inhibit the use of Radio Senses; see Star Hero for many examples.

Game Information: *Electronic Warfare System: Variable Power Pool, 60 base + 30 control cost; OIF (-½), Only For EW Systems (-½). Total cost: 75 points.*

Options:

1) Strong EW: Increase to Variable Power Pool, 90 base + 45 control cost. Total cost: 112 points.

2) Weak EW: Decrease to Variable Power Pool, 45 base + 22 control cost. Total cost: 56 points.

3) Experimental EW: Miniaturizing such complex technology makes it prone to failure. Add Activation Roll 14- (-½). Total cost: 72 points.

4) Variant EW: Substitute OIHID (-¼) for OIF (-½):

Standard: Total cost 77 points.

Strong: Total cost 116 points.

Weak: Total cost 58 points.

POWERED ARMOR HOLO-GENERATOR

Effect: Sight and Hearing Group Images, -3 to PER Rolls
Target/Area Affected: 2" Radius
Duration: Constant
Range: 150"
END Cost: 3
Breakability: 6 DEF

Description: This device allows the wearer to project realistic holograms that affect others' senses of sight and hearing. In addition to its tactical uses, a Holo-Generator can cover the powered armor itself with an illusion that makes it look like ordinary clothing or the like. (When the wearer uses a Holo-Generator to "disguise" himself this way, the GM should allow the Image to move with him as he moves.)

Game Information: *Sight and Hearing Group Images, -3 to PER Rolls, Increased Size (2" radius; +¼) (30 Active Points); OIF (-½). Total cost: 20 points.*

Options:

- 1) **Strong Holo-Generator:** Increase to -5 to PER Rolls. 37 Active Points; total cost 25 points.
- 2) **Weak Holo-Generator:** Decrease to -2 to PER Rolls. 26 Active Points; total cost 17 points.
- 3) **Realistic Holo-Generator:** This form of Holo-Generator can *only* make the armor look like ordinary clothing and the like. Add No Range (-½) and Set Effect (see text; -½). 12 points.
- 4) **Experimental Holo-Generator:** The Holo-Generator is a prototype that doesn't always work. Add Activation Roll 14- (-½). Total cost: 15 points.
- 5) **Variant Holo-Generator:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 30 Active Points; total cost 24 points.
 - Strong:** 37 Active Points; total cost 30 points.
 - Weak:** 26 Active Points; total cost 21 points.

POWERED ARMOR
SMOKESCREEN GENERATOR

Effect: Darkness to Sight Group
Target/Area Affected: 3" Radius
Duration: Constant
Range: No Range
Charges: 4 Continuing Charges
Breakability: 6 DEF

Description: The armor has a system of micro-ducts that contain two chemicals. Normally these chemicals remain separate, and thus inert. On cybernetic command, the system mixes the two, generating a thick cloud of smoke around the wearer. The smokescreen moves with the wearer as he moves, but blinds him as it does everyone else if he doesn't have sensory equipment that can "see" through it.

Game Information: *Darkness to Sight Group 3" radius (30 Active Points); OIF (-½), No Range (-½), 4 Continuing Charges lasting 1 Turn each (removed by winds or rain; -½). Total cost: 12 points.*

Options:

- 1) **Strong Smokescreen:** Increase to Darkness to Sight Group 4" radius. 40 Active Points; total cost 16 points.
- 2) **Weak Smokescreen:** Decrease to Darkness to Sight Group 2" radius. 20 Active Points; total cost 8 points.
- 3) **Experimental Smokescreen:** The Smokescreen Generator is experimental technology and doesn't always work. Add Activation Roll 14- (-½). Total cost: 10 points.
- 4) **Tuned Smokescreen:** The character's helmet has lenses that are specially "tuned" to the smoke so the wearer can see through it. Add Personal Immunity (+¼). 37 Active Points; total cost 15 points.
- 5) **Variant Smokescreen Generator:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 30 Active Points; total cost 13 points.
 - Strong:** 40 Active Points; total cost 18 points.
 - Weak:** 20 Active Points; total cost 9 points.



POWERED ARMOR SPOTLIGHT

Effect: Sight Group Images, +6 to PER Rolls

Target/Area Affected: 2" Radius

Duration: Constant

Range: 30"

END Cost: 3

Breakability: 7 DEF

Description: With this device installed, the wearer of a suit of powered armor never has to worry about not seeing clearly at night.

Game Information: *Sight Group Images*, +6 to PER Rolls, *Increased Size* (2" radius [4" Cone]; +¼) (35 Active Points); OIF (-½), *Limited Range* (30"; -¼), *Only To Create Light* (-1). Total cost: 13 points.

Options:

1) Strong Spotlight: Increase to +8 to PER Rolls. 42 Active Points; total cost 15 points.

2) Weak Spotlight: Decrease to +4 to PER Rolls. 27 Active Points; total cost 10 points.

3) Variant Spotlight: Substitute OIHID (-¼) for OIF (-½):

Standard: 35 Active Points; total cost 14 points.

Strong: 42 Active Points; total cost 17 points.

Weak: 27 Active Points; total cost 11 points.

POWERED ARMOR STRENGTH AUGMENTATION

Effect: +40 STR

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 8 DEF

Description: The motors and hydraulic systems built into the chestplate of a suit of powered armor, in conjunction with subsidiary motors located in the arms and legs, enhance the wearer's strength.

Game Information: +40 STR (40 Active Points); OIF (-½), *No Figured Characteristics* (-½). Total cost: 20 points.

Options:

1) Strong Augmentation I: Increase to +45 STR. 45 Active Points; total cost 22 points.

2) Strong Augmentation II: Increase to +50 STR. 50 Active Points; total cost 25 points.

3) Weak Augmentation: Decrease to +30 STR. 30 Active Points; total cost 15 points.

4) Variant Augmentation: Substitute OIHID (-¼) for OIF (-½):

Standard: 40 Active Points; total cost 23 points.

Strong I: 45 Active Points; total cost 26 points.

Strong II: 50 Active Points; total cost 29 points.

Weak: 30 Active Points; total cost 17 points.

POWERED ARMOR TANGLEWEB SPRAYER**Effect:** Entangle 5d6, 5 DEF**Target/Area Affected:** One character**Duration:** Instant**Range:** 30"**Charges:** 10 Boostable Charges**Breakability:** 10 DEF

Description: This device consists of a supply of tangleweb (page 50) stored within the armor and one or more projection points in the chestplate of the armor. When cybernetically activated, the weapon sprays the target with tangleweb; the user can control how much is sprayed, using extra to more firmly Entangle the victim if necessary.

Game Information: *Entangle 5d6, 5 DEF (50 Active Points); OIF (-½), Limited Range (30"; -¼), 10 Boostable Charges (-0). Total cost: 29 points.*

Options:

1) Strong Sprayer: Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 34 points.

2) Weak Sprayer: Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 23 points.

3) Experimental Sprayer: This system isn't yet perfected; sometimes the tangleweb doesn't project

RANDOM POWERED ARMOR CHESTPLATE TABLE

Roll 1d6 to choose a 60 Active Point package of Helmet devices:

Roll (1d6) Chestplate Devices

- | | |
|---|---|
| 1 | Strong Tangleweb Sprayer, Weak Vari-Beam Projector
(120 Active Points; Real Points 74 [OIF] or 88 [OIHID]) |
| 2 | Strong Strength Augmentation I, Standard Vari-Beam Projector
(120 Active Points; Real Points 72 [OIF] or 86 [OIHID]) |
| 3 | Standard Holo-Generator, Weak Strength Augmentation, Weak Vari-Beam Projector
(120 Active Points; Real Points 75 [OIF] or 89 [OIHID]) |
| 4 | Weak Smokescreen Generator, Standard Spotlight, Weak Vari-Beam (5 points unspent)
(115 Active Points; Real Points 61 [OIF] or 71 [OIHID]) |
| 5 | Weak Strength Augmentation, Strong Vari-Beam Projector
(120 Active Points; Real Points 75 [OIF] or 89 [OIHID]) |
| 6 | Strong Holo-Generator, Weak Spotlight, Standard Tangleweb Sprayer (6 points unspent)
(114 Active Points; Real Points 64 [OIF] or 74 [OIHID]) |

properly and gums it up. Add Activation Roll 14-, Jammed (-1). Total cost: 18 points.

4) Variant Sprayer: Substitute OIHID (-¼) for OIF (-½):

Standard: 50 Active Points; total cost 33 points.

Strong: 60 Active Points; total cost 40 points.

Weak: 40 Active Points; total cost 27 points.

POWERED ARMOR VARI-BEAM PROJECTOR**Effect:** Energy Blast 10d6, Variable Special Effects**Target/Area Affected:** One character**Duration:** Instant**Range:** 375"**END Cost:** 7**Breakability:** 15 DEF

Description: This device is a variable-phase weapon that can project a wide variety of energy beams — from concussive blasts, to ice bolts, to heat jets, to magnetic bolts, to force beams... and everything in between. It's typically built so that it has a projecting lens in the center of the chestplate, or two tandem lenses located over the collarbones.

Game Information: *Energy Blast 10d6, Variable Special Effects (+½) (75 Active Points); OIF (-½). Total cost: 50 points.*

Options:

1) Strong Vari-Beam: Increase to Energy Blast 12d6. 90 Active Points; total cost 60 points.

2) Weak Vari-Beam: Decrease to Energy Blast 8d6. 60 Active Points; total cost 40 points.

3) Experimental Vari-Beam: The Vari-Beam was only invented recently and thus doesn't always work as intended. Add Activation Roll 14- (-½). Total cost: 37 points.

4) Advanced Vari-Beam: This form of the Vari-Beam can create different energy beams with even greater precision, resulting in a more effective attack. Decrease to Energy Blast 9d6 and add Variable Advantage (+½ Advantages; +1). 112 Active Points; total cost 75 points.

5) Variant Vari-Beam: Substitute OIHID (-¼) for OIF (-½):

Standard: 75 Active Points; total cost 60 points.

Strong: 90 Active Points; total cost 72 points.

Weak: 60 Active Points; total cost 48 points.

GAUNTLET SYSTEMS

A gauntlet can contain up to 75 *Active Points* worth of devices. Since a powered armor suit has two gauntlets, it can of course have two such gadgets if desired; alternately, the GM could allow one gauntlet device of greater power (say, 90 Active Points, or perhaps more) defined as both gauntlets working together to generate an effect of greater power. Here are some possibilities:

POWERED ARMOR GAUNTLET-MOUNTED CLAWS

Effect: HKA 1d6, Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 0
Breakability: 6 DEF

Description: These gauntlets have claw-like blades in recessed housings at various places. Depending on the angle of a punch, the wearer cybernetically makes one set of blades emerge (or “pop,” in combat parlance) so he can inflict vicious cutting wounds.

Game Information: HKA 1d6 (up to 2d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½). Total cost: 20 points.

Options:

1) **Large Claws:** Increase to HKA 1½d6. 50 Active Points; total cost 33 points.

2) **Small Claws:** Decrease to HKA ½d6. 20 Active Points; total cost 13 points.

3) **Variant Claws:** Substitute OIHID (-¼) for OIF (-½):

Standard: 30 Active Points; total cost 24 points.

Strong: 50 Active Points; total cost 40 points.

Weak: 20 Active Points; total cost 16 points.

POWERED ARMOR GAUNTLET CONCUSSOR BEAM

Effect: Energy Blast 8d6 (physical), Double Knockback
Target/Area Affected: One character
Duration: Instant
Range: 350”
END Cost: 7
Breakability: 14 DEF

Description: This gauntlet-mounted energy weapon strikes with a powerful concussive impact that not only injures the victim but usually knocks him back for a considerable distance.

Game Information: Energy Blast 8d6 (physical), Double Knockback (+¾) (70 Active Points); OIF (-½). Total cost: 47 points.

Options:

1) **Strong Concussor Beam:** Increase to Energy Blast 10d6. 87 Active Points; total cost 58 points.

2) **Weak Concussor Beam:** Decrease to Energy Blast 6d6. 52 Active Points; total cost 35 points.

3) **Experimental Concussor Beam:** This form of Concussor Beam doesn’t work reliably. Add Activation Roll 14- (-½). Total cost: 35 points.

4) **Variant Concussor Beam:** Substitute OIHID (-¼) for OIF (-½):

Standard: 70 Active Points; total cost 56 points.

Strong: 87 Active Points; total cost 70 points.

Weak: 52 Active Points; total cost 42 points.

POWERED ARMOR GAUNTLET ELECTRO-BLASTER

Effect: Energy Blast 8d6
Target/Area Affected: 1” Radius
Duration: Instant
Range: 300”
END Cost: 6
Breakability: 12 DEF

Description: The Electro-Blaster, usually mounted on the back of the gauntlet so that the wearer makes a fist when firing it, produces a powerful blast of electricity large enough to affect multiple targets at once if they’re standing close together.

Game Information: Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OIF (-½). Total cost: 40 points.

Options:

1) **Strong Electro-Blaster:** Increase to Energy Blast 10d6. 75 Active Points; total cost 50 points.

2) **Weak Electro-Blaster:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 30 points.

3) **Realistic Electro-Blaster I:** The electric blast created by this weapon only works over a short range; beyond that the electricity dissipates and/or grounds out. Add Limited Range (20”; -¼). Total cost: 34 points.

4) **Realistic Electro-Blaster II:** This form of Electro-Blaster has the Limitation *Real Electricity*, mean-

ing it inflicts its listed damage to targets defined as “poorly grounded,” half damage to “insulated” characters, and converts to the equivalent DCs in Killing Damage against “well grounded” characters (see pages 299-300 the *HERO System 5th Edition* for more information about these terms and the behavior of electrical current). Add Real Electricity (-¼). Total cost: 34 points.

5) Experimental Electro-Blaster: As an experimental device, the Electro-Blaster sometimes fails to work. Add Activation Roll 14- (-½). Total cost: 30 points.

6) Wide-Angle Electro-Blaster: Change to Area Of Effect (9” Cone; +1) and add No Range (-½). 80 Active Points; total cost 40 points.

7) Variant Electro-Blaster: Substitute OIHID (-¼) for OIF (-½):

Standard: 60 Active Points; total cost 48 points.

Strong: 75 Active Points; total cost 60 points.

Weak: 45 Active Points; total cost 36 points.

POWERED ARMOR FINGERTIP TOOLKIT

Effect: +4 with Technology Skills

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 4 DEF

Description: Mounted inside the gauntlet is a group of small but extremely sophisticated tools that can function as a lockpick, welding torch, computer systems analyzer, and more. They project from the gauntlet’s fingertips, allowing the wearer to perform technical tasks more easily.

Game Information: +4 with Technology Skills (20 Active Points); OIF (-½). Total cost: 13 points.

Options:

1) Enhanced Toolkit: Increase to +6 with Technology Skills. 30 Active Points; total cost 20 points.

2) Limited Toolkit I: Decrease to +2 with Technology Skills. 10 Active Points; total cost 7 points.

3) Limited Toolkit II: Decrease to +1 with Technology Skills. 5 Active Points; total cost 3 points.

4) Realistic Toolkit: Using these tiny tools is tricky and requires a lot of attention. Add Concentration (½ DCV throughout; -½). Total cost: 10 points.

5) Experimental Toolkit: The tools don’t always work; some things just can’t be miniaturized and still function well. Add Activation Roll 12- (-¾). Total cost: 9 points.

6) Variant Toolkit: Substitute OIHID (-¼) for OIF (-½):

Standard: 20 Active Points; total cost 16 points.

Enhanced: 30 Active Points; total cost 24 points.

Limited I: 10 Active Points; total cost 8 points.

Limited II: 5 Active Points; total cost 4 points.

POWERED ARMOR GAUNTLET LASER

Effect: RKA 2d6, Armor Piercing

Target/Area Affected: One character

Duration: Instant

Range: 225”

END Cost: 4

Breakability: 9 DEF

Description: This weapon fires an intense laser beam capable of inflicting lethal injuries.

Game Information: RKA 2d6, Armor Piercing (+½) (45 Active Points); OIF (-½). Total cost: 30 points.

Options:

1) Strong Laser: Increase to RKA 3d6. 67 Active Points; total cost 45 points.

2) Weak Laser: Decrease to RKA 1d6. 22 Active Points; total cost 15 points.

3) Realistic Laser: Too much particulate matter in the air can “soak up” the power of the laser beam. Add Blocked By Smoke Or Steam (-¼). Total cost: 26 points.

4) Experimental Laser: The laser generator doesn’t always work properly because the focusing crystal sometimes becomes temporarily misaligned. Add Activation Roll 14- (-½). Total cost: 22 points.

5) Variant Laser: Substitute OIHID (-¼) for OIF (-½):

Standard: 45 Active Points; total cost 36 points.

Strong: 67 Active Points; total cost 54 points.

Weak: 22 Active Points; total cost 18 points.

POWERED ARMOR MAGNA-GAUNTLETS

Effect: Telekinesis (30 STR), Only Works On Ferrous Metals

Target/Area Affected: One character

Duration: Constant

Range: 225”

END Cost: 4

Breakability: 9 DEF

Description: These gauntlets contain powerful magnets whose force the wearer can channel in a beam, allowing him to attract or repulse metal objects.

Game Information: Telekinesis (30 STR) (45 Active Points); OIF (-½), Only Works On Ferrous Metals (-½), Affects Whole Object (-¼). Total cost: 20 points.

Options:

1) Strong Magna-Gauntlets: Increase to Telekinesis (40 STR). 60 Active Points; total cost 27 points.

2) Weak Magna-Gauntlets I: Decrease to Telekinesis (20 STR). 30 Active Points; total cost 13 points.

3) Weak Magna-Gauntlets II: Decrease to Telekinesis (10 STR). 15 Active Points; total cost 7 points.

4) Realistic Magna-Gauntlets: The gauntlets’ magnetic power weakens quickly over a distance. Add Reduced By Range (-6 STR per Range Increment; -¼). Total cost: 18 points.

5) Experimental Magna-Gauntlets: The gauntlets were only invented recently, and all the bugs haven't quite been worked out yet. Add Activation Roll 14- (-½). Total cost: 16 points.

6) Variant Magna-Gauntlets: Substitute OIHID (-¼) for OIF (-½):

Standard: 45 Active Points; total cost 22 points.

Strong: 60 Active Points; total cost 30 points.

Weak I: 30 Active Points; total cost 15 points.

Weak II: 15 Active Points; total cost 7 points.

POWERED ARMOR PALM PULSON BLASTER

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Breakability: 8 DEF

Description: Mounted in the palm of a powered armor gauntlet, this weapon employs pulson technology (see page 6) to create a powerful energy blast.

Game Information: *Energy Blast 8d6 (40 Active Points); OIF (-½). Total cost: 27 points.*

Options:

1) Strong Pulson Blaster: Increase to Energy Blast 12d6. 60 Active Points; total cost 40 points.

2) Weak Pulson Blaster: Decrease to Energy Blast 6d6. 30 Active Points; total cost 20 points.

3) Realistic Pulson Blaster: Low-strength pulson bursts such as the one emitted by the Palm Blaster have relatively little physical impact. Add No Knockback (-¼). Total cost: 23 points.

4) Experimental Pulson Blaster: Despite widespread use over the years, pulson technology remains somewhat unreliable. Add Activation Roll 14- (-½). Total cost: 20 points.

5) Palm Pulson Autoblaster: This form of Palm Blaster can emit a fusillade of beams at one time. Add Autofire (5 shots; +½). 60 Active Points; total cost 40 points.

6) Focused Palm Pulson Blaster: This version of the Palm Blaster uses magnetic fields to more tightly focus the pulson beam for a more intense impact. Add Armor Piercing (+½). 60 Active Points; total cost 40 points.

7) Wide-Beam Pulson Blaster: The focusing lens in this form of Palm Blaster spreads the beam out significantly with no loss of power. Add Area Of Effect (One Hex; +½). 60 Active Points; total cost 40 points.

8) High-Impact Pulson Blaster: This form of pulson blaster uses highly-energized pulsons, which strike with a much greater physical impact. Add Double Knockback(+¾). 70 Active Points; total cost 47 points.

9) Variant Pulson Blaster: Substitute OIHID (-¼) for OIF (-½):

Standard: 40 Active Points; total cost 32 points.

Strong: 60 Active Points; total cost 48 points.

Weak: 30 Active Points; total cost 24 points.

POWERED ARMOR PUNCH AUGMENTATION GAUNTLETS

Effect: HA +6d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Breakability: 6 DEF

Description: This gauntlet contains built-in power cells that surround it with an electrification field upon cybernetic command. This increases the effective force of the wearer's punch.

Game Information: *HA +6d6 (30 Active Points); OIF (-½), Hand-To-Hand Attack (-½). Total cost: 15 points.*

Options:

1) Strong Augmentation: Increase to HA +8d6. 40 Active Points; total cost 20 points.

2) Weak Augmentation I: Decrease to HA +4d6. 20 Active Points; total cost 10 points.

3) Weak Augmentation II: Decrease to HA +3d6. 15 Active Points; total cost 7 points.

4) Experimental Augmentation: Sometimes the electrification field misfires, preventing the device from properly enhancing the wearer's punch. Add Activation Roll 14- (-½). Total cost: 12 points.

5) Variant Augmentation: Substitute OIHID (-¼) for OIF (-½):

Standard: 30 Active Points; total cost 17 points.

Strong: 40 Active Points; total cost 23 points.

Weak I: 20 Active Points; total cost 11 points.

Weak II: 15 Active Points; total cost 9 points.

POWERED ARMOR REACH EXTENDERS

Effect: Stretching 5"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 7 DEF

Description: The gauntlets and arm assemblies of the wearer's armor contain "telescoping" systems that allow him to project the gauntlet up to 5" away to grab an object, punch a foe, or the like.

Game Information: *Stretching 5", Reduced Endurance (0 END; +½) (37 Active Points); OIF (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Limited Body Parts (hands/arms; -¼), Range Modifier Applies (-¼). Total cost: 15 points.*

Options:

1) Strong Extenders: Increase to Stretching 6". 45 Active Points; total cost 18 points.

2) Weak Extenders I: Decrease to Stretching 3". 22 Active Points; total cost 9 points.

3) Weak Extenders II: Decrease to Stretching 1". 7 Active Points; total cost 3 points.

4) **Experimental Extenders:** The Extender system is experimental, and sometimes fails to project or retract. Add Activation Roll 14- (-½). Total cost: 12 points.

5) **Targeted Extenders:** The armor's targeting systems always keep the Extenders on track. Remove Range Modifier Applies (-¼). Total cost: 16 points.

6) **Variant Extenders:** Substitute OIHID (-¼) for OIF (-½):

Standard: 37 Active Points; total cost 16 points.

Strong: 45 Active Points; total cost 20 points.

Weak I: 22 Active Points; total cost 10 points.

Weak II: 7 Active Points; total cost 3 points.

POWERED ARMOR REACTION AUGMENTATION SYSTEM

Effect: +2 SPD

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 2

Breakability: 4 DEF

Description: This system, based primarily in the gauntlets but also requiring minor subsystems throughout the armor, enhances the wearer's reaction time and speed. However, forcing his body to move more quickly than normal can tire the wearer out.

Game Information: +2 SPD (20 Active Points); OIF (-½), Costs Endurance (-½). Total cost: 10 points.

Options:

1) **Strong Augmentation:** Increase to +3 SPD. 30 Active Points; total cost 15 points.

2) **Weak Augmentation:** Decrease to +1 SPD. 10 Active Points; total cost 5 points.

3) **Experimental Augmentation:** Sometimes the delicate and complicated technology required to make the Reaction Augmentation System work don't function properly. Add Activation Roll 14- (-½). Total cost: 8 points.

4) **Variant Augmentation:** Substitute OIHID (-¼) for OIF (-½):

Standard: 20 Active Points; total cost 11 points.

Strong: 30 Active Points; total cost 17 points.

Weak: 10 Active Points; total cost 6 points.

RANDOM POWERED ARMOR GAUNTLETS TABLE

Roll 2d6 to choose to choose a 75 Active Point package of Gauntlet devices:

Roll (2d6) Gauntlet Devices

2	Standard Reaction Augmentation System, Standard Laser, Limited Fingertip Toolkit I (75 Active Points; Real Points 47 [OIF] or 55 [OIHID])
3	Standard Laser, Enhanced Fingertip Toolkit (75 Active Points; Real Points 50 [OIF] or 60 [OIHID])
4	Weak Concussor Beam, Weak Punch Augmentation II, Weak Extenders II (1 point unspent) (74 Active Points; Real Points 45 [OIF] or 54 [OIHID])
5	Standard Electro-Blaster, Weak Punch Augmentation II (75 Active Points; Real Points 47 [OIF] or 57 [OIHID])
6	Strong Electro-Blaster (75 Active Points; Real Points 50 [OIF] or 60 [OIHID])
7	Standard Concussor Beam, Limited Fingertip Toolkit II (75 Active Points; Real Points 50 [OIF] or 60 [OIHID])
8	Weak Magna-Gauntlets II, Strong Pulson Blaster (75 Active Points; Real Points 47 [OIF] or 55 [OIHID])
9	Weak Magna-Gauntlets II, Standard Pulson Blaster, Weak Punch Augmentation I (75 Active Points; Real Points 44 [OIF] or 50 [OIHID])
10	Standard Magna-Gauntlets, Weak Pulson Blaster (75 Active Points; Real Points 40 [OIF] or 46 [OIHID])
11	Strong Laser, Weak Extenders II (1 point unspent) (74 Active Points; Real Points 48 [OIF] or 57 [OIHID])
12	Limited Fingertip Toolkit II, Weak Magna-Gauntlets II, Standard Pulson Blaster, Weak Punch Augmentation II (75 Active Points; Real Points 44 [OIF] or 52 [OIHID])

BOOT SYSTEMS

A pair of boots can contain up to 60 *Active Points*' worth of devices. Since boot devices involve movement, they have to be installed in both boots for the sake of balance and steering. If a character only has one boot of a pair for some reason, he can use it to move a maximum of half of the inches of movement bought for the gadget, but he must make a DEX Roll at -1 per 2" of movement every Phase. For every point by which he misses the roll, he drifts one hex-line off his intended course, or suffers some other steering mishap that seems appropriate to the GM.

POWERED ARMOR BOOTJETS

Effect: Flight 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3
Breakability: 6 DEF

Description: Built into the soles and/or sides of this pair of boots are jets that allow the wearer to fly.

Game Information: *Flight 15"* (30 *Active Points*); OIF (-½). Total cost: 20 points.

Options:

- 1) **Faster Bootjets I:** Increase to Flight 20". 40 Active Points; total cost 27 points.
- 2) **Faster Bootjets II:** Increase to x8 Noncombat. 40 Active Points; total cost 27 points.
- 3) **Faster Bootjets III:** Increase to Flight 30". 60 Active Points; total cost 40 points.
- 4) **Slower Bootjets:** Decrease to Flight 10". 20 Active Points; total cost 13 points.
- 5) **Realistic Bootjets:** The bootjets have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can fly again. Add 1 Continuing Fuel Charge (2 minutes, Difficult to obtain fuel; -¾). Total cost: 13 points.
- 6) **Variant Bootjets:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 30 Active Points; total cost 24 points.
 - Faster I:** 40 Active Points; total cost 32 points.
 - Faster II:** 40 Active Points; total cost 32 points.
 - Faster III:** 60 Active Points; total cost 48 points.
 - Slower:** 20 Active Points; total cost 16 points.

POWERED ARMOR HOVERPADS

Effect: Running +12"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 7 DEF

Description: These boots have antigravity pads built into the soles. When activated, they allow the wearer to "skate" along the ground at high speed. They cost no END to use, but the wearer must still pay END for his base 6" Running (he cannot use the +12" without using the base inches).

Game Information: *Running +12"*, *Reduced Endurance* (0 END; +½) (36 *Active Points*); OIF (-½). Total cost: 24 points.

Options:

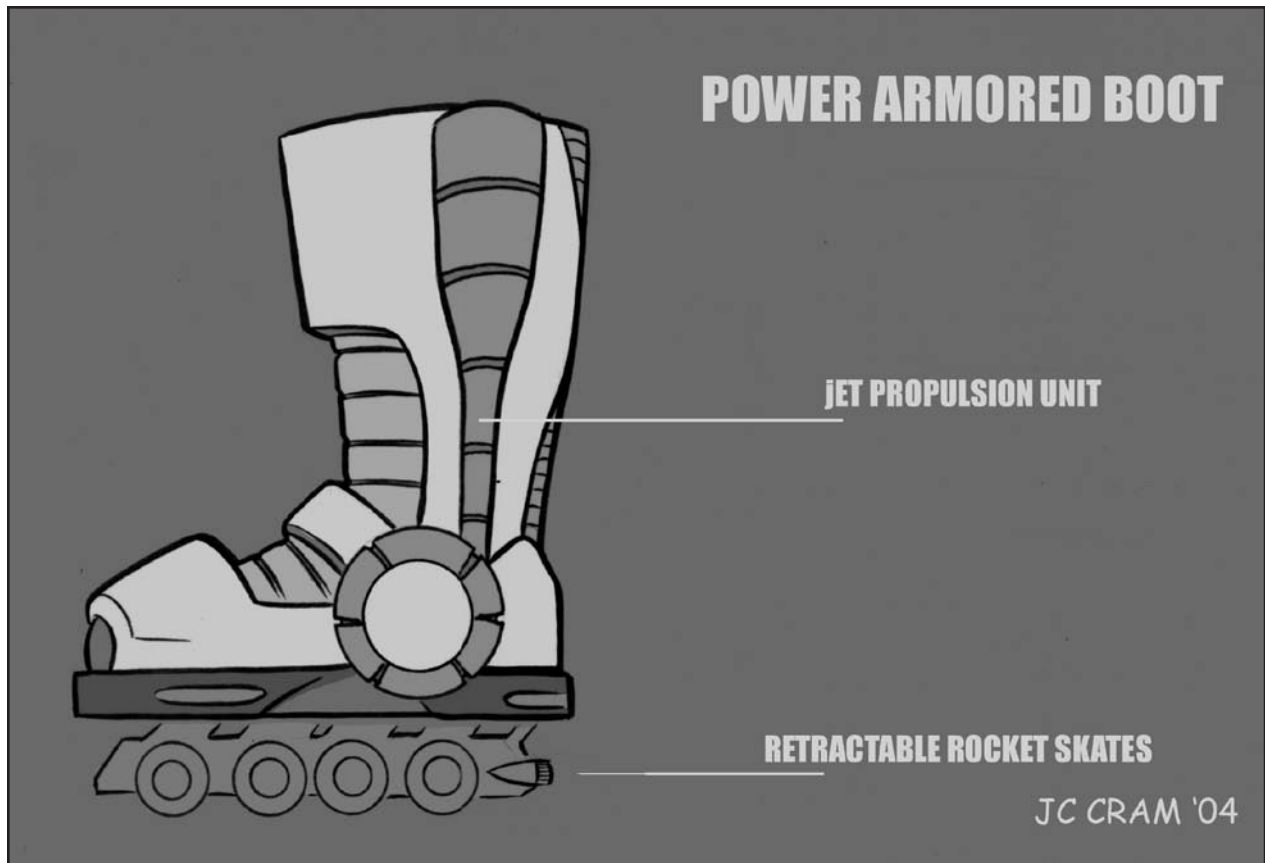
- 1) **Faster Hoverpads I:** Increase to Running +18". 54 Active Points; total cost 36 points.
- 2) **Faster Hoverpads II:** Increase to x8 Noncombat. 51 Active Points; total cost 34 points.
- 3) **Slower Hoverpads:** Decrease to Running +6". 18 Active Points; total cost 12 points.
- 4) **Realistic Hoverpads:** The hoverpads have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can "run" again. Add 1 Continuing Fuel Charge (2 minutes, Difficult to obtain fuel; -¾). Total cost: 16 points.
- 5) **Experimental Hoverpads:** Antigravity technology is new, and difficult to miniaturize to boot size, so the hoverpads don't always work. Add Activation Roll 14- (-½). Total cost: 18 points.
- 6) **Variant Hoverpads:** Substitute OIHID (-¼) for OIF (-½):
 - Standard:** 36 Active Points; total cost 29 points.
 - Faster I:** 54 Active Points; total cost 43 points.
 - Faster II:** 51 Active Points; total cost 41 points.
 - Slower:** 18 Active Points; total cost 14 points.

POWERED ARMOR ROCKETSKATES

Effect: Flight 12", Only In Contact With A Relatively Smooth Flat Solid Surface
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 5 DEF

Description: These boots have built-in wheels (similar to roller skates or inline skates) that project from the soles on cybernetic command along with small rockets facing backward. When activated, they allow the wearer to skate along the ground at high speed, but they only work on reasonably firm surfaces, such as tile, pavement, or packed earth.

Game Information: *Flight 12"* (24 *Active Points*); OIF (-½), *Only In Contact With A Relatively Smooth, Flat, Solid Surface* (-½). Total cost: 12 points.



POWER ARMORED BOOT

JET PROPULSION UNIT

RETRACTABLE ROCKET SKATES

JC CRAM '04

Options:

- 1) **Faster Rocketskates I:** Increase to Flight 20". 40 Active Points; total cost 20 points.
- 2) **Faster Rocketskates II:** Add x8 Noncombat. 34 Active Points; total cost 17 points.
- 3) **Slower Rocketskates:** Decrease to Flight 9". 18 Active Points; total cost 9 points.
- 4) **Realistic Rocketskates:** The skates have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can skate again. Add 1 Continuing Fuel Charge (2 minutes, Difficult to obtain fuel; $-\frac{3}{4}$). Total cost: 9 points.
- 5) **Experimental Rocketskates:** Unfortunately, the skates don't always work properly; they're prone to not deploying properly and jamming up once in use. Add Activation Roll 14- ($-\frac{1}{2}$). Total cost: 10 points.
- 6) **Variant Rocketskates:** Substitute OIHID ($-\frac{1}{4}$) for OIF ($-\frac{1}{2}$):
 - Standard:** 24 Active Points; total cost 14 points.
 - Faster I:** 40 Active Points; total cost 23 points.
 - Faster II:** 34 Active Points; total cost 19 points.
 - Slower:** 18 Active Points; total cost 10 points.

POWERED ARMOR SPRINGBOOTS

Effect: Leaping +10"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: These boots, not often built into powered armor because they tend to make the otherwise imposing armored hero look silly, use electronically-augmented springs to allow the wearer to make long leaps (though the weight of the armor itself keeps these leaps from being as long as they might otherwise be).

Armored characters who want enhanced leaping ability, but in a more dignified form, can simply redefine this gadget as "mobility servos," "compressed-air jump-jets," or the like.

Game Information: *Leaping +10" (10 Active Points); OIF ($-\frac{1}{2}$). Total cost: 7 points.*

Options:

- 1) **Strong Springboots I:** Increase to Leaping +15". 15 Active Points; total cost 10 points.
- 2) **Strong Springboots II:** Add x8 Noncombat. 20 Active Points; total cost 13 points.
- 3) **Weak Springboots I:** Decrease to Leaping +8". 8 Active Points; total cost 5 points.
- 4) **Weak Springboots II:** Decrease to Leaping +6". 6 Active Points; total cost 4 points.

5) **Experimental Springboots:** The power feed to the springs doesn't always function properly. Add Activation Roll 14- (-½). Total cost: 5 points.

6) **Variant Springboots:** Substitute OIHID (-¼) for OIF (-½):

Standard: 10 Active Points; total cost 8 points.

Strong I: 15 Active Points; total cost 12 points.

Strong II: 20 Active Points; total cost 16 points.

Weak I: 8 Active Points; total cost 6 points.

Weak II: 6 Active Points; total cost 5 points.

RANDOM POWERED ARMOR BOOTS TABLE

Roll 1d6 to choose a 60 Active Point package of Boot devices:

Roll (1d6) Chestplate Devices

- | | |
|---|--|
| 1 | Standard Bootjets, Standard Rocketskates, Weak Springboots II (60 Active Points; Real Points 38 [OIF] or 45 [OIHID]) |
| 2 | Faster Bootjets III (60 Active Points; Real Points 40 [OIF] or 48 [OIHID]) |
| 3 | Faster Bootjets II, Strong Springboots II (60 Active Points; Real Points 40 [OIF] or 48 [OIHID]) |
| 4 | Faster Hoverpads I, Weak Springboots II (60 Active Points; Real Points 38 [OIF] or 46 [OIHID]) |
| 5 | Slower Bootjets, Faster Rocketskates I (60 Active Points; Real Points 36 [OIF] or 43 [OIHID]) |
| 6 | Faster Rocketskates I, Strong Springboots II (60 Active Points; Real Points 36 [OIF] or 43 [OIHID]) |

EXTERNAL MODULES

In addition to systems built *into* a suit of powered armor, characters can also attach additions systems *to* the exterior of the armor and hook them up to the armor's power sources and the like. While systems built into a suit of powered armor should generally receive the protection of the armor's defenses (unless their own DEF is higher), external modules rely solely on their own DEF (or the Defense Power they're built with).

In theory the number of Active Points' worth of external modules a character can attach to a suit of armor is practically limitless; the only restrictions are how much weight the wearer can carry, how bulky the designer wants the suit of armor to look, and so forth. (And in some campaign settings, where miniaturization and nanotechnology are prevalent, even those considerations might not matter.) In practice, the GM may want to establish some limit for the sake of game balance; 120 or 150 Active Points would be appropriate for most campaigns. The random powered armor creation system doesn't include any external modules.

The most common external module is probably the Jetpack (page 106), and many other gadgets in this book could be turned into external modules easily. Here are a few others:

ARTIFICIAL LIMBS

Effect: Extra Limbs (as many as desired)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 1 DEF

Description: This external module provides the character with one or more additional manipulatory limbs. Examples include two extra arms (making it easy for the character to hold onto an enemy and hit him with his other two fists) or a tail.

Game Information: *Extra Limbs (as many as desired)* (5 Active Points); OIF (-½). Total cost: 3 points.

Options:

1) **Strong Artificial Limbs:** Since the designer doesn't have to worry about a flesh-and-blood interior, the artificial limbs are stronger than the character's normal limbs. Add +20 STR (20 Active Points); OIF (-½), Only With Extra Limb (-½). Total cost: 10 points. Total cost of entire gadget: 13 points.

2) **Realistic Limbs:** The character's artificial limbs aren't nearly as deft as his real ones. Add Limited Manipulation (-¼). Total cost: 3 points.

3) **Detachable Limbs:** The artificial limbs aren't firmly attached to the armor. Change OIF (-½) to OAF (-½). Total cost: 2 points.

GAUNTLET-MOUNTED MACHINE GUN

Effect: RKA 1½d6, Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: 375"
Charges: 250
Breakability: 15 DEF

Description: Mounted on the back of a powered armor gauntlet, or perhaps along the arm, this weapon is a miniaturized machine gun that feeds ammo from a backpack- or belt-mounted magazine.

Game Information: RKA 1½d6, Armor Piercing (+½), Autofire (5 shots; +½), 250 Charges (+1) (75 Active Points); OIF (-½). Total cost: 50 points.

Options:

- 1) **Strong Machine Gun:** Increase to RKA 2d6. 90 Active Points; total cost 60 points.
- 2) **Weak Machine Gun:** Decrease to RKA 1d6. 45 Active Points; total cost 30 points.
- 3) **Realistic Machine Gun:** Having a gun attached to the back of one's hand makes it hard to use that hand sometimes. Add Side Effects (-2 to DEX Rolls, always occurs; -½). Total cost: 37 points.
- 4) **Experimental Machine Gun:** The miniaturization and customization processes necessary to make this weapon work as part of a suit of powered armor leave it prone to failure and jamming. Add Activation Roll 14- Jammed (-1). Total cost: 30 points.
- 5) **Faster Fire:** Increase to Autofire (10 shots; +1). 87 Active Points; total cost 58 points.
- 6) **Ammo Belt:** This form of the Machine Gun has an exposed, free-swinging ammo belt leading from the magazine to the gun, making it easy for an attacker to stop the weapon from working. Change OIF (-½) to OAF (-1). Total cost: 37 points.

SHOULDER-MOUNTED BLASTER

Effect: Energy Blast 10d6
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5
Breakability: 10 DEF

Description: This weapon is a standard blaster attached to the shoulder of a suit of powered armor on a universal swivel mount (the weapon's software prevents it from accidentally shooting the wearer).

With the GM's permission, a character could increase his firepower by buying a Computer as part of this weapon to fire it.

Game Information: Energy Blast 10d6 (50 Active Points); OIF (-½). Total cost: 33 points.

Options:

- 1) **Strong Blaster:** Increase to Energy Blast 12d6. 60 Active Points; total cost 40 points.
- 2) **Weak Blaster:** Decrease to Energy Blast 8d6. 40 Active Points; total cost 27 points.
- 3) **Realistic Blaster:** The blaster can't link to the armor's power systems; it has to rely on its own, much more limited, battery. Add 12 Charges (-¼). Total cost: 29 points.
- 4) **Experimental Blaster:** This weapon is a prototype, with targeting software that's not yet fully bug-free; sometimes it malfunctions and shoots the wearer. Add Activation Roll 14- (-½) and Side Effects (character suffers Energy Blast 12d6; -1). Total cost: 17 points.

SHOULDER-MOUNTED GRENADE LAUNCHER

Effect: Energy Blast 10d6
Target/Area Affected: Explosion
Duration: Instant
Range: 500"
Charges: 60
Breakability: 20 DEF

Description: This weapon is a sort of backpack containing a grenade launcher and supply of grenades. The muzzle of the launcher attaches to the shoulder of the powered armor suit.

This particular version of the SMGL is loaded with concussion grenades, but many others, or even multiple types at once, are possible (see option 8).

Game Information: Energy Blast 10d6, Explosion (+½), 60 Charges (+½) (100 Active Points); OIF (-½). Total cost: 67 points.

Options:

- 1) **Strong Grenade Launcher:** Increase to Energy Blast 12d6. 120 Active Points; total cost 80 points.
- 2) **Weak Grenade Launcher:** Decrease to Energy Blast 8d6. 80 Active Points; total cost 53 points.
- 3) **Realistic Grenade Launcher:** The launcher impedes the wearer's ability to turn his head and his peripheral vision. Add Side Effects (-1 to Sight



Group PER Rolls, always occurs; $-\frac{1}{2}$). Total cost: 50 points.

4) Experimental Grenade Launcher: Sometimes the grenade launcher, an advanced prototype, fails to work as expected. Add Activation Roll 14- ($-\frac{1}{2}$). Total cost: 50 points.

5) Delicate Mechanism: The Grenade Launcher is easy to foul or remove from the powered armor suit. Change OIF ($-\frac{1}{2}$) to OAF (-1). Total cost: 50 points.

6) Larger Magazine: This Grenade Launcher holds more grenades. Change to 100 Charges ($+\frac{3}{4}$). 112 Active Points; total cost 75 points.

7) Rapid-Fire Launcher: This form of the weapon has automatic fire capability. Add Autofire (5 shots; $+1\frac{1}{2}$). 175 Active Points; total cost 117 points.

8) Multiple Grenade Types: This form of the Grenade Launcher carries six different types of grenades which the character selects through cybernetic command. Change to:

Cost Power

- 50 *Shoulder-Mounted Grenade Launcher:*
Multipower, 75-point reserve; all OIF ($-\frac{1}{2}$)
- 4u 1) *Concussion Grenade:* Energy Blast 10d6, Explosion ($+\frac{1}{2}$); OIF ($-\frac{1}{2}$), 8 Charges ($-\frac{1}{2}$)
- 3u 2) *Fragmentation Grenade:* RKA 3d6, Explosion ($+\frac{1}{2}$); OIF ($-\frac{1}{2}$), 8 Charges ($-\frac{1}{2}$)
- 4u 3) *Glue Grenade:* Entangle 5d6, 5 DEF, Explosion ($+\frac{1}{2}$); OIF ($-\frac{1}{2}$), 8 Charges ($-\frac{1}{2}$)
- 4u 4) *Flare Grenade:* Sight Group Flash 10d6, Explosion ($+\frac{1}{2}$); OIF ($-\frac{1}{2}$), 8 Charges ($-\frac{1}{2}$)
- 4u 5) *Smoke Grenade:* Darkness to Sight Group 6" radius, Personal Immunity ($+\frac{1}{4}$); OIF ($-\frac{1}{2}$), 4 Continuing Charges lasting 1 Turn each ($-\frac{1}{2}$)
- 4u 6) *Knockout Gas Grenade:* Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Explosion ($+\frac{1}{2}$); OIF ($-\frac{1}{2}$), 8 Charges ($-\frac{1}{2}$)

Total cost: 73 points.

MORE DEFENSIVE GADGETS



Powered armor isn't the only way for characters to protect themselves. Here are some other defensive gadgets:

CONCEALMENT AND STEALTH DEVICES

These devices protect a character by concealing or hiding him from those who would harm him. See also the Mist Generator (page 62) and the Powered Armor Smokescreen Generator (page 81), which serve similar functions.

CAMOUFLAGE SUIT

Effect: Sight Group Images, -6 to PER Rolls, Set Effect (camouflage)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Breakability: 6 DEF

Description: This suit uses sophisticated video technology to make it look like the wearer isn't there. Miniaturized cameras on each side film the character's surroundings and broadcast the footage to the flexible flat screens that make up most of the suit. Thus, other people "look right through" the character at what's beyond him. This "camouflage" is difficult to penetrate if the character remains still; if he moves it becomes easier to see him... and of course the suit doesn't cover his noises or smells.

Game Information: *Sight Group Images*, -6 to PER Rolls (28 Active Points); IIF (-¼), No Range (-½), Set Effect (only to camouflage wearer; -½). Total cost: 12 points.

Options:

1) Strong Suit: Increase to -10 to PER Rolls. 40 Active Points; total cost 18 points.

2) Weak Suit: Decrease to -4 to PER Rolls. 22 Active Points; total cost 10 points.

3) Experimental Suit: The miniaturized cameras and flexible screen technology used with this suit are highly experimental and don't always work. Add Activation Roll 14- (-½). Total cost: 10 points.

4) Built-In Battery: The suit has a built-in power source strong enough to keep it functioning indefinitely... even if the wearer is unconscious. Add Reduced Endurance (0 END; +½) and Persistent (+½). 56 Active Points; total cost 25 points.

INVISIBILITY SUIT

Effect: Invisibility to Sight Group

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Breakability: 4 DEF

Description: This suit generates a field around the wearer that bends light, rendering him invisible. However, persons near him can see the "fringe" as the lightwaves arc around his body.

Game Information: *Invisibility to Sight Group* (20 Active Points); IIF (-¼). Total cost: 16 points.

Options:

1) Strong Suit: Add No Fringe. 30 Active Points; total cost 24 points.

2) Weak Suit: Add Bright Fringe (-¼). Total cost: 13 points.

3) Realistic Suit: The suit only works if the character remains still. Add Chameleon (-½). Total cost: 11 points.

4) Experimental Suit: The suit is a prototype that has an unfortunate tendency to go on the fritz. Add Activation Roll 14- (-½). Total cost: 11 points.

5) Built-In Battery: The suit has a built-in power source strong enough to keep it functioning indefinitely... even if the wearer is unconscious. Add Reduced Endurance (0 END; +½) and Persistent (+½). 40 Active Points; total cost 32 points.

6) Silence Suit I: This form of the suit doesn't hide a character from being seen; it emits counter-frequency sound waves that hide him from other peoples' hearing (unless, of course, he speaks or otherwise deliberately makes noise). Change to Invisibility to Hearing Group. 10 Active Points; total cost 8 points.

7) Silence Suit II: This suit masks the wearer from both sight and hearing. Change to Invisibility to Sight and Hearing Groups. 25 Active Points; total cost 20 points.



STEALTH SUIT

Effect: +8 to Stealth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 3 DEF

Description: This suit, a primitive gadget compared to the Camouflage and Invisibility suits, augments the wearer's ability to hide in shadows and move silently. It adds to his Stealth roll (either the one he's paid for, or his natural 8- Everyman roll in the Skill).

Game Information: +8 to Stealth (16 Active Points); IIF (-¼). Total cost 13 points.

Options:

- 1) **Strong Suit:** Increase to +10 to Stealth. 20 Active Points; total cost 16 points.
- 2) **Weak Suit:** Decrease to +6 to Stealth. 12 Active Points; total cost 10 points.
- 3) **Experimental Suit:** The suit's technology is so cutting-edge it's prone to malfunction. Add Activation Roll 14- (-½). Total cost: 9 points.

FORCE FIELD DEVICES

Force fields — fields of energy that surround and protect a character — are popular among gadgeteers, since they're not as bulky or obvious as powered armor. A clever gadgeteer can build a force field generator into just about any object; for example, in addition to the devices described here, see the Defense Field Belt (page 129).

FORCE FIELD HARNESS

Effect: Force Field (18 PD/18 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 7 DEF

Description: This harness, worn as part of a character's costume, generates a protective force-field around the wearer. It uses the character's body heat and kinetic motion to power itself.

Game Information: Force Field (18 PD/18 ED) (36 Active Points); OIF (-½). Total cost: 24 points.

Options:

- 1) **Strong Field:** Increase to Force Field (21 PD/21 ED). 42 Active Points; total cost 28 points.
- 2) **Weak Field:** Decrease to Force Field (15 PD/15 ED). 30 Active Points; total cost 20 points.
- 3) **Realistic Field:** The field makes it difficult for the character to handle objects. Add Side Effect (-2 to all DEX Rolls involved in handling or manipulating

physical objects, always occurs; -½). Total cost: 18 points.

4) Experimental Field: Force-field technology remains highly experimental, so the field sometimes flickers off unexpectedly. Add Activation Roll 14- (-½). Total cost: 18 points.

5) Built-In Battery: This form of the device has a built-in internal battery that keeps it functioning until the character turns it off. Add Reduced Endurance (0 END; +½) and Persistent (+½). 72 Active Points; total cost 48 points.

6) Broad-Spectrum Force Field: This device generates an enhanced force-field that protects against more types of attacks. Change to Force Field (12 PD/12 ED/8 Sight Group Flash Defense/8 Mental Defense/10 Power Defense) (50 Active Points); OIF (-½). Total cost: 33 points.

7) Concealed Harness: This form of the Harness can be woven into a costume or clothing so that onlookers don't know the character is wearing it. Change OIF (-½) to IIF (-¼). Total cost: 29 points.

8) Expandable Force Field: Some versions of the Force Field Harness have the capacity to expand out to protect persons and large objects carried by the wearer. Add Protects Carried Items. 46 Active Points; total cost 31 points.

FORCE FIELD PROJECTOR

Effect: Force Wall (8 PD/8 ED)

Target/Area Affected: Varies

Duration: Constant

Range: 200"

END Cost: 4

Breakability: 8 DEF

Description: This device, which may be hand-held or loosely attached to a costume, creates a protective barrier of force. Normally the character uses it to protect himself, but he can generate the barrier at a distance to protect other people.

Game Information: *Force Wall (8 PD/8 ED) (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

1) Strong Field: Increase to Force Wall (10 PD/10 ED). 50 Active Points; total cost 25 points.

2) Weak Field: Decrease to Force Wall (6 PD/6 ED). 30 Active Points; total cost 15 points.

3) Realistic Field: The Projector can only create the wall immediately in front of the character. Add No Range (-½) and Self Only (-½). Total cost: 13 points.

4) Experimental Field: Force-field technology remains highly experimental, so the barrier sometimes deactivates unexpectedly. Add Activation Roll 14- (-½). Total cost: 16 points.

5) Longer Wall: Increase the wall's maximum size to 5" long and 2" tall. 50 Active Points; total cost 25 points.

6) Attached Projector: This form of the Projector isn't so easy to take away from the character. Change OAF (-1) to OIF (-½). Total cost: 27 points.

FORCE SHIELD BRACER

Effect: Force Field (12 PD/12 ED), Activation Roll 14-

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Breakability: 5 DEF

Description: This device is a bracer worn on the character's wrist. At the character's cybernetic command it generates a disk-shaped shield of force he can use to protect himself. If he fails to interpose the shield properly, or if an attack comes from an unexpected direction (such as from behind), the shield does not protect him (hence the Activation Roll).

Game Information: *Force Field (12 PD/12 ED) (24 Active Points); OIF (-½), Activation Roll 14- (-½). Total cost: 12 points.*

Options:

1) Strong Field: Increase to Force Field (15 PD/15 ED). 30 Active Points; total cost 15 points.

2) Weak Field: Decrease to Force Field (10 PD/10 ED). 20 Active Points; total cost 10 points.

3) Experimental Field: Force-field technology remains highly experimental, so the field sometimes flickers off unexpectedly. With the GM's permission, add a second Activation Roll 14- (-½). Total cost: 10 points.

4) Built-In Battery: This form of the device has a built-in internal battery. Add Reduced Endurance (0 END; +½). 36 Active Points; total cost 18 points.

5) Variant Force Shield Bracer I: This form of Force Shield has several functions:

Cost Power

20 *Force Shield Bracer:* Multipower, 30-point reserve; all OIF (-½)

1u 1) *Basic Force Shield:* Force Field (12 PD/12 ED); OIF (-½), Activation Roll 14- (-½)

1u 2) *Deflecting Shield:* Missile Deflection (all Ranged attacks), Range (adjacent hexes; +½); OIF (-½), Costs Endurance (-½)

Total cost: 22 points.

6) Variant Force Shield Bracer II: This form of the Bracer doesn't provide Armor, it makes the character harder to hit. Change to: +4 DCV (20 Active Points); OIF (-½), Activation Roll 14- (-½). Total cost: 10 points.

HELMETS

CEREBROHELM

Effect: Armor (4 PD/4 ED), +20 INT

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 4 DEF

Description: This helmet contains special “cerebral circuitry” that augments the wearer’s intelligence even as it protects his head from injury.

Game Information:

Cost Power

3 *Cerebrohelm:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)

13 *Cerebrohelm:* +20 INT (20 Active Points); OIF (-½)

Total cost: 16 points.

Options:

1) Strong Cerebrohelm: Increase to +30 INT. 30 Active Points; total cost 20 points; total cost of device 23 points.

2) Weak Cerebrohelm: Decrease to +10 INT. 10 Active Points; total cost 7 points; total cost of device 10 points.

3) Realistic Cerebrohelm: The helmet’s battery has a limited power supply, so the character should only activate it when he knows he needs enhanced brainpower to solve some problem. Add 15 Charges (-0). Total cost 13 points; total cost of device 16 points.

4) Experimental Cerebrohelm: Cerebral circuitry is a new and unreliable form of technology. Add Activation Roll 14- (-½). Total cost 10 points; total cost of device 13 points.

5) Sense-Augmenting Cerebrohelm: This form of Cerebrohelm also enhances the wearer’s vision. Character also buys:

Cost Power

7 *360 Vision:* Increased Arc Of Perception (Sight Group) (10 Active Points); OIF (-½)

6 *Telescopic Lenses:* +6 versus Range Modifier for Sight Group (9 Active Points); OIF (-½)

3 *Thermalvision:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)

3 *UV Vision:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)

Total cost: 19 points; total cost of device 35 points.

FISHBOWL HELMET

Effect: Various Defense and Sensory Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0 (1 Continuing Charge for Air Supply)

Breakability: Varies

Description: The character’s helmet is a sphere made of some substance that permits one-way viewing — the character can see out, but no one can see in. Due to its size and shape, it incorporates devices that not only protect the wearer’s head, but provide an oxygen supply and various sensory enhancements.

Game Information:

Cost Power

3 *Fishbowl Helmet:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)

7 *Air Supply:* Life Support (Self-Contained Breathing) (10 Active Points); OIF (-½), 1 Continuing Fuel Charge (1 Hour, easily refueled; -0)

7 *360 Vision:* Increased Arc Of Perception (Sight Group) (10 Active Points); OIF (-½)

6 *Telescopic Lenses:* +6 versus Range Modifier for Sight Group (9 Active Points); OIF (-½)

3 *Thermalvision:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)

3 *UV Vision:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)

Total cost: 29 points.

NEUROHELM

Effect: Armor (4 PD/4 ED), Mind Control 10d6

Target/Area Affected: Self/One character

Duration: Persistent/Instant

Range: Self/LOS

END Cost: 0/5

Breakability: 10 DEF

Description: This helmet contains psionic circuitry that allows the wearer to take control of another person’s mind.

Game Information:

Cost Power

3 *Neurohelm:* Armor (4 PD/4 ED) (12 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)

33 *Neurohelm:* Mind Control 10d6 (50 Active Points); OIF (-½)

Total cost: 36 points.

Options:

1) Strong Neurohelm: Increase to Mind Control 12d6. 60 Active Points; total cost 40 points; total cost of device 43 points.

2) Weak Neurohelm: Decrease to Mind Control 8d6. 40 Active Points; total cost 27 points; total cost of device 30 points.

3) Experimental Neurohelm: The helmet’s neuro-technology is prone to failure due to its highly experimental nature. Add Activation Roll 14- (-½)



to Mind Control. Total cost 25 points; total cost of device 28 points.

4) Telepathic Neurohelm: The helmet's neurotechnology also lets the wearer transmit orders directly into the victim's brain. Add Telepathic (+¼). 62 Active Points; total cost 41 points; total cost of device 44 points.

PULSON PROJECTOR HELMET

Effect: Armor (6 PD/6ED), Energy Blast 8d6

Target/Area Affected: Self/One character

Duration: Persistent/Instant

Range: Self/200"

END Cost: 0/12 Charges

Breakability: 8 DEF

Description: This helmet, designed to fit snugly yet comfortably on the head, contains a built-in pulson beam projector, enabling the wearer to fire energy bolts through the helmet's visor. The helmet's hard shell and interior padding protect the wearer's head.

Game Information:

Cost Power

5 *Pulson Projector Helmet:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)

23 *Pulson Beam Projector:* Energy Blast 8d6 (40 Active Points); OIF (-½), 12 Charges (-¼)

Total cost: 28 points.

Options:

1) Stronger Beam: Increase Energy Blast to 12d6. 60 Active Points; total cost of Projector 34 points; total cost of Helmet 39 points.

2) Weaker Beam: Decrease Energy Blast to 6d6. 30 Active Points; total cost of Projector 17 points; total cost of Helmet 22 points.

3) Realistic Helmet: The pulson beam projector interferes with the character's ability to see whenever it's fired. To the Projector, add Side Effect (-2 PER Rolls until next Phase, always occurs; -½). Total cost of Projector 18 points; total cost of Helmet 23 points.

4) Enhanced Battery: The helmet's built-in battery has more energy. Increase to 20 Charges (+¼). 50 Active Points; total cost of Projector 33 points; total cost of Helmet 38 points.

5) Tinted Visor And Ear Padding: The helmet offer some protection against blindingly bright lights and deafeningly loud sounds. Add Sight Group Flash Defense (5 points) (5 Active Points); OIF (-½) (total cost: 3 points) and Hearing Group Flash Defense (5 points) (5 Active Points); OIF (-½) (total cost: 3 points). Total cost 6 points; total cost of Helmet 34 points.

6) Nightsight And Telescopic Lenses: The helmet augments the wearer's visual senses. Add Infrared Perception (Sight Group) (5 Active Points); OIF (-½) (total cost: 3 points) and +6 versus Range Modifier for Sight Group (9 Active Points); OIF (-½) (total cost: 6 points). Total cost 9 points; total cost of Helmet 37 points.

RHINO-HELM

Effect: Armor (8 PD/8 ED) for the Head and Shoulders; HA +8d6, Only With Move Throughs
Target/Area Affected: Self/One character
Duration: Persistent/Instant
Range: Self/Touch
END Cost: 0/4
Breakability: 8 DEF

Description: This weapon, actually more of a full headpiece than a helmet, fits over the character's head and shoulders. It has padding and a rhino-like horn on the top of the head, allowing the wearer to run into and smash his enemies, walls, and the like.

Game Information:**Cost Power**

- 8 *Rhino-Helm:* Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Activation Roll 9- (only protects Hit Locations 3-5, 9; -1½)
 13 *Rhino-Helm:* HA +8d6 (40 Active Points); OIF (-½), Hand-To-Hand Attack (-½), Only With Move Throughs (-1)

Total cost: 21 points.

Options:

- 1) **Strong Rhino-Helm:** Increase to HA +10d6. 50 Active Points; total cost 17 points; total cost of device 25 points.
 2) **Weak Rhino-Helm:** Decrease to HA +6d6. 30 Active Points; total cost 10 points; total cost of device 18 points.

UTILITY HELMET

Effect: Various Sensory and Defense Powers
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: This helmet provides the wearer with a variety of minor but useful sensory and defensive powers. Other devices may also be installed.

Game Information:**Cost Power**

- 5 *Utility Helmet:* Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)
 5 *Auditory Dampers:* Hearing Group Flash Defense (8 points) (8 Active Points); OIF (-½)
 7 *Polarized Lenses:* Sight Group Flash Defense (10 points) (10 Active Points); OIF (-½)
 6 *Telescopic Lenses:* +6 versus Range Modifier for Sight Group (9 Active Points); OIF (-½)
 3 *Thermalvision:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)
 3 *UV Vision:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)

Total cost: 29 points.

MISCELLANEOUS
DEFENSIVE GADGETS

BATTLE VEST

Effect: Armor (10 PD/10 ED), Activation Roll 11-, plus other devices

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: 12 DEF

Description: Popular among some gadgeteers, this device is a technological vest. In addition to protecting the victim's torso, the vest comes with several built-in devices: a jetpack; a micro-grenade launcher; and a shoulder-holstered blaster. A clever gadgeteer could easily build other devices (an invisibility harness, a teleporter, a force field generator) into a Battle Vest, or even other weapons (see Vest Blaster, page 127).

Game Information:**Cost Power**

- 12 *Battle Vest:* Armor (10 PD/10 ED) (30 Active Points), OIF (-½), Activation Roll 11- (covers Hit Locations 9-13; -1)
 16 *Battle Vest Jetpack:* Flight 12" (24 Active Points); OIF (-½)
 30 *Battle Vest Micro-Grenade Launcher:* Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OIF (-½), Limited Range (20"; -¼), 12 Charges (-¼)
 27 *Battle Vest Holstered Blaster:* RKA 2d6, Armor Piercing (+½), Penetrating (+½) (60 Active Points); OAF (-1), Beam (-¼), 15 Charges (-0)

Total cost: 85 points

Options

1) **Battle Vest Defensive Field:** This type of Battle Vest doesn't just protect the torso — it generates a low-level force field that covers the entire body. Remove Activation Roll (-1) from Battle Vest. Total cost: 20 points (overall cost of Battle Vest 93 points).

DEFLECTION ORB

Effect: Missile Deflection, +5 OCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 9 DEF

Description: This device is a small orb with built-in graviton manipulation technology or mini-rockets that allow it to fly. It orbits the character, using specialized tractor beams, energy beams, and force projectors to protect the character from ranged attacks.

Game Information: *Missile Deflection (all Ranged attacks)*, +5 OCV (45 Active Points); OAF (-1), Will Not Work Against Heavy Missiles (-¼). Total cost: 20 points.

Options:

1) Strong Orb: Increase to +8 OCV. 60 Active Points; total cost 27 points.

2) Weak Orb: Decrease to +3 OCV. 35 Active Points; total cost 15 points.

3) Experimental Orb: The orb's systems sometimes malfunction. Add Activation Roll 14- (-½). Total cost: 16 points.

DIMENSIONAL SHUNT FIELD

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 12 DEF

Description: A powerful piece of defensive technology, this device (usually built into a suit of powered armor, a belt, or the like) creates a field around the wearer that acts as a low-level opening into a pocket dimension. Any force directed at the wearer is partly shunted into the pocket dimension.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50%* (60 Active Points); OIF (-½). Total cost: 40 points.

Options:

1) Strong Field: Increase to Increase to Physical and Energy Damage Reduction, Resistant, 75%. 120 Active Points; total cost 80 points.

2) Weak Field: Decrease to Increase to Physical and Energy Damage Reduction, Resistant, 25%. 30 Active Points; total cost 20 points.

3) Realistic Field: The field requires an enormous amount of energy, and its built-in batteries can only power it for a short period. Although 30 Charges is normally a +¼ Advantage, in this case it's reduced to -0 because the benefit offered by lots of Charges — not using END — is one that doesn't apply to this Power (since it already costs no END). Add 30 Charges (-0). 60 Active Points; total cost 40 points.

4) Experimental Field: Dimension-breeching technology is difficult to create and maintain; it often fails, sometimes for no readily discernible reason. Add Activation Roll 14- (-½). Total cost: 30 points.

PSI-STATIC GENERATOR

Effect: Force Wall (12 Mental Defense, 6" long), Transparent (Flash Defense and Power Defense attacks)

Target/Area Affected: 2" Radius sphere around character

Duration: Constant

Range: No Range

END Cost: 8

Breakability: 16 DEF

Description: This device generates a field of "psychic static" in a 2" radius zone around the wearer. The wearer and anyone else inside the zone have extra protection against psionic attacks from outside the zone. A character inside the zone may attack another character inside the zone without difficulty (due to proximity), but suffers the effects of the psi-static if he tries to mentally attack targets outside the zone.

Game Information: *Force Wall (12 Mental Defense, 6" long), Transparent (Flash Defense and Power Defense attacks; +1) (80 Active Points); OAF (-1), No Range (-½), Restricted Shape (2" radius sphere around character; -¼).* Total cost: 29 points.

Options:

1) Strong Generator: Increase to Force Wall (16 Mental Defense, 6" long). 100 Active Points; total cost 36 points.

2) Weak Generator: Decrease to Force Wall (8 Mental Defense, 6" long). 60 Active Points; total cost 22 points.

3) Realistic Generator: The Generator has an internal power supply that can only sustain the field for a short period of time before it requires recharging. Add 1 Continuing Fuel Charge (easily-replaced fuel; 30 seconds; -¾). Total cost: 23 points.

4) Experimental Generator: Psionic technology is rare, difficult to create, and prone to malfunction. Add Activation Roll 14- (-½). Total cost: 25 points.

5) Attached Generator: The Generator is difficult to take away from the character; it may be built into a costume, bracer, helmet, or the like. Change OAF (-1) to OIF (-½). Total cost: 35 points.

6) Long-Lasting Generator: The Generator's internal power supply is so strong that it's effectively unlimited (though it does require periodic recharging). Add Reduced Endurance (0 END; +½). 100 Active Points; total cost 36 points.

QUESTIONITE-AUGMENTED SKELETON

Effect: Armor to protect the bones, HA +2d6, Knockback Resistance -2”

Target/Area Affected: Self/Self/One character/Self

Duration: Persistent/Persistent/Instant/Persistent

Range: Self/Self/Touch/Self

END Cost: 0

Breakability: Unbreakable

Description: The character’s bones have been coated, laced, and/or partially replaced with questionite, making them virtually unbreakable. That means his knuckles hurt someone more when he punches, and he weighs a lot more than you’d expect based on his height and build.

Like the Returning Throwing Weapon (page 36), this is a rare example of a gadget that doesn’t take the *Focus* Limitation. The bone lacings are an object, but it requires highly complicated surgery to install or remove them, so they don’t function like a *Focus* in game terms.

Game Information:**Cost Power**

- | | |
|----|--|
| 3 | <i>Questionite Bone Lacing (Increased Sturdiness):</i> Armor (1 PD/1 ED) |
| 22 | <i>Questionite Bone Lacing (Unbreakable Bones):</i> Armor (30 PD/30 ED) (90 Active Points); Only Works Against BODY Damage (-1), Only To Protect Against Breaking Bones (-2) |
| 7 | <i>Questionite-Laced Knuckles:</i> HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½) |
| 4 | <i>Questionite Bone Lacing (Heavier):</i> Knockback Resistance -2” |

Total cost: 36 points

QUESTIONITE SHIELD

Effect: Force Wall (16 PD/16 ED), Hardened (x2), plus other abilities

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: Unbreakable

Description: This defensive device is a round shield made from a mysterious, unduplicatable alloy of the uncanny super-metal questionite. It has proven completely unbreakable by any means yet tested, though it has not been exposed to disintegration powers, the detonation of a nuclear weapon, or a nega-beam.

The shield’s shape and composition allow the wielder to do many things with it. First, he can protect himself. In most cases he simply holds it between himself and an attack; he can also use it to shield one other person whom he holds close, or a person standing right next to him. In game terms, this is defined as a Force Wall with No Range. If an attack gets through and “breaks” the Force Wall, the special effect is that it either somehow knocked the shield out of the way, or forced the shield back into the wielder with such force that he still took damage. In either case, the wielder has to spend a Zero-Phase Action to “re-activate” the Force Wall (*i.e.*, move it back into position to defend himself properly). The other drawback to using the Force Wall slot of the shield’s Multipower is that the character can’t attack targets “through” the shield unless he buys the Advantage *Indirect* (+¼) for his attacks. To get around the Force Wall restrictions, the shield also has defensive slots built with the powers Armor and Missile Deflection. All the defensive slots require some kind of roll to use properly (either a Use Questionite Shield roll or a Block roll; this simulates the fact that the character doesn’t always interpose the shield in time).

The wielder can also use the shield as a weapon. He can bash someone with it (an HA), or use its edge to cut through objects (an HKA). Thanks to its aerodynamic shape, he can also throw it (an EB or RKA), but that means he cannot use the Multipower again until he recovers it (typically a wielder uses one Combat Skill Level when they throw the shield to make it “bounce” or boomerang back to his hand in the same Phase when he throws it). If the targets line up right, the wielder can hit several of them at once; he can also ricochet it off one target to hit another (though this takes some skill).

**Game Information:****Cost Power**

- 80 *Questionite Shield*: Multipower, 160-point reserve; all OAF (-1)
- 5u 1) *Protection I*: Force Wall (16 PD/16 ED), Hardened (x2; +½), Reduced Endurance (0 END; +½); OAF (-1), Requires A Use Questionite Shield Roll (no Active Point penalty; -0), No Range (-½), Restricted Shape (-¼), Cannot Englobe (-¼)
- 4u 2) *Protection II*: Armor (16 PD/16 ED), Hardened (x2; +½), Usable Simultaneously (self and one other person; +½); OAF (-1), Requires A Use Questionite Shield Roll (no Active Point penalty; -0), Nonpersistent (-¼), Second Person Must Stand In Same Hex As Shield-Holder To Gain Its Protection (-¼)
- 1u 3) *Protection III*: Missile Deflection (all Ranged attacks), Range (adjacent hex; +½); OAF (-1), Lockout (cannot use other Multipower slots while using this one; -½)
- 1u 4) *Shield-Bash*: HA +6d6; OAF (-1), Hand-To-Hand Attack (-½)
- 1u 5) *Shield Edge*: HKA 1d6 (up to 2d6 with STR); OAF (-1)
- 1u 6) *Thrown Shield I*: Energy Blast 10d6; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until recovers shield; -½), Range Based On STR (-¼)
- 2u 7) *Thrown Shield II*: Energy Blast 10d6, Area Of Effect (20" Line; +1); OAF (-1), Lockout (cannot use Multipower until recovers shield; -½), Range Based On STR (-¼), 1 Recoverable Charge (-1¼)

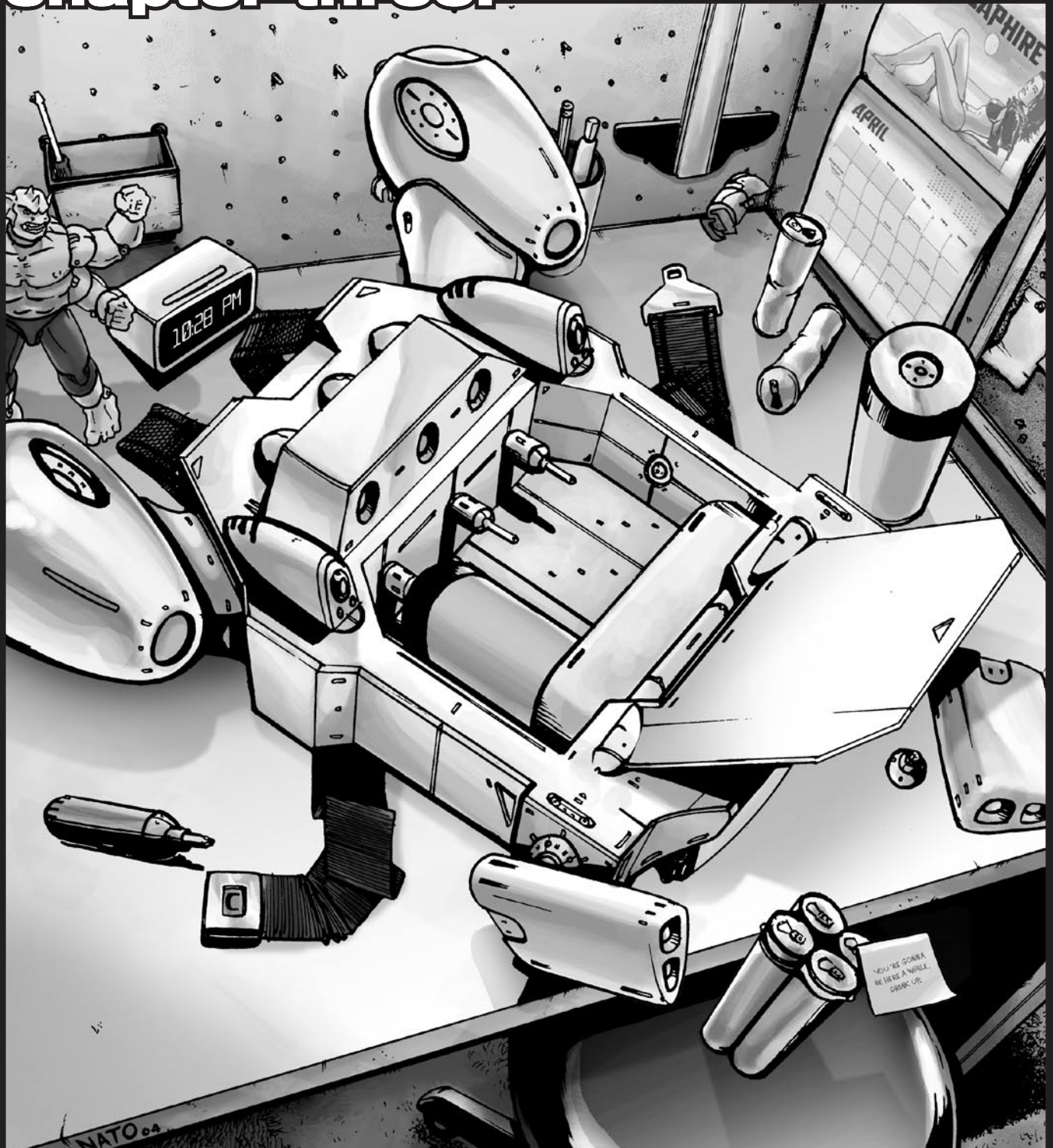
- 2u 8) *Thrown Shield III*: Energy Blast 10d6, Area Of Effect (Any Area 5"; +1); OAF (-1), Lockout (cannot use Multipower until recovers shield; -½), Range Based On STR (-¼), Requires A Use Questionite Shield Roll (penalty of -1 per 20 Active Points; -¼), 1 Recoverable Charge (-1¼)
- 1u 9) *Thrown Shield IV*: HKA 1d6 (up to 2d6 with STR), Range Based On STR (+¼); OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use Multipower until recovers shield; -½), Range Based On STR (-¼)
- 1u 10) *Cover Your Eyes!*: Sight Group Flash Defense (20 points), Hardened (+¼); OAF (-1), Activation Roll 14- (-½), Nonpersistent (-¼), Lockout (cannot use other Multipower slots while using this one; -½)

Total cost: 99 points.

Options:

- 1) Stronger Questionite Shield:** Increase reserve to 200 points, Force Wall slot to (20 PD/20 ED) and Armor slot to (20 PD/20 ED). Total cost: 122 points.
- 2) Questionite Shield Variant:** Remove Force Wall slot and reduce reserve to 100 points. Total cost: 64 points.
- 3) Force Shield:** Instead of being made of questionite, this shield is made out of pure force energy held in place by a permanent magnetic field or the like. It functions similarly to the Questionite Shield, but lacks a few of its uses. Remove slots 5 and 9. Total cost: 97 points.

chapter three:



ON THE ROAD & IN THE SKY MOVEMENT GADGETS

MOVEMENT GADGETS



This chapter has personal movement gadgets — devices designed using Movement Powers but which aren't built as Vehicles. (For those, see *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook*). In addition to the gadgets listed here, see the *Boots* section of the powered armor devices (page 88) for Bootjets, Hoverpads, Rocketskates, and Springboots, and Chapter Five (since many movement gadgets, such as Glider Capes, are built directly into costumes).

COPTERPACK

Effect: Flight 12", No Turn Mode, Sideways Maneuverability

Target/Area Affected: Self

Duration: Constant

Range: Self

Charges: 1 Continuing Fuel Charge lasting 1 Hour

Breakability: 8 DEF

Description: Similar to a Jetpack, this backpack-like device contains a rotor and set of helicopter blade that fold up to fit within. When the wearer activates the 'Pack (which takes time), the blades unfold, allowing him to fly away.

Game Information: *Flight 12", No Turn Mode (+¼), Sideways Maneuverability (+½) (42 Active Points); OIF (-½), Extra Time (Extra Phase to activate; -½), Side Effects (KA ½d6, Area Of Effect (2" Radius) around character, automatically occurs when Flight is in use, only affects environment around character; -0), 1 Continuing Fuel Charge lasting 1 Hour (requires specially-refined jet fuel, Difficult to obtain; -¼). Total cost: 19 points.*

Options:

- 1) Strong Copterpack:** Increase to Flight 15". 52 Active Points; total cost 23 points.
- 2) Weak Copterpack:** Decrease to Flight 9". 31 Active Points; total cost 14 points.
- 3) Realistic Copterpack I:** Using the Copterpack tires the character out. Add Costs Endurance (-½). Total cost: 15 points.
- 4) Realistic Copterpack II:** The character has to keep at least one hand on the Copterpack's controls at all times. Add Gestures (throughout; -½). Total cost: 15 points.
- 5) Experimental Copterpack:** Sometimes the rotor and blades fail to unfold properly, or lock up in mid-flight. Add Activation Roll 14- Jammed (-1) and increase Side Effects to -½. Total cost: 11 points.

COSMIC FLYER

Effect: FTL Travel (1 LY/hour)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: Unbreakable

Description: This device, the product of alien super-science or the powers of some cosmically-powerful entity, allows the rider to travel through space at eight thousand times the speed of light! Since it's a ridden device, it provides no life support; the character has to have some way to survive in the vacuum of space while using it.

The designer can make this device look like any rideable object he wants: a bizarre, alien-tech motorcycle; a surfboard; a high-tech platform; an altar; a flying Buick, or the like. The chosen appearance usually depends on the character's costume, name, or powers.

Game Information: *FTL Travel (1 LY/hour) (36 Active Points); OAF (-1). Total cost: 18 points.*

Options:

- 1) Faster Cosmic Flyer:** Increase to FTL Travel (4 LY/hour). 40 Active Points; total cost 20 points.
- 2) Slower Cosmic Flyer:** Decrease to FTL Travel (1 LY/4 hours). 32 Active Points; total cost 16 points.
- 3) Realistic Cosmic Flyer I:** It takes training and skill to ride a Cosmic Flyer. Add Requires A Power (Use Cosmic Flyer) Roll (-½). Total cost: 14 points.
- 4) Realistic Cosmic Flyer II:** Though the Cosmic Flyer is self-powered, riding and steering one takes a lot of the user. Add Costs Endurance (-½). Total cost: 14 points.
- 5) Realistic Cosmic Flyer III:** One of the major problems with using the Cosmic Flyer in combat is that if the rider takes Knockback, he often gets knocked off the Flyer! Add Side Effects (if character takes Knockback, must make a DEX Roll at -1 per full 2" of Knockback or he falls off the Flyer; -¼). Total cost: 16 points.
- 6) Ungrabbable Flyer:** Not only is the Cosmic Flyer unbreakable, but it's so thoroughly under the character's control that no one can take it away from him — if anyone tries, it simply comes to him at his mental command. Remove OAF (-1). Total cost: 36 points.
- 7) Flyer As Weapon:** If the character takes the *Ungrabbable Flyer* option, he can also use the Flyer as a weapon by sending it away from him to smash into his enemies. Change to:

Cost Power60 *Cosmic Flyer*: Multipower, 60-point reserve4u 1) *Flight*: FTL Travel (1 LY/hour)6u 2) *Weapon*: Energy Blast 12d6**Total cost: 70 points.****DRILL GAUNTLETS****Effect:** Tunneling 6" through DEF 12 materials**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 5**Breakability:** 10 DEF

Description: This device is a set of metal gauntlets with special drill bits attached to them so the character can burrow through earth, stone, walls, and just about anything else.

Game Information: *Tunneling 6" through DEF 12 materials (48 Active Points); OIF (-½). Total cost: 32 points.*

Options:

1) Strong Gauntlets: Increase to Tunneling 8". 52 Active Points; total cost 35 points.

2) Weak Gauntlets: Decrease to Tunneling 4". 44 Active Points; total cost 29 points.

3) Realistic Gauntlets I: The drill bits on the Gauntlets severely hinder the character's ability to use his hands. Add Side Effects (-4 to DEX Rolls involving manual dexterity, always occurs and applies as long as gauntlets are worn; -½). Total cost: 24 points.

4) Realistic Gauntlets II: The batteries in the Gauntlets have a limited power supply. Add 12 Charges (-¼). Total cost: 27 points.

5) Experimental Gauntlets: Due to their experimental nature, the Gauntlets break down easily. Add Activation Roll 14- (-½). Total cost: 24 points.

FLIGHT DISK**Effect:** Flight 10", Usable As Attack**Target/Area Affected:** One character**Duration:** Constant**Range:** Touch**END Cost:** 0**Breakability:** 10 DEF

Description: This device, a disk about two inches in diameter and half an inch thick, uses sophisticated antigravity technology to allow the person it's attached to to fly. The user can give it to another person and allow that person to fly instead. Alternately, he can attach the disk to an object weighing no more than 100 kilograms and make that object fly at the rate of 10" per Phase until someone removes the disk.

Game Information: *Flight 10", Usable As Attack (does not work against targets who have their own Flight or gravity-manipulation powers; +1), Reduced Endurance (0 END; +½) (50 Active Points); OAF (-1). Total cost: 25 points.*

Options:

1) Strong Disk I: Increase to Flight 15". 75 Active Points; total cost 37 points.

2) Strong Disk II: Increase to x4 Noncombat. 62 Active Points; total cost 31 points.

3) Weak Disk: Decrease to Flight 8". 40 Active Points; total cost 20 points.

4) Realistic Disk: Flying via the Disk tires the user out because he constantly has to alter his body attitude to steer. Remove Reduced Endurance (+½). 40 Active Points; total cost 20 points.

5) Experimental Disk: Even the most skilled gadgeteers have difficulty miniaturizing antigravity technology and getting it to work properly all the time. Add Activation Roll 14- (-½). Total cost: 20 points.

6) Maneuverable Disk I: The Disk grants the user a great deal of aerobatic maneuverability. Add No Turn Mode (+¼). 55 Active Points; total cost 27 points.

7) Many Disks: The character has several Disks he can give to his comrades or use as weapons. Character also buys x8 Flying Disks for an additional 15 Character Points (total cost: 40 points).

8) Attached Disk: The Disk attaches to the character's costume or body so firmly that enemies cannot take it away in combat. Change OAF (-1) to OIF (-½). Total cost: 33 points.



FLIGHT PLATFORM

Effect: Flight 15", Usable Simultaneously

Target/Area Affected: Two characters

Duration: Constant

Range: Self/Touch

END Cost: 4

Breakability: 7 DEF

Description: This is a small platform, big enough to hold maybe two people at most, with handles on either side. It uses hover technology (or like systems) to fly. Ordinarily it would qualify as a Bulky Focus, but its built-in gravity negators make it extremely easy to carry.

Game Information: *Flight 15"*, *Reduced Endurance* ($\frac{1}{2}$ END; $+\frac{1}{4}$) (37 Active Points); *OAF* (-1) (total cost: 18 points) **plus** *Usable Simultaneously* ($+\frac{1}{2}$) for *Flight* (18 Active Points); *OAF* (-1), *Both Characters Must Fly Together* (-1) (total cost: 6 points). Total cost: 24 points.

Options:

1) Strong Platform: Increase to Flight 20". 50 + 25 = 75 Active Points; total cost 25 + 8 = 33 points.

2) Weak Platform: Decrease to Flight 10". 25 + 12 = 37 Active Points; total cost 12 + 4 = 16 points.

3) Realistic Platform: The platform needs fuel to function. Add to Flight 1 Continuing Fuel Charge lasting 1 Hour (requires specially-refined jet fuel, Difficult to obtain; $-\frac{1}{4}$). 37 + 18 = 55 Active Points; total cost 16 + 6 = 22 points.

4) Experimental Platform: The technology that powers the Platform isn't as reliable as it should be.

Add Activation Roll 14- ($-\frac{1}{2}$) to Flight. Total cost 15 + 6 = 21 points.

5) Larger Platform: Increase Usable Simultaneously to (up to 8 people at once; +1). 37 + 37 = 74 Active Points; total cost 18 + 12 = 30 points.

FLIGHT RING

Effect: Flight 20"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Breakability: 8 DEF

Description: Considered one of the most advanced super-devices in the world, this is an antigravity-based flight device built into a finger-ring. The wearer's body heat and kinetic motion power the miniaturized antigravity engine.

Game Information: *Flight 20"* (40 Active Points); *IIF* ($-\frac{1}{4}$). Total cost: 32 points.

Options:

1) Strong Flight Ring: Increase to Flight 25". 50 Active Points; total cost 40 points.

2) Weak Flight Ring: Decrease to Flight 15". 30 Active Points; total cost 24 points.

3) Realistic Flight Ring: The ring has an internal power source that limits how long a character can use it each day. Add 1 Continuing Fuel Charge lasting 5 Minutes (recharged via special electrical ring-recharging device; $-\frac{1}{2}$). Total cost: 23 points.

4) Experimental Flight Ring: Technology this advanced doesn't always work properly — a bad thing when you're way up in the air. Add Activation Roll 14- (-½). Total cost: 23 points.

5) Glowing Ring: This form of Flight Ring is larger and glows when used, making it obvious where the character's ability to fly comes from. Change IIF (-¼) to OIF (-½). Total cost: 27 points.

HOVERSHOES

Effect: Flight 6", No Turn Mode

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Breakability: 3 DEF

Description: This device is a set of shoes or boots with powerful anti-gravity plates on the bottom. When activated, the plates allow the wearer to "walk on air." He can climb as if he were climbing stairs, run as if he were on the ground, and so forth. There's a limit to how fast he can go, though — no more than half his Combat Movement with Running, up to a maximum of 6". (If you prefer, you can simply re-calculate the cost of the Hovershoes with the appropriate inches of Running for the character.)

Game Information: *Flight 6", No Turn Mode (+¼) (15 Active Points); OIF (-½), Cannot Move Faster Than Half Wearer's Combat Movement With Running Or 6", Whichever Is Less (-0). Total cost: 10 points.*

Options:

1) Strong Hovershoes: Increase to Flight 9". 22 Active Points; total cost 15 points.

2) Weak Hovershoes: Decrease to Flight 3". 7 Active Points; total cost 5 points.

3) Realistic Hovershoes: The power packs built into the Hovershoes have a very limited life before they need recharging. Add 12 Charges (-¼). Total cost: 9 points.

4) Experimental Hovershoes: The anti-gravity technology in the Hovershoes is experimental. Best not to walk too far above the ground. Add Activation Roll 14- (-½). Total cost: 7 points.

JETPACK

Effect: Flight 15"

Target/Area Affected: Self

Duration: Constant

Range: Self

Charges: 1 Continuing Fuel Charge

Breakability: 6 DEF

Description: A common gadget among powered armor wearers and gadgeteers, this backpack-like device has a built-in rocket system that allows the wearer to fly. It uses a form of specially-refined and enhanced jet fuel. At the GM's option, a character could refuel with ordinary gasoline (which reduces the Flight to 12", or even less).

If a *Jetpack* is not to a character's taste, you can use this write-up to represent any similar type of gadget: a *Jetbelt*; *Jetbracers*; *Jet-Harness*; and so on.

Game Information: *Flight 15" (30 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 2 Hours (requires specially-refined jet fuel, Difficult to obtain; -0). Total cost: 20 points.*

Options:

1) Strong Jetpack: Increase to Flight 20". 40 Active Points; total cost 27 points.

2) Weak Jetpack: Decrease to Flight 10". 20 Active Points; total cost 13 points.

3) Realistic Jetpack I: Steering with a rocket strapped to your back isn't exactly easy. Add Increased Turn Mode (Flight with the Jetpack always has a +2" Turn Mode; -¼). Total cost: 17 points.

4) Realistic Jetpack II: Unfortunately, the Jetpack can be dangerous to the user. If it takes even a single point of BODY damage past its defenses from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing the user to take 2d6 damage every Phase (no defense) until the flames are extinguished. You can represent this with a -¼ Limitation. Total cost: 17 points.

5) Realistic Jetpack III: The character has to keep at least one hand on the Jetpack's controls at all times. Add Gestures (throughout; -½). Total cost: 15 points.

6) Experimental Jetpack: Miniaturizing a rocket to fit into a backpack *and* not become hot enough to burn the wearer is difficult; as a result, sometimes the rocket stops working. Add Activation Roll 14- (-½). Total cost: 15 points.



7) Self-Powered Jetpack: Instead of using fuel, this form of the Jetpack draws on the character's own energy. Remove Charges (-0). Total cost: 20 points.

8) Jet-Staff: Instead of being a worn backpack-like device, this is a metallic staff that projects a rocket blast, graviton manipulation wave, or the like out of the bottom end so the person holding it can fly. Change OIF (-½) to OAF (-1) and add Gestures (throughout; -½). Total cost: 12 points.

9) Mach Speed Jetpack: This powerful form of the Jetpack allows a character to fly at extremely high speeds, possibly Mach 10 or higher (assuming he has the ability to breathe at that speed, and resist the G-forces generated).

Cost Power

35	<i>Mach Speed Jetpack:</i> Multipower, 53-point reserve; all OIF (-½), 1 Continuing Fuel Charge lasting 1 Hour (requires specially-refined jet fuel, Difficult to obtain; -0)
3u	1) <i>Standard Flight Mode:</i> Flight 24", x4 Non-combat; OIF (-½)
1u	2) <i>Mach Speed Mode:</i> Flight 5", MegaScale (1" = 1 km; +¼); OIF (-½)

Total cost: 39 points.

LINEGUN

Effect: Swinging 20" and other powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Breakability: 6 DEF

Description: A linegun is a device of some sort — usually pistol-like, but possibly an advanced version of the Billy Club (page 22) or Multi-Bracer (page 62) — that can project a thin, strong line of cord. It's primarily a transportation device, since it allows the character to swing, hoist himself up to rooftops, and so on, but can also be used as a winch or bolo.

Game Information:

Cost Power

15	<i>Linegun:</i> Multipower, 30-point reserve; all OAF (-1)
1u	1) <i>Swingline I:</i> Swinging 20", x4 Noncombat; OAF (-1)
1u	2) <i>Swingline II:</i> Leaping 20" (10" upward); OAF (-1), Cannot Add Leaping From STR (-¼), Only To Carry User Upward (-½), No Non-Combat Multiple (-¼)
1u	3) <i>Swingline III:</i> +5 to Climbing; OAF (-1)
1u	4) <i>Winch:</i> Telekinesis (10 STR); OAF (-1), Only To Pull Objects Towards User (-½), Affects Whole Object (-¼), Limited Range (15"; -¼)
1u	5) <i>Bola-Line:</i> Entangle 3d6, 3 DEF; OAF (-1), Lockout (cannot use Linegun's other powers until Charge is recovered; -½), Limited Range (15"; -¼), Cannot Form Barriers (-¼), 1 Recoverable Charge (-1¼)

Total cost: 20 points

Options

1) **Line-Bracer:** This form of the Linegun isn't so easy to take away from the character. Change to OIF (-½) throughout. Total cost: 26 points.

MECHANO-STILTS

Effect: Stretching 20" plus Running +10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0/2

Breakability: 30 DEF

Description: This device is a set of retractable tubes that fit over the wearer's legs and function like mechanized stilts. They can extend up to 20", allowing the character to reach objects far off the ground and walk at incredible speed (he gains +1" Running for every 2" of Stretching he uses). If he positions himself properly, he can also kick distant targets (sometimes by fully retracting one stilt, aiming his leg at the target, and then extending the stilt so it smashes right into the target).

The *Limited Body Parts* Limitation receives a higher value for this power than it normally does, since the ability to Stretch only the legs is much less useful than the ability to Stretch just the hands or arms.

Game Information: *Stretching 20", Reduced Endurance (0 END; +½) (150 Active Points); OIF (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Limited Body Parts (legs only; -1) (total cost: 50 points) plus Running +10" (16" total) (20 Active Points); OIF (-½), Linked (-½) (total cost: 10 points). Total cost: 60 points.*

Options:

1) **Long Stilts:** Increase to Stretching 24" and Running +12". $180 + 24 = 204$ Active Points; total cost $60 + 12 = 72$ points.

2) **Short Stilts:** Decrease to Stretching 16" and Running +8". $120 + 16 = 136$ Active Points; total cost $40 + 8 = 48$ points.

3) **Realistic Stilts:** Walking on 130 foot-tall stilts, much less fighting in them, requires special training. Add Requires A Power (Use Mechano-Stilts) Roll (-½) to both powers. Total cost $43 + 8 = 51$ points.

4) **Experimental Stilts:** The technology required to make the Mechano-Stilts work is still experimental; sometimes they don't activate properly, or spontaneously retract without warning. Add Activation Roll 14- (-½). Total cost $43 + 8 = 51$ points.

ROCKETBOARD

Effect: Flight 20", Only In Contact With A Relatively Smooth Solid Surface

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Breakability: 10 DEF

Description: This super-tech skateboard not only travels with microjet-assisted speed, it has special tires that let it ride straight up walls! With a rocketboard beneath his feat, there's almost nowhere a character can't go in an urban environment (but the board won't work on rough surfaces, include bare or plant-covered earth in most circumstances, or on any surface less firm than loosely-packed earth). The GM may require a PS: Skateboarding roll if the character wants to perform unusual stunts, like wall-riding or jumps.

Game Information: *Flight 20", Reduced Endurance (½ END; +¼) (50 Active Points); OAF (-1), Only In Contact With A Relatively Smooth Solid Surface (-¼). Total cost: 22 points.*

Options:

1) **Faster Rocketboard I:** Increase to Flight 25". 62 Active Points; total cost 27 points.

2) **Faster Rocketboard II:** Add x4 Noncombat. 56 Active Points; total cost 25 points.

3) **Slower Rocketboard:** Decrease to Flight 15". 37 Active Points; total cost 16 points.

4) **Realistic Rocketboard I:** This form of Rocketboard moves quickly along the ground, but cannot climb walls or the like. Change to Running 20", Reduced Endurance (½ END; +¼) (50 Active Points); OAF (-1), Does Not Add To Base Running (-¼), Only On Appropriate Terrain (-¼). Total cost: 20 points.

5) **Realistic Rocketboard II:** The rocketboard has a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel it before he can ride again. Add 1 Continuing Fuel Charge (30 seconds, Difficult to obtain fuel; -1). Total cost: 15 points.

6) **Realistic Rocketboard III:** Riding a rocketboard is difficult; many users lose their balance and fall off... then watch helplessly as the rocketboard zooms away from them. Add Activation Roll (equal to character's DEX Roll, this write-up assumes a DEX Roll of 12- or 13-; -¾) and Side Effects (character falls to the ground and loses the rest of his Phase, but the Rocketboard keeps traveling in the same direction for the rest of the Segment, plus 1d6 more Phases [at the character's SPD] or until stopped; -¼). Total cost: 15 points.

7) **Experimental Rocketboard:** Unfortunately, this form of the Rocketboard doesn't always work properly... which can really be a problem if the character's several stories up a wall when the engine conks out. Add Activation Roll 14- (-½). Total cost: 18 points.

8) Armed Rocketboard: The character's Rocketboard mounts a small rack of mini-missiles that it can fire at targets directly in front of it. Character also buys RKA 3d6, Explosion (+½) (67 Active Points); OAF (-1), Limited Arc Of Fire (One Hex Row, only on same horizontal level as Rocketboard; -1), 4 Charges (-1). Total cost: 17 points.

ROCKET FLYER

Effect: Flight 20", No Turn Mode

Target/Area Affected: Self

Duration: Constant

Range: Self

Charges: 1 Continuing Fuel Charge

Breakability: 10 DEF

Description: This flight device is, essentially, a jet engine the character can ride by standing on it or straddling it. The character steers it through posture and body attitude, making it extremely maneuverable — it can literally turn on a dime when operated by a trained user. The downside is that it's relatively easy to misdirect the device or take it away from the rider.

The designer can make this device look like any sort of flying creature or object: a bat; a bird of prey; a V-wing; a pterosaur; or the like. The chosen appearance usually depends on the character's costume, name, or powers.

Game Information: *Flight 20", No Turn Mode (+¼) (50 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 2 Hours (requires specially-refined jet fuel, Difficult to obtain; -0). Total cost: 25 points.*

Options:

1) Faster Rocket Flyer I: Increase to Flight 25". 62 Active Points; total cost 31 points.

2) Faster Rocket Flyer II: Add x4 Noncombat. 56 Active Points; total cost 28 points.

3) Slower Rocket Flyer: Decrease to Flight 15". 37 Active Points; total cost 18 points.

4) Realistic Rocket Flyer I: It takes training and skill to ride a Rocket Flyer. Add Requires A PS: Operate Rocket Flyer Roll (-¼). Total cost: 22 points.

5) Realistic Rocket Flyer II: Though the Rocket Flyer is self-powered, riding and steering one takes a lot out of the user. Add Costs Endurance (-½). Total cost: 20 points.

6) Realistic Rocket Flyer III: One of the major problems with using the Rocket Flyer in combat is that if the rider takes Knockback, he often gets knocked off the Flyer! Add Side Effects (if character takes Knockback, must make a DEX Roll at -1 per full 2" of Knockback or he falls off the Flyer; -¼). Total cost: 22 points.

7) Experimental Rocket Flyer: Unfortunately, miniaturizing a jet engine for riding purposes requires some technological innovations that don't always function properly. Add Activation Roll 14- (-½). Total cost: 20 points.

8) Armed Rocket Flyer: The character's Rocket Flyer mounts a small rack of mini-missiles that it can fire at targets directly in front of it. Character also buys RKA 3d6, Explosion (+½) (67 Active Points); OAF (-1), Limited Arc Of Fire (One Hex Row, only on same horizontal level as Rocket Flyer; -1), 4 Charges (-1). Total cost: 17 points.

9) Fuel Cell: This form of the Rocket Flyer has a built-in fuel cell or other power source that never needs replenishing. Remove 1 Continuing Fuel Charge (-0). Total cost: 25 points.

10) Smokescreen Generator: The Rocket Flyer has a smokescreen generator mounted in back so that its exhaust blinds and confuses anyone who tries to follow. Character also buys Darkness to Sight Group 10" radius (20" long and 2" wide Line; +¼) (125 Active Points); OAF (-1), No Range (-½), Limited Arc Of Fire (0 Degrees behind Rocket Flyer, only on same horizontal level; -1), 4 Charges lasting 1 Turn each (-½). Total cost: 31 points.

11) Bladed Flyer: The Rocket Flyer has some sharp edges or points, or comes equipped with bladed edges, so that the rider can kill people by flying past or into them. Character also buys HKA 1d6 (15 Active Points); OAF (-1), No STR Bonus (-½), Only Works With Move By/Through (-½). Total cost: 5 points.

SPACE IMPELLER

Effect: FTL Travel (1 LY/2 hours)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 7 DEF

Description: This device is a backpack-like module that generates a field that allows the wearer to travel at thousands of times the speed of light — fast enough to travel from Earth to Alpha Centauri in about eight hours. It also generates a force-field around him that shields him from the harmful effects of space.

Game Information: *FTL Travel (1 LY/2 hours) (34 Active Points); OIF (-½) (total cost: 23 points) plus Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) (18 Active Points); OIF (-½) (total cost: 12 points). Total cost: 35 points.*

Options:

1) Faster Space Impeller I: Increase to FTL Travel (1 LY/hour). $36 + 18 = 54$ Active Points; total cost $24 + 12 = 36$ points.

2) Slower Space Impeller: Decrease to FTL Travel (1 LY/8 hours). $30 + 18 = 48$ Active Points; total cost $20 + 12 = 32$ points.

3) Realistic Space Impeller: Though the Space Impeller is self-powered, using one takes a lot of the user. Add Costs Endurance (-½) to FTL Travel. Total cost: $17 + 12 = 29$ points.

4) Grabbable Space Impeller: This form of Space Impeller isn't worn; it's held in the hands; it resembles a bizarre-looking set of bicycle handles, or the like. Change OIF (-½) to OAF (-1). Total cost: $17 + 9 = 26$ points.

SUBMARINE IMPELLER

Effect: Swimming +8", Only When Fully Underwater

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Breakability: 2 DEF

Description: This device, worn on the back similar to a Jetpack, uses tiny propellers to drive the wearer through the water much faster than he can swim naturally.

Game Information: *Swimming +8" (8 Active Points); OIF (-½), Only Works When Wearer Is Fully Underwater (-0). Total cost: 5 points.*

Options:

1) Strong Impeller: Increase to Swimming +12". 12 Active Points; total cost 8 points.

2) Weak Impeller: Decrease to Swimming +5". 5 Active Points; total cost 3 points.

3) Realistic Impeller: The Impeller requires fuel. Add 1 Continuing Fuel Charge lasting 1 Hour (gasoline, Easy to obtain; -0). Total cost: 5 points.

4) MHD Impeller: Instead of having propellers, this Impeller uses magnetohydrodynamic technology to move the wearer swiftly and silently. Add Invisible To Hearing Group (+¼). 10 Active Points; total cost 7 points.

5) Grabbable Impeller: Some types of Impeller aren't built as backpacks, but as large objects the user has to hold onto with at least one hand. Change OIF (-½) to OAF (-1) and add Gestures (throughout; -½). Total cost: 3 points.

SUPERCHUTE

Effect: Gliding 8", Limited Movement (downward only)

Target/Area Affected: Self

Duration: Constant

Range: Self

Charges: 1 Recoverable Continuing Charge

Breakability: 2 DEF

Description: This device is similar to a standard parachute, but with two important differences. First, it's much smaller; a character could wear it underneath a cape without distorting the cape's lines significantly. Second, it allows for a more rapid descent and greater maneuverability than standard parachutes.

Game Information: *Gliding 8" (8 Active Points); OAF (-1), Limited Movement (character cannot gain altitude, and must move at least 6" downward for every 1" forward; -¼), 1 Recoverable Continuing Charge (lasts until character hits the ground or chute is fouled; -¾). Total cost: 3 points.*

Options:

1) Strong Superchute: Increase to Gliding 10". 10 Active Points; total cost 3 points.

2) Weak Superchute: Decrease to Gliding 6". 6 Active Points; total cost 2 points.

3) Experimental Superchute: Sometimes the Superchute fails to open.... Add Activation Roll 14- (-½). Total cost: 2 points.

TELEPORTATION CORRIDOR GENERATOR

Effect: Teleportation 40" (or 10" MegaScaled)

Target/Area Affected: Self

Duration: Instant

Range: Self or Touch

END Cost: 8

Breakability: 16 DEF

Description: This strange device, possibly the product of highly-advanced alien science, is an object about the size of a large grapefruit; usually it's a sphere or a cube. It may be monochromatic, polychromatic, or carved/engraved/painted with elaborate decorations. It has the ability to open a "hyper-space corridor" and move the holder through it, thus transporting him instantly over billions of kilometers.

Game Information:

Cost Power

40 *Teleportation Corridor Generator:*

Multipower, 80-point reserve; all OAF (-1)

4u 1) *Standard Corridor:* Teleportation 40"; OAF (-1)

4u 2) *Long-Distance Corridor:* Teleportation 10", MegaScale (1" = 10 billion km, can scale down to 1" = 1 km; +3); OAF (-1)

Total cost: 48 points.

**Options:**

- 1) **Strong Generator:** Increase Multipower reserve to 100 points, Slot 1 to Teleportation 50", and Slot 2's MegaScaling to (1" = 10 light-years, can scale down to 1" = 1 km; +4). Total cost: 60 points.
- 2) **Weak Generator:** Decrease Multipower reserve to 60 points, Slot 1 to Teleportation 30", and Slot 2's MegaScaling to (1" = 1 million km, can scale down to 1" = 1 km; +2). Total cost: 36 points.
- 3) **Realistic Generator:** The Generator's energy supply isn't infinite; the owner can only use it so many times per day. Add 12 Charges for entire Multipower (-¼). Total cost: 43 points.
- 4) **Experimental Generator:** The device's function is not fully understood; sometimes it fails to work for unknown reasons. Add Activation Roll 14- (-½) to reserve and both slots. Total cost: 38 points.
- 5) **Group Corridor:** The user of the device can carry up to another 700 kg worth of persons or goods with him. Increase Multipower reserve to 140 points and add x8 Increased Mass to both slots. Total cost: 82 points.
- 6) **Attached Generator:** Instead of being a held object, the Generator is built into a suit of powered armor or other device that's not so easy to take away from the character. Change OAF (-1) to OIF (-½) throughout. Total cost: 63 points.
- 7) **All Space And Time:** This form of the device can also send the user to other dimensions, or allow him to travel through time. Add a slot, Extra-Dimensional Movement (any location in any dimension, and any point in time). Total cost of slot 3u, total cost of device 51 points.

TELEPORTATION DISKS

Effect: Teleportation 20", x250 Noncombat, Only To Floating Fixed Locations

Target/Area Affected: Self

Duration: Instant

Range: Self

Charges: 4 Recoverable Charges

Breakability: 15 DEF

Description: This device is a set of four disks about the size of a human hand. Each contains powerful teleportation technology cybernetically linked to the owner's bio-signature (or the like). The user places a disk in a place he thinks he might want to Teleport to; the Disk is a Floating Fixed Location. When the user activates a Disk by cybernetic command, the Disk Teleports him to itself (he has to be within 5,000" of it, or about six miles, for this to work). After Teleporting, the character can retrieve a Disk for later placement, or leave it where it is for the time being.

If a character wants to Teleport in a situation where he hasn't had time to place any Disks, he can, with the GM's permission, throw a Disk into a target hex; this counts as an Attack Action. He can then activate the Disk on his next Phase to Teleport to it. Each Disk weighs .25 kg for these purposes.

Game Information:

Cost Power

- | | |
|----|---|
| 25 | <i>Teleportation Disks:</i> Teleportation 20", x250 Noncombat (about 6 miles) (75 Active Points); OAF (-1), Only To Floating Fixed Locations (-½), 4 Recoverable Charges (-½) |
| 10 | <i>Teleportation Disks:</i> Four Floating Fixed Locations; OAF (-1) |

Total cost: 35 points.

PANIC RING

A “Panic Ring” is a form of Teleportation Harness that’s usually built into a ring (or similar piece of jewelry). It allows the character to Teleport great distances, but only once per day... and only to a specific, predefined location. Master villains usually use them to escape to a hideout or other place of safety when their plans go awry and the heroes are about to capture them, hence the name. Here’s an example of one:

Teleportation 20”, MegaScale (1” = 1,000 km, can scale down to 1” = 1,000 km; +1¼), Invisible To Tracing (other characters cannot track the “teleportation beam” back to its source; +¼), Trigger (mental command; +¼) (110 Active Points); IIF (-¼), Can Only Teleport To Fixed Location (-1), 1 Charge (-2) (total cost: 26 points) **plus** Fixed Location (defined when Ring is purchased) (1 Active Point); IIF (-¼) (total cost: 1 point). Total cost: 27 points.

Options:

- 1) Strong Disks I:** Increase to x4,000 Noncombat (about 100 miles) (95 Active Points for Teleportation). Total cost: 32 + 10 = 42 points.
- 2) Strong Disks II:** Increase to x32,000 Noncombat (about 800 miles) (110 Active Points for Teleportation). Total cost: 37 + 10 = 47 points.
- 3) Strong Disks III:** Increase to x500,000 Noncombat (about 12,400 miles) (130 Active Points for Teleportation). Total cost: 43 + 10 = 53 points.
- 4) Weak Disks:** Decrease to x64 Noncombat (about 1.6 miles) (65 Active Points for Teleportation). Total cost: 22 + 10 = 32 Active Points.
- 5) Experimental Disks:** Teleportation technology is often fickle, especially when crammed into as small a device as this. Add Activation Roll (11-; -1). Total cost: 19 + 10 = 29 points.
- 6) More Disks:** Increase to 8 Recoverable Charges (-0). Total cost: 30 + 10 = 40 points.

TELEPORTATION HARNESS

Effect: Teleportation 20”
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: This device, worn as part of a costume or perhaps even woven into the fabric of a costume or article of clothing (see option 5), can breach the dimensional barrier and transport the character up to 20” without his having to physically cross the intervening space.

Game Information: *Teleportation 20” (40 Active Points); OIF (-½). Total cost: 27 points.*

Options:

- 1) Strong Harness I:** Increase to Teleportation 25”. 50 Active Points; total cost 33 points.
- 2) Strong Harness II:** Add x4 Noncombat. 45 Active Points; total cost 30 points.
- 3) Weak Harness:** Decrease to Teleportation 15”. 30 Active Points; total cost 20 points.
- 4) Experimental Harness:** Sometimes the fragile, cutting-edge systems of the Harness don’t work right. Add Activation Roll 14- (-½). Total cost: 20 points. (At the GM’s option, a failed Activation Roll might still result in Teleportation — just to a location *very* different from the one the character intended....)
- 5) Inobvious Harness:** This form of the Harness is worked into clothing or a costume, concealing it — as far as most observers can tell, the character’s Teleportation power is natural, not the result of technology. Change OIF (-½) to IIF (-¼). Total cost: 32 points.

6) Damageable Harness: This form of the Harness is so fragile and easy for an opponent to grab that it’s easy for someone to take it away from him or deny him the use of it. Change OIF (-½) to OAF (-1). Total cost: 20 points.

7) Let’s Go For A Ride: The character can take one human-sized person along with him by wrapping his arms around that person. Add x2 Increased Mass. 45 Active Points; total cost 30 points.

8) Built-In Battery I: The Harness has a built-in battery and operates so smoothly that using it doesn’t tire the character out at all. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.

9) Built-In Battery II: The Harness has an internal power source strong enough to operate it eight times before it needs recharging. Add 8 Charges (-½). Total cost: 20 points.

10) Long-Range Harness: The Harness can also transport the wearer over long distances. Change to:

Cost Power

33	<i>Teleportation Harness:</i> Multipower, 50-point reserve; all OIF (-½)
3u	1) <i>Short-Range Teleportation:</i> Teleportation 20”; OIF (-½)
3u	2) <i>Long-Range Teleportation:</i> Teleportation 20”, MegaScale (1” = 1 km; +¼); OIF (-½)
Total cost: 39 points.	

WING HARNESS

Effect: Flight 12”, Restrainable
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 5 DEF

Description: This device is a vest-like harness with technological wings built into the back; it lets the wearer fly like a bird. You can also use this write-up for “jetpacks” that work not through rocketry but by deploying a set of wings, such as some insect- or bird-themed characters might wear.

This device is a rare example of a gadget that has both the *Focus* and *Restrainable* Limitations. In most cases, it’s just as easy to interfere with as if it were an Accessible Focus, but it can’t be taken away from the character unless someone spends a Turn removing it.

Game Information: *Flight 12” (24 Active Points); OIF (-½), Restrainable (-½). Total cost: 12 points.*

Options:

- 1) Strong Harness:** Increase to Flight 15”. 30 Active Points; total cost 15 points.
- 2) Weak Harness:** Decrease to Flight 9”. 18 Active Points; total cost 9 points.
- 3) Experimental Harness:** Because they’re made with experimental technology, sometimes the Harness’s wings lock up, which may cause real problems if the character’s in midair.... Add Activation Roll 14- (-½). Total cost: 10 points.

chapter four:



I SPY

COMMUNICATIONS & SENSORY GADGETS

SENSORY GADGETS



A famous crimefighter once observed, “You can’t fight crime if you can’t find the criminals.” This section contains gadgets that enhance, augment, or add to the character’s natural senses.

AUDIO-ENHANCING EARPHONES

Effect: Various Hearing Group-based Sensory Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: This is a device like a set of earphones that enhances the wearer’s auditory senses. A character may buy as many of the listed senses as he wants, in whatever order he wants; he’s not required to buy some before buying others.

Game Information:

Cost Power

- | | |
|----|---|
| 4 | <i>Hearing-Augmenting Earphones:</i> +4 PER with Hearing Group (8 Active Points); OAF (-1) |
| 10 | <i>Hearing-Augmenting Earphones:</i> Discriminatory, Analyze for Hearing Group (20 Active Points); OAF (-1) |
| 6 | <i>Parabolic Earphones:</i> +8 versus Range Modifier for Hearing Group (12 Active Points); OAF (-1) |
| 4 | <i>Radio Earphones I:</i> Radio Perception (8 Active Points); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼) |
| 4 | <i>Radio Earphones II:</i> Radio Perception/Transmission (Radio Group) (10 Active Points); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼) |
| 5 | <i>Radio Earphones III:</i> HRRP (Radio Group) (12 Active Points); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼), Does Not Receive Or Transmit On Visual Wavelengths (-¼) |
| 7 | <i>Sonar Earphones:</i> Active Sonar (Hearing Group) (15 Active Points); OAF (-1) |
| 10 | <i>Targeting Earphones:</i> Targeting for Hearing Group (20 Active Points); OAF (-1) |
| 1 | <i>Ultrasonic Earphones:</i> Ultrasonic Perception (Hearing Group) (3 Active Points); OAF (-1) |

Options:

1) Attached Earphones: These earphones firmly attach to the character’s costume — or they’re not earphones at all but earpieces, built into a helmet, or the like. Change OAF (-1) to OIF (-½) throughout.

Cost Power

- | | |
|----|------------------------------|
| 5 | Hearing-Augmenting Earphones |
| 13 | Hearing-Augmenting Earphones |
| 8 | Parabolic Earphones |
| 5 | Radio Earphones I |
| 6 | Radio Earphones II |
| 6 | Radio Earphones III |
| 10 | Sonar Earphones |
| 13 | Targeting Earphones |
| 2 | Ultrasonic Earphones |

CHEMORECEPTION ENHANCER

Effect: Various Smell/Taste Group-based Sensory Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: This device, usually built into a mask, helmet, or the like, augments the character’s olfactory senses (which in turn heightens his sense of taste). A character may buy as many of the listed senses as he wants, in whatever order he wants; he’s not required to buy some before buying others.

Game Information:

Cost Power

- | | |
|----|---|
| 3 | <i>Chemoreception Augmentation:</i> +3 PER with Smell/Taste Group (6 Active Points); OAF (-1) |
| 6 | <i>Chemoreception Augmentation:</i> +8 versus Range Modifier for Smell/Taste Group (12 Active Points); OAF (-1) |
| 10 | <i>Chemoreception Augmentation:</i> Discriminatory, Analyze for Smell/Taste Group (20 Active Points); OAF (-1) |
| 10 | <i>Combat Chemoreception:</i> Targeting for Smell/Taste Group (20 Active Points); OAF (-1) |
| 2 | <i>Tracking Chemoreception:</i> Tracking for Normal Smell (5 Active Points); OAF (-1) |

Options:

1) Attached Enhancer: This form of the Enhancer attaches firmly to the character’s costume. Change OAF (-1) to OIF (-½) throughout.

Cost Power

- | | |
|----|-----------------------------|
| 4 | Chemoreception Augmentation |
| 8 | Chemoreception Augmentation |
| 13 | Chemoreception Augmentation |
| 13 | Combat Chemoreception |
| 3 | Tracking Chemoreception |

CRIME SCENE ANALYZER

Effect: Criminology 18-
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 0
Breakability: 4 DEF

Description: This device looks like an oversized handheld computer, but it's actually a highly-sophisticated analytical device. Using a variety of miniaturized, built-in sensors, it can thoroughly analyze any crime scene, detecting the trace evidence and impressions left by a criminal and reporting to the user on their possible causes and implications.

As with other Skill-based devices, the GM should monitor the use of this gadget and disallow it if necessary. Used properly, it can add a lot to the game (especially for a superteam without a detective-oriented PC); used improperly, it can unbalance some aspects of the campaign.

Game Information: *Criminology 18- (21 Active Points); OAF (-1). Total cost: 10 points.*

Options:

- 1) **Strong Analyzer:** Increase to Criminology 20-. 25 Active Points; total cost 12 points.
- 2) **Weak Analyzer:** Decrease to Criminology 16-. 17 Active Points; total cost 8 points.
- 3) **Realistic Analyzer:** The Analyzer has a built-in battery that requires periodic recharging. Add 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 10 points.
- 4) **Experimental Analyzer:** The Analyzer uses sophisticated, cutting-edge technology, and doesn't always function properly. Add Activation Roll 14- (-½). Total cost: 8 points.
- 5) **Attached Analyzer:** The Analyzer is built into the character's costume. Change OAF (-1) to OIF (-½). Total cost: 14 points.

MINDSCANNER HEADBAND

Effect: Mind Scan 8d6
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 4
Breakability: 8 DEF

Description: This device is a headband made of some copper-colored metal with a gem-like crystal (usually white or mauve) set into it in the center of the forehead. While wearing it, a character can mentally scan an area for another mind.

Game Information: *Mind Scan 8d6 (40 Active Points); OAF (-1). Total cost: 20 points.*

Options:

- 1) **Strong Headband:** Increase to Mind Scan 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Headband:** Decrease to Mind Scan 6d6. 30

Active Points; total cost 15 points.

3) **Realistic Headband:** The Headband has an internal battery that only has enough energy for a few seconds' worth of mind-scanning before it requires recharging. Add 8 Charges (-½). Total cost: 16 points.

4) **Experimental Headband:** Psionic technology is a new field, and devices created with it don't always perform as expected. Add Activation Roll 14- (-½). Total cost: 16 points.

5) **Attached Headband:** This form of the Headband isn't so easily taken away from the character. It may be built into a helmet, a ring, or the like — or it may simply fit very firmly around his head. Change OAF (-1) to OIF (-½). Total cost: 27 points.

MUTANT SCANNER

Effect: Detect Mutant, Discriminatory
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 3 DEF

Description: This handheld device, said to have been invented by scientists working for the Institute for Human Advancement, allows the user to detect mutants near him. Mutants detected by the device appear as blips on a small screen, with accompanying data readout; if the user can't see, the radar's useless to him.

Game Information: *Detect Mutant (INT Roll), Discriminatory (Radio Group) (10 Active Points); OAF (-1), Affected As Sight Group As Well As Radio Group (-½). Total cost: 4 points.*

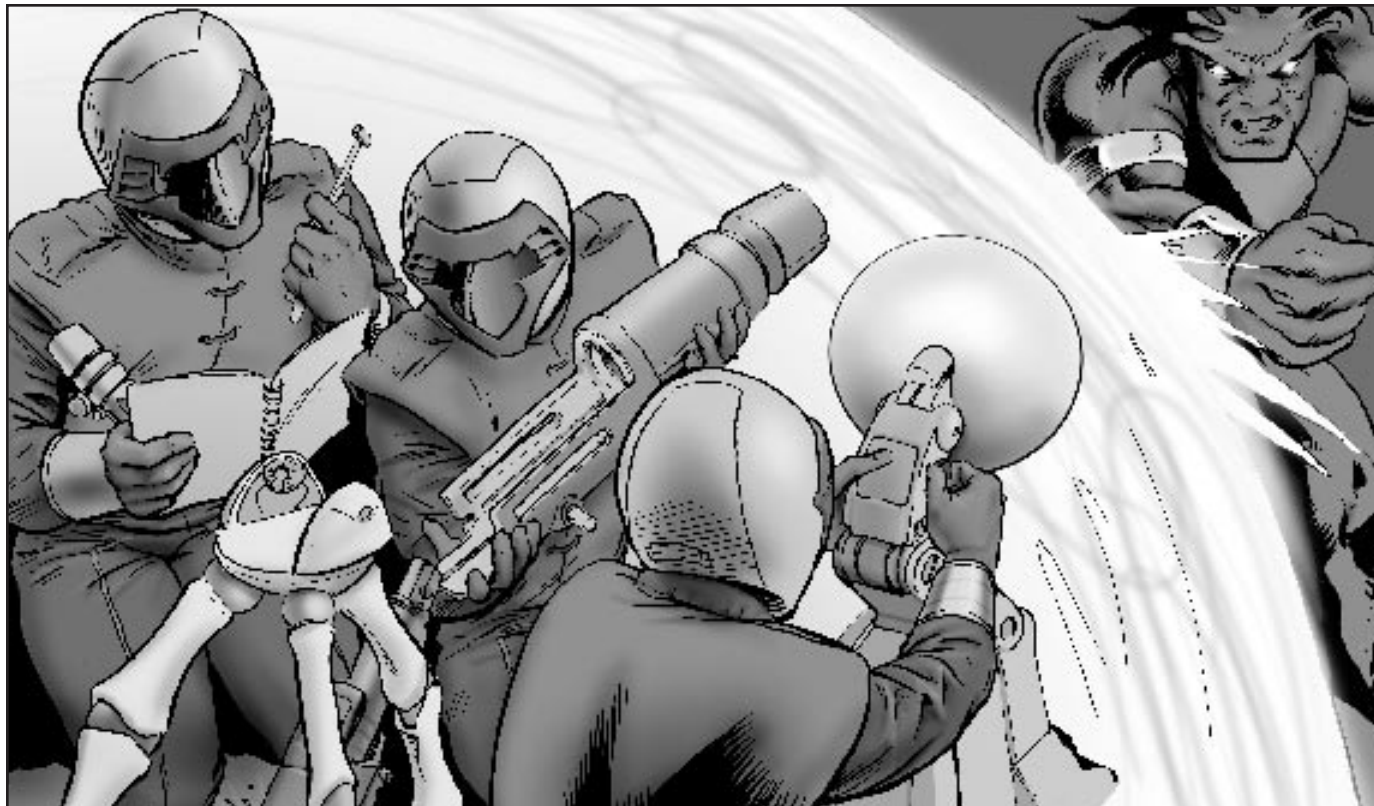
Options:

- 1) **Strong Scanner II:** Add Analyze. 15 Active Points; total cost 6 points.
- 2) **Realistic Scanner:** The Scanner has a built-in battery that requires periodic recharging. Add 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 4 points.
- 3) **Experimental Scanner:** The Scanner uses sophisticated, cutting-edge technology, and doesn't always function properly. Add Activation Roll 14- (-½). Total cost: 3 points.
- 4) **Attached Scanner:** The Scanner is built into the character's costume. Change OAF (-1) to OIF (-½). Total cost: 5 points.

PORTABLE RADAR ARRAY

Effect: Radar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 3 DEF

Description: This handheld device is a short-range directional radar unit. Objects detected by the radar appear as blips on a small screen (the larger the object, the better-defined the shape of the blip); if the user can't see, the radar's useless to him.



Force Field Projector — page 95

Game Information: *Radar (Radio Group)* (15 Active Points); OAF (-1), *Affected As Sight Group As Well As Radio Group (-½)*. Total cost: 6 points.

Options:

- 1) **Strong Array:** Add +3 PER with Radar. 18 Active Points; total cost 7 points.
- 2) **Realistic Array:** The Array has a built-in battery that requires periodic recharging. Add 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 6 points.
- 3) **Experimental Array:** The Array uses sophisticated, cutting-edge technology, and doesn't always function properly. Add Activation Roll 14- (-½). Total cost: 5 points.
- 4) **Attached Radar:** The Array is built into the character's costume. Change OAF (-1) to OIF (-½). Total cost: 7 points.
- 5) **Omnidirectional Radar:** The Array can perceive objects all around the character. Add Increased Arc Of Perception (360 Degrees). 20 Active Points; total cost 8 points.
- 6) **Stealth Radar:** This Radar Array emits modulated "blips" that are difficult for others to detect. Add Concealed (-5 to PER Rolls to perceive Radar emissions). 20 Active Points; total cost 8 points.

SIGHT-ENHANCING GOGGLES

Effect: Various Sight Group-based Sensory Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: This device is a set of goggles that enhances the wearer's visual senses. A character may buy as many of the listed senses as he wants, in whatever order he wants; he's not required to buy some before buying others.

Game Information:

Cost	Power
7	<i>Micro-Goggles:</i> Microscopic (x1,000) for Sight Group (15 Active Points); OAF (-1)
2	<i>Nightsight Goggles:</i> Nightvision (5 Active Points); OAF (-1)
3	<i>Sight-Augmenting Goggles:</i> +3 PER with Sight Group (6 Active Points); OAF (-1)
6	<i>Telescopic Goggles:</i> +8 versus Range Modifier for Sight Group (12 Active Points); OAF (-1)
2	<i>Thermalsight Goggles:</i> Infrared Perception (Sight Group) (5 Active Points); OAF (-1)
5	<i>Thermalsight Goggles, Hi-Res:</i> Infrared Perception (Sight Group), Discriminatory (10 Active Points); OAF (-1)
5	<i>Thermalsight Goggles, Wall-Penetrating:</i> N-Ray Perception (Sight Group; stopped by walls or like objects ½" thick or thicker, force fields, or anything that would block the ability to sense heat) (10 Active Points); OAF (-1)
2	<i>Ultrasight Goggles:</i> Ultraviolet Perception (Sight Group) (5 Active Points); OAF (-1)

- 15 *Weakness-Detecting Goggles*: Find Weakness 11- with All Attacks (30 Active Points); OAF (-1)
- 5 *Wide-Angle Goggles*: Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); OAF (-1)
- 5 *X-Ray Goggles*: N-Ray Perception (Sight Group; stopped by lead, gold, or force fields) (10 Active Points); OAF (-1)

Options:

1) Attached Goggles: These goggles firmly attach to the character's costume — or they're not goggles at all but lenses, built into a helmet, or the like. Change OAF (-1) to OIF (-½) throughout.

Cost Power

- 10 Micro-Goggles
 3 Nightsight Goggles
 4 Sight-Augmenting Goggles
 8 Telescopic Goggles
 3 Thermalsight Goggles
 7 Thermalsight Goggles, Hi-Res
 7 Thermalsight Goggles, Wall-Penetrating
 3 Ultrasight Goggles
 20 Weakness-Detecting Goggles
 7 Wide-Angle Goggles
 7 X-Ray Goggles

SPY-SPHERE

Effect: Automaton Follower with Clairvoyance (Sight and Hearing Groups) and Telekinesis (20 STR)

Target/Area Affected: N/A

Duration: N/A

Range: N/A

END Cost: N/A

Breakability: Special

Description: This device is a sphere, typically about the same size as a baseball or grapefruit, equipped with audio-visual devices that provide sensory data to the character. The sphere also has a tractor beam it can use to move objects at the character's command.

In game terms, the sphere is defined as an Automaton which the character buys as a Follower (the total cost to the character therefore varies, depending on how many Character Points the character himself is built on). That way it can operate apart from the character and is affected by attacks separately from the character — an RKA or Drain STR used on the sphere won't injure the character or reduce his STR. As a Follower, the sphere is *technically* free-willed, but for the sake of common and dramatic sense it's best to treat it like an ordinary device and let the character control it absolutely (per the device's Psychological Limitations).

For ease of game play, it often works best if the sphere has the same DEX, INT, and SPD as the character using it. If necessary, adjust the device's DEX, INT, and SPD. The GM may also want the character to "synch up" other aspects of the two characters, such as Combat Skill Levels.

A character could easily build other functions into a Spy-Sphere if he wanted: weapons; invisibility generators; hologram projectors; and so on. The only limits are the player's imagination, the GM's tolerance, and the points available to spend on additions.

Game Information:**SPY-SPHERE**

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH [0]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
5	BODY	-10	10-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: N/A
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
3	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 104

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Swimming:	0"/0"
	Flight:	10"/20"

Cost	Power	END
35	<i>Audiovisual Systems</i> : Mind Link (character's mind), No LOS Needed <i>plus</i> Clairvoyance (Sight and Hearing Groups), Reduced Endurance (0 END; +½); Only To Allow Character To Use Sphere's Senses (-1), Linked (-¼)	0
45	<i>Tractor Beam</i> : Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body</i> : Does Not Bleed	0
45	<i>Robot Body</i> : Takes No STUN	0
2	<i>Tireless</i> : Reduced Endurance (0 END; +½) on 5 STR	0
30	<i>Steel Body</i> : Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body</i> : Life Support: Total	0
45	<i>Graviton Manipulation</i> : Flight 10", No Turn Mode (+¼), Sideways Maneuverability (+½), Reduced Endurance (0 END; +½)	0
-12	<i>No Legs</i> : Running -6" (0" total)	
-2	<i>No Legs</i> : Swimming -2" (0" total)	
5	<i>Sphere Senses</i> : Infrared Perception (Sight Group)	0
5	<i>Sphere Senses</i> : Ultraviolet Perception (Sight Group)	0
3	<i>Sphere Senses</i> : Ultrasonic Perception (Hearing Group)	0

Total Powers & Skills Cost: 261

Total Cost: 365

200+ Disadvantages

- 5 Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Cannot Make Presence Attacks (Infrequently, Slightly Impairing)

- 25 Psychological Limitation: Must Obey Wearer's Commands (Very Common, Total)
 125 Experience Points

Total Disadvantage Points: 365

Options

1) Variant Spy-Sphere: Characters who don't want the complexities of buying the Spy-Sphere as a Follower can buy this simpler version. It defines the Sphere as a Mobile Perception Point for Clairsentience with the *Targeting* Sense Modifier and Indirect Telekinesis (thus allowing the character to control the use of the Tractor Beam via his Clairsentience when the Sphere isn't within his LOS). The Sphere can go as far as 4,800" (about six miles) away from the character.

Cost Power

- 45 *Spy-Sphere Audiovisual Systems:* Clairsentience (Sight and Hearing Groups), 16x Range (4,800"), Mobile Perception Point (12" movement rate), Reduced Endurance (0 END; +½); OAF (-1), Cannot Move Through Solid Objects (-0)
 3 *Spy-Sphere Audiovisual Systems:* Targeting for Clairsentience (10 Active Points); OAF (-1), Only Works With Spy-Sphere Tractor Beam (-1)
 27 *Spy-Sphere Tractor Beam:* Telekinesis (20 STR), Indirect (+¾), Improved Maximum Range (4,800"; +½), Reduced Endurance (0 END; +½); OAF (-1), Affects Whole Object (-¼), Can Only Affect One Target At Once (-¼), Linked (only works at perception point of Clairsentience; -½)

Total cost: 75 points.

TACTICAL COMPUTER

Effect: Find Weakness 11- with All Attacks

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 6 DEF

Description: This highly-sophisticated device uses various built-in sensors plus a high-speed computer to detect, analyze, and determine the best way to exploit weaknesses in a target's defenses.

Game Information: *Find Weakness 11- with All Attacks (30 Active Points); OAF (-1). Total cost: 15 points.*

Options:

- 1) Strong Computer:** Increase to Find Weakness 14-. 45 Active Points; total cost 22 points.
2) Weak Computer: Decrease to Find Weakness with a single attack. 10 Active Points; total cost 5 points.
3) Realistic Computer: This device needs a source of power, be it an Endurance Reserve, the character's own END, or the like. Add Costs Endurance (-½). Total cost: 12 points.
4) Experimental Computer: The advanced technol-

ogy in this device doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 12 points.

5) Attached Computer: This type of Tactical Computer is built into a helmet, suit of powered armor, or the like, making it difficult for another character to take it away from the user. Change OAF (-1) to OIF (-½). Total cost: 20 points.

X-RAY VIEWER

Effect: N-Ray Perception, No Range

Target/Area Affected: Self

Duration: Persistent

Range: Touch (see text)

Charges: 60 Charges

Breakability: 2 DEF

Description: This device is a viewer about a foot wide by eight inches high and one inch deep. When attached to a wall, door, or other object, it allows the character to see through that object to whatever's beyond. For example, a character could use it to watch the tumblers in a safe's door while he manipulated the lock (thus allowing him to open the safe without the combination), or to find out who's inside a room before entering. Since the character has to attach the Viewer to whatever he wants to see through, the power has the Limitation *No Range*, but the character can see to his normal range of sight once the device is attached.

Although 60 Charges is normally a +½ Advantage, in this case it's reduced to +0 because the benefit offered by lots of Charges — not using END — is one that doesn't apply to this Power (since it already costs no END).

Game Information: *N-Ray Perception (Sight Group) (can't perceive through lead, gold, or force fields), 60 Charges (see text; +0) (10 Active Points); OAF (-1), No Range (see text; -½). Total cost: 4 points.*

Options:

- 1) Stronger Battery:** Increase to 120 Charges (see text; +0). Total cost: 4 points.
2) Weaker Battery: Decrease to 12 Charges (-¼). Total cost: 4 points.
3) Realistic Viewer: The basic write-up assumes only the character can see through the Viewer (perhaps it connects to or broadcasts to special goggles he wears, for example). This version allows anyone who can see the Viewer to view through it; this is limited to eight people, because that many persons crowding around the Viewer will block other peoples' views. Change to: N-Ray Perception (Sight Group) (can perceive through lead, gold, or force fields), Usable Simultaneously (up to eight people at once; +1), 60 Charges (see text; +0) (20 Active Points); OAF (-1), No Range (see text; -½), All Users Must Use Viewer At Same Time To View Same Thing (-½). Total cost: 7 points.
4) Experimental Viewer: Packing x-ray technology into such a small, portable device isn't easy; as a result, sometimes the Viewer doesn't work properly. Add Activation Roll (14-; -½). Total cost: 3 points.

COMMUNICATIONS GADGETS



ENTOMOPATHIC HELMET

Effect: Telepathy 8d6 (Animal class of minds), Insects Only

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Breakability: 8 DEF

Description: This helmet contains advanced neuro-circuitry that allows the wearer to communicate with insects. He can't compel the insects to do what he wants, but he can get information from them, request their assistance, and so forth.

For characters interested in talking to other types of animals, change the *Insects Only* Limitation to something more appropriate (or, to communicate with all types of animals, remove that Limitation altogether).

Game Information: *Telepathy 8d6 (Animal class of minds) (40 Active Points); OIF (-½), Insects Only (-1). Total cost: 16 points.*

Options:

1) Strong Entomopathy: Increase to Telepathy 10d6. 50 Active Points; total cost 20 points.

2) Weak Entomopathy: Decrease to Telepathy 6d6. 30 Active Points; total cost 12 points.

3) Realistic Helmet: The Helmet has a built-in battery with a limited supply of power. Add 16 Charges (-0). Total cost: 16 points.

4) Experimental Helmet: Neuro-circuitry, particularly entomopathic neuro-circuitry, is so new that all the kinks haven't been worked out yet. Add Activation Roll 14- (-½). Total cost: 13 points.

5) Built-In Battery: The Helmet comes with a built-in battery that has a virtually limitless charge. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.

6) Bug Eyes: The helmet's eye-lenses are faceted, granting the character the wide-angle view many insects have. Character also buys Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); OIF (-½). Total cost 7 points; total cost of gadget 23 points.

7) Restricted Entomopathy: This form of the Helmet can only communicate with one type of insect, not all insects. Change Insects Only (-1) to [Defined Type Of Insect] Only (-2). Total cost: 11 points.

8) Advanced Entomopathic Helmet: This form of the Helmet not only allows the wearer to talk to insects, it lets him command them and call them as well.

Change to:

Cost Power

33 *Entomopathic Helmet:* Multipower, 50-point reserve; all OIF (-½)

2u 1) *Insect Communication:* Telepathy 10d6 (Animal class of minds); OIF (-½), Insects Only (-1)

2u 2) *Insect Command:* Mind Control 10d6 (Animal class of minds); OIF (-½), Insects Only (-1)

1u 3) *Call Insect Swarm:* Summon one 67-point Stinging Insect Swarm (*The HERO System Bestiary*, page 183), Slavishly Loyal (+1); OIF (-½), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½)

2u 4) *Call Giant Insect:* Summon one Giant Insect built on up to 200 points (see *The HERO System Bestiary*, pages 89-92), Expanded Class (giant insects; +¼); OIF (-½), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½)

Total cost: 40 points.

HOMING TRACER

Effect: Images to Radio Group, +4 to PER Rolls

Target/Area Affected: 32" Radius

Duration: Constant

Range: RBS

Charges: 1 Continuing Recoverable Charge lasting 1 Week

Breakability: 15 DEF

Description: This is a device a superhero can hurl onto a fleeing enemy's back or getaway vehicle so he can track that person later. Tracking the beacon requires any specialized Radio-perceiving device, such as a Radio Communicator (see various models below). Alternately, a character can change the gadget so that it broadcasts signals perceivable by some other sense (such as the Broadcast Tracking function of the Advanced Radio Communicator, the character's Danger Sense, or the like).

The Homing Tracer can reliably be "picked up" on tracking equipment primarily within a 32" radius. However, much like a character can see the beam from a flashlight from far away without being inside the beam, characters outside the 32" radius may still be able to track the Tracer, if the GM so permits: from 33-64", the Image is at only +2 to PER Rolls; from 65-125", it's at +0; from 126-250" it's at -2; beyond that it would require an Extraordinary Skill Roll to locate it.



Game Information: *Images to Radio Group, +4 to PER Rolls, Increased Size (32" radius; +1¼), Usable As Attack (allows character to "stick" the Image to a target; +1), Range Based On STR (+¼), 1 Continuing Recoverable Charge lasting 1 Week (stops functioning if it gets wet or experiences severe radio interference; +1) (76 Active Points); IAF (-½), Set Effect (detectable signal; -1), Image Only Perceivable On Special Radio Frequencies (-0). Total cost: 30 points.*

Options:

- 1) **Strong Tracer:** Increase to +6 to PER Rolls. 103 Active Points; total cost 41 points.
- 2) **Weak Tracer:** Decrease to +2 to PER Rolls. 49 Active Points; total cost 20 points.
- 3) **Experimental Tracer:** The Tracer's miniaturized systems don't always work properly. Add Activation Roll 14- (-½). Total cost: 25 points.
- 4) **Broad-Signal Tracer:** Increase to Increased Size (125" radius; +1¾). 85 Active Points; total cost 34 points.

RADIO COMMUNICATOR, BASIC

Effect: Radio Perception/Transmission

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 2 DEF

Description: This is a radio reception and transmission device that's either loosely attached to a character's costume, easy to damage or disable in some way, or carried like a walkie-talkie or Com-muniCard. It's voice-activated and set to one frequency, but the user can select other frequencies on the AM, FM, and police bands. Using it generally does not require any action from the user beyond turning it on at the start of the mission and turning it off at the end.

Game Information: *Radio Perception/Transmission (10 Active Points); OAF (-1). Total cost: 5 points.*

Options:

- 1) **Strong Radio:** Add +3 PER with Radio Perception/Transmission. 13 Active Points; total cost 6 points.
- 2) **Attached Radio:** This form of the Basic Radio Communicator is more firmly attached to the character, and thus difficult to take away or damage — he could wear it as part of his mask, beneath (or as part of) a helmet, and so forth. Change OAF (-1) to OIF (-½). Total cost: 7 points.
- 3) **Scrambled Radio Communicator:** Characters concerned with security sometimes add in a scrambler

option to their radios. This is built as a Variable Power Pool of Languages (at native accent level) in a Focus. (Although Skills are Special Powers, and therefore cannot be bought in Power Frameworks without GM permission, GMs should permit this construct, which is interesting, fun, and not especially abusive.) A successful Cryptography roll can decrypt a scrambler “language,” but users can counter the actions of cryptographers by changing the computer-generated “language” at frequent intervals (this constitutes changing the Pool and requires 1 Minute; to change the Pool in just a Full Phase, the character must buy a Skill to do so, though GMs should consider allowing characters to use ordinary Cryptography or Systems Operation instead of making them buy a separate Skill). Character also buys: Variable Power Pool (Scrambler Pool), 4 base + 2 control cost; IAF (-½), Only For One Language At A Time (-1). Total cost: 5 points. Total cost of device: 10 points.

4) Variant Radio Communicator: This form of the device is a closed radio link that only works with up to eight people (the character has eight radio headsets he can distribute to the people he wants to talk with). Technically since it's built with a Mental Power it's perceivable with Mental Awareness and so on, but in the interest of common and dramatic sense the GM should, on the basis of its Limitations, treat it as an ordinary radio device. Mind Link (specific group of up to any eight minds at once), No LOS Needed (once characters receive their headsets) (40 Active Points); OAF (radio headsets, character must give one to each person he wants to Link with; -1), Only With Others Who Have Mind Link (-1), Affected As Radio And Hearing Groups, Not Mental Group (-½). Total cost: 11 points.

RADIO COMMUNICATOR, ADVANCED

Effect: HRRP plus other functions

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 5 DEF

Description: An Advanced Radio Communicator has much more functionality than the Basic model. It can broadcast and receive on a much greater number of frequencies, including visual ones such as television. It can detect the source of radio transmissions and estimate range and transmission strength, allowing heroes to find homing beacons and other transmission sources.

Additionally, Advanced Radio Communicators have powerful built-in computer functions, including: basic atlas entries on a city, national, and world scale; a user-maintained contacts database, including all team members, with private signal codes (allowing the user to send out a signal to a specific team member, to all members in a specific sub-group, to the team as a whole, and so on); and a sophisticated data management program that allows the user to specify handling of incoming messages (e.g., “Put MegaMan through to me immediately; take a message on all calls from Captain Norton”).

Among many superheroes, the most popular form of the Advanced Radio Communicator is the *CommuniCard* — a device the shape and size of a credit card with a built-in miniaturized viewscreen; it may double as an identity card. (See illustration, page 148) Other possibilities include a cell phone- or walkie-talkie-like device, a “communications sphere” accompanying the character, and so forth.

Game Information:

Cost Power

5	<i>Communications:</i> HRRP (Radio Group); OAF (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
9	<i>Broadcast Tracking:</i> Detect Source Of Radio Transmissions (PER Roll) (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees); OAF (-1)	0
5	<i>Scrambled Transmission Function:</i> Variable Power Pool (Scrambler Pool), 4 base + 2 control cost; OAF (-1), Only For One Language At A Time (-1)	0
3	<i>Onboard Computer:</i> Computer (see below); OAF (-1)	0

Val	Char	Cost
10	INT	0
10	DEX	0
2	SPD	0

Cost Skills

2	AK: Earth 11-
2	AK: Home Nation 11-
2	CK: Campaign City 11-
2	KS: Contact Information 11-
4	PS: Personal Assistant 13-
3	Systems Operation 11-

Programs

1	Activate Homing Signal Upon Approved Remote Query
1	Automatically Signal Specific Team Member(s) On Verbal Cue
1	Automatically Dial Recorded Number On Spoken Cue
1	Prioritize Incoming Calls According To User Preferences
1	Send Emergency Call to Team Members If Specified Protocols Are Not Met
1	Search Reference Material For Information On A Topic

Talents

3	<i>Clock</i> : Absolute Time Sense
3	<i>Calculator</i> : Lightning Calculator
3	<i>Instant-On Feature</i> : Lightsleep

Total Computer Cost: 30/5 = 6

Total cost: 25 points

Options:

1) Attached Advanced Radio Communicator: Some characters prefer to build their ARCs into a costume, helmet, or the like so they're not so easy to take away. The most popular form of this ARC is probably the *Wrist Radio*, a device similar in size and shape to a wristwatch. Change OAF (-1) to OIF (-½) throughout. Total cost: 32 points.

SIGNAL FLARE GUN

Effect: Sight Group Images, +4 to PER Rolls

Target/Area Affected: 8" Radius

Duration: Constant

Range: 190"

Charges: 1 Continuing Charge

Breakability: 8 DEF

Description: This small, slim pistol, easily able to fit into a vest pocket, a pouch on a utility belt, or the like, fires a projectile that creates a bright flare. It's intended to serve as a warning or a request for assistance. The character defines the shape and color of the flare effect when he purchases the gadget; usually it creates a signal in the shape of a superteam's emblem or the like.

Game Information: *Sight Group Images*, +4 to PER Rolls, *Increased Size* (8" radius; +¾) (38 Active Points); OAF (-1), *Set Effect* (signal flare of defined appearance; -1), 1 Continuing Charge lasting 1 Minute (-1). Total cost: 9 points.

Options:

1) Strong Flare: Increase to +6 to PER Rolls. 49 Active Points; total cost 12 points.

2) Weak Flare: Decrease to +2 to PER Rolls. 28 Active Points; total cost 7 points.

3) Experimental Signal Flare Gun: The flare effect doesn't always manifest properly. Add Activation Roll 14- (-½). Total cost: 8 points.

4) Screamer Flare: This form of the flare also emits a specific noise. Add Hearing Group. 47 Active Points; total cost 12 points.

5) Attached Signal Flare Gun: The Flare Gun is built into the character's costume so it's difficult to take away from him. Change OAF (-1) to OIF (-½). Total cost: 11 points.

6) Multi-Shot Signal Flare Gun: Change to 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 12 points.

chapter five:



HOT COUTURE COSTUME-BASED GADGETS

COSTUMES



Sometimes it's better to look good than to fight good. But some superheroes can do both! This chapter contains gadgets built into costumes, capes, masks, gloves, boots, and other items of superhuman apparel (but of course, many of the gadgets from other chapters could also be built into a character's costume, if desired).

Here are some standard superhero-style costumes that have basic gadgetry of some sort built into them, or which by virtue of their construction or appearance are built with Powers.

BASIC BULLETPROOF SPANDEX COSTUME

Effect: Armor (6 PD/6 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: A staple of superheroing, the Bulletproof Spandex costume looks like it's made of normal skin-tight cloth — but in fact it's a form of armored cloth that protects the wearer without adding significant weight or impeding his ability to move in any way!

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½). Total cost: 12 points.*

Options:

- 1) **Strong Bulletproof Spandex:** Increase to Armor (9 PD/9 ED). 27 Active Points; total cost 18 points.
- 2) **Weak Bulletproof Spandex:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 8 points.
- 3) **Realistic Bulletproof Spandex:** This form of costume gets worn away by attacks. Add Ablative (-½). Total cost: 9 points.
- 4) **Partial Coverage Bulletproof Spandex:** This type of costume doesn't have the armored cloth throughout, leaving the character partly vulnerable. Add Activation Roll 14- (-½). Total cost: 9 points.

BIKERWEAR COSTUME

Effect: Armor (2 PD/2 ED); +2 COM; HKA 1 point
Damage Shield
Target/Area Affected: Self
Duration: Persistent/Persistent/Constant
Range: Self/Self/Touch
END Cost: 0
Breakability: 3 DEF

Description: The character's costume consists, in whole or in part, of sturdy leather, bits of metal, spikes, and the like — all cut and shaped for the most flattering effect, of course.

Game Information:

Cost	Power
1	<i>Lookin' Good:</i> +2 COM (1 Active Point); OIF (-½)
4	<i>Protection:</i> Armor (2 PD/2 ED) (6 Active Points); OIF (-½)
8	<i>Spikes And Metal Bits:</i> HKA 1 point, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (17 Active Points); OIF (-½), No STR Bonus (-½)

Total cost: 13 points.

Options:

- 1) **Less Coverage:** This form of Bikerwear doesn't cover the entire body. Add Activation Roll 11- (-1) to Armor. Total cost of Armor 2 points; total cost of gadget 11 points.
- 2) **Tougher Costume:** Increase Armor to (4 PD/4 ED). 12 Active Points; total cost 8 points; total cost of gadget 17 points.



DISTRACTING COSTUME

Effect: +20 PRE, Only For Seductive Purposes

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 4 DEF

Description: The character's costume is particularly flattering and revealing, making it harder for his opponents to fight effectively.

Game Information: +20 PRE (20 Active Points); OIF (-½), Only To Make Seductive/Friendly Presence Attacks Solely For Purposes Of Causing Target To Delay His Actions In Combat (-1), Only Versus Targets Of Appropriate Sexual Orientation (-1), Only Works Once Per Target Per Scene (-½). Total cost: 5 points.

EELSKIN COSTUME

Effect: Energy Blast 6d6, NND; Armor (4 PD/4 ED); +30 STR, Only Versus Grabs; +5 to Contortionist, Only Versus Grabs

Target/Area Affected: One character/Self

Duration: Instant/Persistent/Persistent/Constant

Range: Touch/Self

END Cost: Varies

Breakability: 12 DEF

Description: This costume is made out of an extremely slippery super-material and coated with special oils so that it not only protects the wearer, it makes it very difficult for anyone to Grab him. Additionally, it contains a built-in power pack that lets the wearer deliver a powerful electric shock attack by touch.

Game Information:

Cost Power

- | | |
|----|--|
| 24 | <i>Electric Eel Touch:</i> Energy Blast 6d6, NND (defense is insulated rED covering the entire body, or an ED Force Field; +1) (60 Active Points); OIF (-½), No Range (-½), 8 Charges (-½) |
| 8 | <i>Eelskin Costume:</i> Armor (4 PD/4 ED) (12 Active Points); OIF (-½) |
| 18 | <i>Eelskin Costume:</i> +30 STR, Reduced Endurance (0 END; +½) (45 Active Points); OIF (-½), Only To Escape From Grabs (-1) |
| 5 | <i>Eelskin Costume:</i> +5 to Contortionist (10 Active Points); OIF (-½), Only To Escape From Grabs (-½) |

Total cost: 55 points.

Options:

- 1) **Strong Touch:** Increase Electric Eel Touch to Energy Blast 8d6. 80 Active Points; total cost 32 points; total cost of gadget 63 points.
- 2) **Weak Touch:** Decrease Electric Eel Touch to Energy Blast 4d6. 40 Active Points; total cost 16 points; total cost of gadget 47 points.
- 3) **Tough Costume:** Increase to Armor (6 PD/6 ED). 18 Active Points; total cost 12 points; total cost of gadget 59 points.
- 4) **Even Slipperier Costume:** Increase to +40 STR and +7 to Contortionist. 60 and 14 Active Points; total cost 24 and 7 points; total cost of gadget 63 points.

INTANGIBILITY COSTUME

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: This costume, which powers itself via the wearer's body heat and motion, allows the wearer to become intangible by cybernetic command. While intangible, the wearer can still be affected by magic and some other attack forms.

Game Information: *Desolidification (affected by magic) (40 Active Points); OIF (-½). Total cost: 27 points.*

Options:

- 1) **Realistic Costume:** The costume has a built-in battery with a limited power supply. Add 12 Charges (-¼). Total cost: 23 points.
- 2) **Experimental Costume:** The intangibility-generating circuitry in the costume is highly experimental and doesn't always work. Add Activation Roll 14- (-½). Total cost: 20 points.
- 3) **Self-Renewing Battery:** The costume comes with its own power supply that replenishes itself via the character's body heat and movement, solar power, and the like. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.

PORCUPINE COSTUME

Effect: Armor (6 PD/6 ED); HKA 1d6, Damage Shield
Target/Area Affected: Self/One character
Duration: Persistent/Constant
Range: Self/Touch
END Cost: 0
Breakability: 10 DEF

Description: This costume not only provides the character with protection from attacks, it makes it difficult for others to Grab him — because it's covered with sharp, porcupine-like “quills”! While some areas, such as the joints, aren't covered by the quills (hence the Activation Roll for the Damage Shield), most people who touch the character are going to regret it.

Game Information:**Cost Power**

- | | |
|----|---|
| 12 | <i>Porcupine Costume:</i> Armor (6 PD/6 ED) (18 Active Points); OIF (-½) |
| 21 | <i>Porcupine Quills:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (52 Active Points); OIF (-½), No STR Bonus (-½), Activation Roll 14- (-½) |

Total cost: 33 points.

Options:

- 1) **Strong Quills I:** Add Armor Piercing (+½) for HKA. 60 Active Points; total cost 24 points; total cost of costume 36 points.
- 2) **Strong Quills II:** Add “does damage in HTH combat” (+¼) to Damage Shield for HKA. 56 Active Points; total cost 22 points; total cost of costume 34 points.
- 3) **Weak Quills:** Decrease to HKA ½d6. 35 Active Points; total cost 14 points; total cost of costume 26 points.
- 4) **Realistic Costume:** All those quills make it hard for the character to move gracefully or handle things. Add Side Effects (-2 to DEX Rolls, always occurs; -1) to HKA. Total cost 15 points; total cost of costume 27 points.
- 5) **Shooting Quills I:** The character can also shoot quills from his costume at his enemies — but the more quills he shoots, the fewer he has to protect himself. Character also buys: RKA 1d6, Armor Piercing (+½), 55 Charges (+½) (30 Active Points); OIF (-½), No Knockback (-¼), Side Effects (every 5 quills shot reduces the Activation Roll of the Damage Shield by 1, always occurs; -½). Total cost 13 points; total cost of costume 46 points.
- 6) **Shooting Quills II:** As Shooting Quills I, but add Autofire (5 shots; +½) to the RKA. 37 Active Points; total cost 16 points; total cost of costume 49 points.

VEST BLASTER

Effect: Energy Blast 10d6

Target/Area Affected: One character

Duration: Instant

Range: 30"

Charges: 10

Breakability: 10 DEF

Description: Part of the character's costume is a vest, and built into that vest is a short-range blaster.

Game Information: *Energy Blast 10d6 (50 Active Points); OIF (-½), Limited Range (30"; -¼), 10 Charges (-¼). Total cost: 25 points.*

Options:

1) Strong Blaster: Increase to Energy Blast 12d6. 60 Active Points; total cost 30 points.

2) Weak Blaster: Decrease to Energy Blast 8d6. 40 Active Points; total cost 20 points.

3) Realistic Blaster: A weapon mounted on one's chest isn't easy to aim properly. Add Inaccurate (-¼). Total cost: 22 points.

4) Experimental Blaster: Fitting a blaster into a vest without changing the lines of the vest significantly requires some technological wizardry... and sometimes wizardry fails. Add Activation Roll 14- (-½). Total cost: 20 points.

5) Disguised Vest Blaster: This form of Vest Blaster isn't obvious to casual inspection. Change OIF (-½) to IIF (-¼). Total cost: 29 points.

6) Vest Arsenal: A blaster isn't the only weapon built into the vest. Change to:

Cost Power

40 *Vest Arsenal:* Multipower, 40-point reserve
 2u 1) *Blaster:* Energy Blast 8d6; OIF (-½), Limited Range (30"; -¼), 10 Charges (-¼)
 2u 2) *Gas Projector:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); IIF (-¼), Limited Range (6"; -¼), 4 Charges (-1)

Total cost: 44 points.

ARM ATTACHMENTS

Sometimes characters create costumes with devices that attach underneath the arms. Typically these devices allow some form of movement through the air.

ARM-WINGS

Effect: Flight 12", Gestures

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Breakability: 5 DEF

Description: The character's costume has wings attached underneath the arms. By moving his arms, the character can fly. However, he has to keep moving at least one of his arms to keep flying; if he stops to perform other actions with both his arms or hands, he starts to fall.

Game Information: *Flight 12" (24 Active Points); OAF (-1), Gestures (throughout; -½). Total cost: 10 points.*

Options:

1) Strong Wings: Increase to Flight 16". 32 Active Points; total cost 13 points.

2) Weak Wings: Decrease to Flight 8". 16 Active Points; total cost 6 points.

3) Realistic Wings: The character must keep both his arms moving constantly if he wants to remain in the air. Change to Gestures (both hands throughout; -1). Total cost: 8 points.

4) Agile Wings: The character's wings provide him so much control over his Flight that he can turn on a dime. Add No Turn Mode (+¼). 30 Active Points; total cost 12 points.

5) Wing-Blades: The edges of the character's wings are so sharp that he can cut people with them as he flies by. Character also buys HKA 1½d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (50 Active Points); OIF (-½), Only With Move Bys (-1), No Velocity Damage Bonus (-½), No Knockback (-¼). Total cost 15 points; total cost of Arm-Wings 25 points.

**NEW LIMITATION:
INACCURATE**

This Limitation is an OCV equivalent to the DCV-reducing *Concentration* Limitation. Powers with Inaccurate are difficult to target properly.

For a -¼ Limitation, the character halves his OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 3", so that penalties accumulate at 3", 6", 12", 24", 48", and so on.

For a -½ Limitation, the character has a 0 OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 2", so that penalties accumulate at 2", 4", 8", 16", and so on.



GLIDER-WINGS

Effect: Gliding 8"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Breakability: 2 DEF

Description: Attached to the undersides of the character's costume's arms and the sides of the costume's torso are panels of high-tech fabric (or some similar substance) that allow him to glide through the air. However, he has to hold his arms just right for the device to work; otherwise he plummets to the ground.

Game Information: *Gliding 8"* (8 Active Points); OAF (-1), Costs *Endurance (-½)*, Gestures (*throughout; -½*). Total cost: 3 points.

Options:

1) Strong Glider-Wings: Increase to *Gliding 12"*. 12 Active Points; total cost 4 points.

2) Weak Glider-Wings: Decrease to *Gliding 6"*. 6 Active Points; total cost 2 points.

3) Improved Glider-Wings: The character's glider-wings don't impair his ability to use his arms and hands. Remove Gestures (-½). Total cost: 3 points.

BELTS



DEFENSE FIELD BELT

Effect: Force Field (15 PD/15 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: 15 DEF

Description: This belt generates a protective force-field around the wearer. It has a built-in internal battery that keeps it functioning until the character turns it off.

Game Information: *Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½), Persistent (+½) (60 Active Points); OIF (-½). Total cost: 40 points.*

Options:

- 1) **Strong Field:** Increase to Force Field (20 PD/20 ED). 80 Active Points; total cost 53 points.
- 2) **Weak Field:** Decrease to Force Field (10 PD/10 ED). 40 Active Points; total cost 27 points.
- 3) **Realistic Field:** The field makes it difficult for the character to handle objects. Add Side Effect (-2 to all DEX Rolls involved in handling or manipulating physical objects, always occurs; -½). Total cost: 30 points.
- 4) **Experimental Field:** The force-field technology used to create this Belt has not yet been perfected, so the field has a nasty tendency to flicker in and out of existence. Add Activation Roll 14- (-½). Total cost: 30 points.
- 5) **Cybernetic Field:** The field requires a constant stream of subconscious cybernetic commands to maintain coherence; without them it dissipates. Remove Persistent (+½). 45 Active Points; total cost 30 points.
- 6) **Universal Defense Field Belt:** This belt creates a broad-spectrum force field that offers protection against most forms of attack. Change to Force Field (10 PD/10 ED/10 Sight Group Flash Defense/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½) (100 Active Points); OIF (-½). Total cost: 67 points.

ENTOMOBELT

Effect: Shrinking (.032 m tall)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 6

Breakability: 12 DEF

Description: Also known as a Microbelt or Shrinker Belt, this gadget emits an energy field or gas that causes the wearer to shrink down to as little as 1 inch tall. As the name indicates, it's a favorite for insect-themed superheroes.

Game Information: *Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB) (60 Active Points); OIF (-½). Total cost: 40 points.*

Options:

- 1) **Strong Entomobelt:** Increase to Shrinking (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24" KB). 80 Active Points; total cost 53 points.
- 2) **Weak Entomobelt:** Decrease to Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). 40 Active Points; total cost 27 points.
- 3) **Realistic Entomobelt:** By reducing the character's size, the belt also reduces his ability to lift things and to move. Add Side Effects (reduces character's STR and Running by one-sixth per 10 points of Shrinking used [minimum of Running 1"], always occurs; -½). Total cost: 30 points.
- 4) **Experimental Entomobelt:** The energies (or gas) that allow this belt to function don't always interface properly with the human biosystem; fluctuations may cause the character to spontaneously revert to full size on occasion. Add Activation Roll 14- (-½). Total cost: 30 points.

TITANOBELT

Effect: Growth (32 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6
Breakability: 12 DEF

Description: This belt emits an energy field or gas that causes the wearer to grow to a height of about 100 feet, making him proportionately stronger and tougher as well.

Game Information: *Growth* (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide) (60 Active Points); OIF (-½). Total cost: 40 points.

Options:

1) Strong Titanobelt: Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m [about 200 feet] tall, 32 m wide). 75 Active Points; total cost 50 points.

2) Weak Titanobelt: Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide). 45 Active Points; total cost 30 points.

3) Experimental Titanobelt: The energies (or gas) that allow this belt to function don't always interface properly with the human biosystem; fluctuations may cause the character to spontaneously revert to normal size on occasion. Add Activation Roll 14- (-½). Total cost: 30 points.

UTILITY BELT

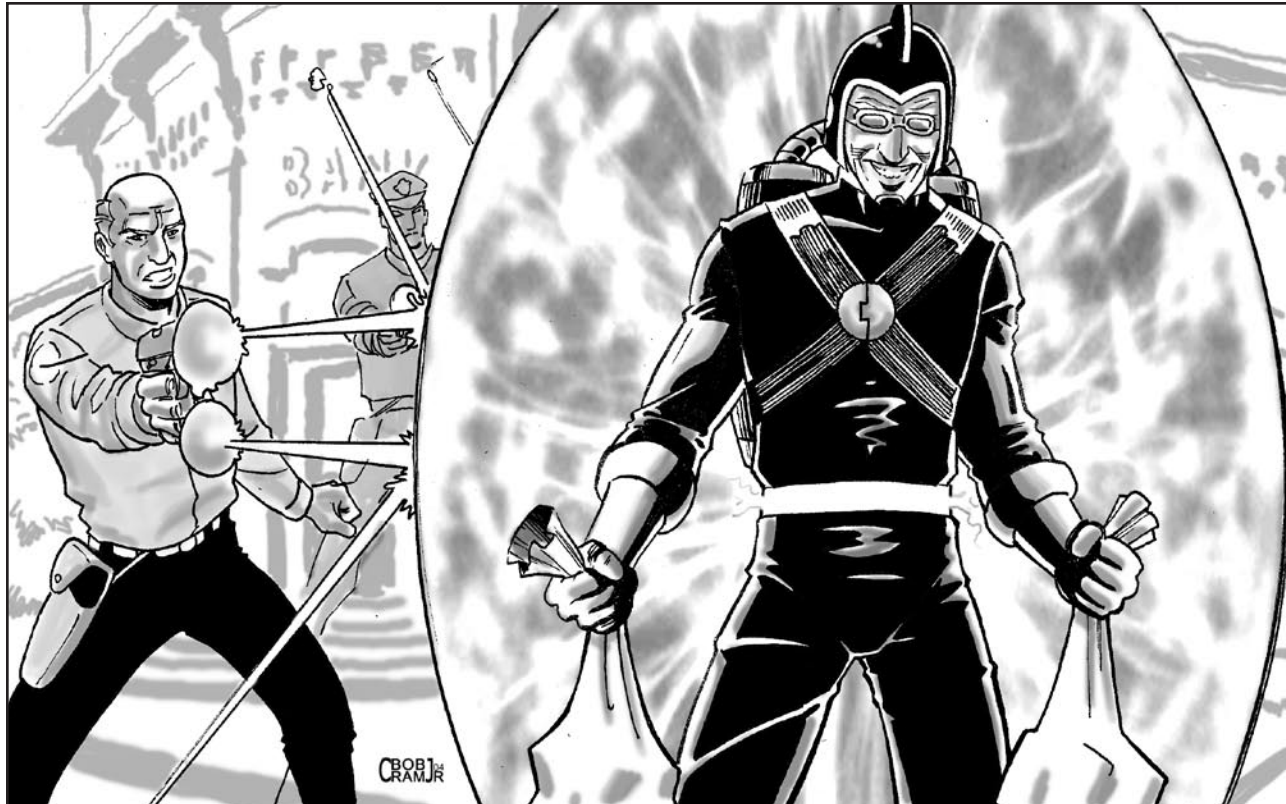
Effect: Various
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Breakability: 6 DEF

Description: A utility belt is a way to carry numerous small devices a character may find useful in crimefighting situations (they're particularly popular with weaponmasters, martial artists, costumed vigilantes, and the like). If a belt is not to the character's taste, other possibilities include a vest, a harness or bandolier with cartridge belt-like pockets, or the like.

The Utility Belt listed below carries an enormous number of gadgets, and creative players can undoubtedly think of many more. A character may buy any or all of these gadgets, as desired. The GM may prefer to have a character pick a limited number of them — say, 15 or 20 at most — to keep things from getting out of hand.

Game Information:**Cost Power**

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| 20 | <i>Utility Belt:</i> Multipower, 30-point reserve; OIF (-½) |
| 1u | 1) <i>Advanced Lockpick Set:</i> +2 to Lockpicking; OAF (-1) |
| 1u | 2) <i>Billy Club:</i> HA +3d6, Reduced Endurance (0 END; +½); OAF (-1), Hand-To-Hand Attack (-½) |
| 1u | 3) <i>Bomb Defusing Kit:</i> +2 to Demolitions; OAF (-1), Only To Defuse Bombs (-¼) |
| 1u | 4) <i>Boomerang:</i> Energy Blast 4d6, Reduced Endurance (0 END; +½); OAF (-1) |
| 1u | 5) <i>Calculator:</i> Lightning Calculator; OAF (-1) |
| 1u | 6) <i>Crime Scene Kit:</i> +2 to Criminology; OAF (-1), 8 Charges (-½) |
| 1u | 7) <i>Fake Bomb:</i> Sight and Hearing Group Images 1" radius, -5 to PER Rolls; OAF (-1), 1 Charge (-2), Set Effect (fake bomb; -1) |
| 1u | 8) <i>Fear Darts:</i> Drain PRE 2d6, Ranged (+½); OAF (-1), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾) |
| 1u | 9) <i>Flashlight:</i> Sight Group Images 1" radius, +4 PER Rolls; OAF (-1), Only To Create Light (-1), Limited Range (10"; -¼), 1 Continuing Fuel Charge (refueled by recharging, easy to obtain; 1 Hour; -0) |
| 1u | 10) <i>Flash Pellets:</i> Sight Group Flash 2d6; OAF (-1), 6 Charges (-¾), Range Based On STR (-¼) |
| 1u | 11) <i>Freeze Gas:</i> Minor Transform 3d6 (normal object to frozen stiff object, "heal" by thawing out at normal rate); OAF (-1), 4 Charges (-1) (note: Freeze Gas is for use against the working parts of an alarm, a bomb, and so forth, not against living creatures) |
| 1u | 12) <i>Laser Torch:</i> 1 pip RKA, Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½) |



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| <p>1u 13) <i>Medkit</i>: +2 to Paramedics; OAF (-1), 4 Charges (-1)</p> <p>1u 14) <i>Miniature Climbing Rig</i>: +2 to Climbing; OAF (-1)</p> <p>1u 15) <i>Mini-bolos</i>: Entangle 3d6, 3 DEF; OAF (-1), 3 Charges (-1¼)</p> <p>1u 16) <i>Mini-camera</i>: Eidetic Memory; OAF (-1), Visual Images Only (-½)</p> <p>1u 17) <i>Mini-Console</i>: HRRP (Radio Group); OAF (-1)</p> <p>1u 18) <i>Mini-radios</i>: Mind Link, up to 4 minds at once; OAF (-1), Affected As Hearing And Radio Groups, Not Mental Group (-¼), Only Works With Others Who Have Same Mind Link (-1)</p> <p>1u 19) <i>Mini-recorder</i>: Eidetic Memory; OAF (-1), Sound Only (-½)</p> <p>1u 20) <i>Nightsight Monocular</i>: Infrared Perception (Sight Group) and +6 versus Range Modifier for Sight Group; OAF (-1)</p> <p>1u 21) <i>Painkillers</i>: Physical and Energy Damage Reduction, Resistant, 25%; OAF (-1), 2 Continuing Charges lasting 1 Hour each (-0)</p> <p>1u 22) <i>Paint Tag Bomb</i>: Cosmetic Transform 4d6 (normal person to person painted bright red, heal by washing with vinegar), Partial Transform (see page 63; +½); OAF (-1), 4 Charges (-1), Range Based On STR (-¼)</p> <p>1u 23) <i>Parabolic Mini-Mike</i>: +6 versus Range Modifier for Hearing Group; OAF (-1)</p> <p>1u 24) <i>Rebreather</i>: Life Support (Expanded Breathing: Breathe Underwater); OAF (-1), 1 Continuing Fuel Charge (refueled through recharging system, easy to obtain; 1 Hour; -0)</p> | <p>1u 25) <i>Security Systems Analyzer</i>: +2 to Security Systems; OAF (-1)</p> <p>1u 26) <i>Sleep Gas Pellets</i>: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1); OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)</p> <p>1u 27) <i>Smoke Pellets</i>: Darkness to Sight Group 3" radius; OAF (-1), 8 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -0), Range Based On STR (-¼)</p> <p>1u 28) <i>Swingline</i>: 10" Swinging, Reduced Endurance (0 END; +½); OAF (-1)</p> <p>1u 29) <i>Thermite Pellets I</i>: RKA 1d6, Armor Piercing (+½), Explosion (+½); OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)</p> <p>1u 30) <i>Thermite Pellets II</i>: RKA 1d6, Continuous (+1); OAF (-1), 6 Continuing Charges lasting 1 Turn each (-¼), Range Based On STR (-¼)</p> <p>1u 31) <i>Throwing Blades</i>: HKA ½d6 (up to 1d6+1 w/ STR), Armor Piercing (+½), Autofire (3 shots; +¼), Ranged (+½); OAF (-1), 6 Recoverable Charges (-¼), Range Based On STR (-¼)</p> <p>1u 32) <i>Vertigo Darts</i>: Drain DEX 2d6, Ranged (+½); OAF (-1), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾)</p> <p>1u 33) <i>Weakness Darts</i>: Drain STR 2d6, Ranged (+½); OAF (-1), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾)</p> |
|--|--|
- Total cost: 53 points (assuming character buys all slots)**



Boot devices that involve movement must be installed in both boots for the sake of balance and steering. If a character only has one boot of a pair for some reason, he can use it to move a maximum of half of the inches of movement bought for the gadget, but he must make a DEX Roll at -1 per 2" of movement every Phase. For every point by which he misses the roll, he drifts one hex-line off his intended course, or suffers some other steering mishap that seems appropriate to the GM.

BLADE-BOOTS

Effect: HKA 1d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1
Breakability: 3 DEF

Description: These boots have a six-inch-long blade, with a point like a needle and edges sharp as razors, projecting from the toe. They turn a simply kick into a lethal attack.

Game Information: *HKA 1d6 (up to 2d6 with STR) (15 Active Points); OIF (-½). Total cost: 10 points.*

Options:

- 1) **Large Blade:** Increase to HKA 1d6+1. 20 Active Points; total cost 13 points.
- 2) **Small Blade:** Decrease to HKA ½d6. 10 Active Points; total cost 7 points.
- 3) **Realistic Boot-Blades:** Wearing boots with a six-inch-long blade sticking out of the toe makes it difficult to walk, run, or jump. Add Side Effects (-2 on all DEX-based rolls involving walking, running, jumping, and like activities, always occurs; -½). Total cost: 7 points.
- 4) **Sharp Blade:** The boot-blades are particularly sharp. Add Armor Piercing (+½). 22 Active Points; total cost 15 points.
- 5) **Retractable Blades:** The user can retract the boot's blades into the sole of the boot to hide them. Change OIF (-½) to IIF (-¼). Total cost: 12 points.

CLING-BOOTS

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: These boots use vacuum technology, super-adhesives, or some other method to allow the wearer to stand and walk on walls as if they were normal ground. (See illustration, page 149.)

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½). Total cost: 7 points.*

Options:

- 1) **Strong Boots:** Increase to +15 STR. 15 Active Points; total cost 10 points.
- 2) **Weak Boots:** Add Cannot Resist Knockback (-¼). Total cost: 6 points.
- 3) **Realistic Boots:** Clinging to walls is tiring work. Add Costs Endurance (-½). Total cost: 5 points.
- 4) **Experimental Boots:** Sometimes the boots' technology fails to work — a real problem if the character is already far up a wall. Add Activation Roll 14- (-½). Total cost: 5 points.

JETBOOTS

Effect: Flight 8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Breakability: 3 DEF

Description: These boots come equipped with small rockets built into the heel or on the sides, enabling the wearer to fly. (See also Powered Armor Bootjets, page 88.)

Game Information: *Flight 8" (16 Active Points); OIF (-½). Total cost: 11 points.*

Options:

- 1) **Fast Jetboots:** Increase to Flight 10". 20 Active Points; total cost 13 points.
- 2) **Slow Jetboots:** Decrease to Flight 6". 12 Active Points; total cost 8 points.
- 3) **Realistic Jetboots:** The jetboots have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel them before he can fly again. Add 1 Continuing Fuel Charge (30 seconds, Difficult to obtain fuel; -1). Total cost: 6 points.

4) Experimental Jetboots: The jetboots are new technology, and don't always work — so don't fly too high above the ground. Add Activation Roll 13- (-¾). Total cost: 7 points.

ROCKETSKATES

Effect: Flight 10", Only In Contact With A Relatively Smooth Solid Surface

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Breakability: 4 DEF

Description: When the character activates these boots, small wheels drop out of the soles, and tiny jet engines project from the back of the heel. He can then rocket-skate along the ground much more quickly than he could run. (See also Powered Armor Rocketskates, page 88.)

Game Information: *Flight 10" (20 Active Points); OIF (-½), Only In Contact With A Relatively Smooth, Flat, Solid Surface (-½). Total cost: 10 points.*

Options:

1) Faster Rocketskates: Increase to Flight 14". 28 Active Points; total cost 14 points.

2) Slow Rocketskates: Decrease to Flight 6". 12 Active Points; total cost 6 points.

3) Realistic Rocketskates I: Maintaining one's footing while wearing Rocketskates is difficult; many users fall down before they really get going. Add Requires A PS: Use Rocketskates Roll (-¼), Side Effects (character falls down ½d6" into his movement and loses the rest of his Phase; -¼). Total cost: 8 points.

4) Realistic Rocketskates II: The Rocketskates have a small supply of high-efficiency fuel; once it's used up, the wearer has to refuel them before he can skate again. Add 1 Continuing Fuel Charge (30 seconds, Difficult to obtain fuel; -1). Total cost: 7 points.

5) Experimental Rocketskates: Sometimes the Rocketskates don't work properly; the wheels fail to drop or the jets sputter ineffectually. Add Activation Roll 14- (-½). Total cost: 8 points.

SPRINGBOOTS

Effect: Leaping +20"

Target/Area Affected: Self One character

Duration: Constant

Range: Self

END Cost: 2

Breakability: 4 DEF

Description: These boots have electronically-augmented springs on the bottom of the soles, allowing the wearer to leap prodigious distances. (See also Powered Armor Springboots, page 89.)

Game Information: *Leaping +20" (20 Active Points); OIF (-½). Total cost: 13 points.*

Options:

1) Stronger Boots I: Increase to Leaping +30". 30 Active Points; total cost 20 points.

2) Stronger Boots II: Increase to x4 Noncombat. 25 Active Points; total cost 17 points.

3) Weaker Boots: Decrease to Leaping +12". 12 Active Points; total cost 8 points.

4) Accurate Boots: These boots have a built-in guidance system to ensure the wearer always lands where he intends to. Add Accurate. 25 Active Points; total cost 17 points.

5) Experimental Boots: Sometimes the Springboots don't quite have the spring. Add Activation Roll 14- (-½). Total cost: 10 points.

6) Compressed Airjet Boots: This form of the boots uses jets of compressed air instead of springs to enhance the wearer's ability to leap. Add 12 Charges (-¼). Total cost: 11 points.

7) Jumpboots: Instead of using springs, this form of boots has small rockets that aren't strong enough to allow for true flight, but do assist the wearer's leaping. Increase to x4 Noncombat and add 12 Charges (-¼). Total cost: 14 points.

CAPES



BLADED CAPE

Effect: RKA 1d6
Target/Area Affected: One character
Duration: Instant
Range: 2"
END Cost: 0
Breakability: 4 DEF

Description: This cape has cleverly concealed sharp blades along its hem. When the wearer lashes out with it he can cut anyone within 2" of himself.

Game Information: *RKA 1d6, Reduced Endurance (0 END; +½) (22 Active Points); IAF (-½), Limited Range (2"; -¼). Total cost: 13 points.*

Options:

- 1) Small Blades:** Decrease to RKA ½d6. 15 Active Points; total cost 9 points.
- 2) Realistic Bladed Cape:** Fighting with a Bladed Cape is difficult — if the wielder doesn't flick the blade at his target just right, not only does he miss, he may cut himself! Add Requires A PS: Use Bladed Cape Roll (-¼) and Side Effects (character takes cape's damage himself; -¼). Total cost: 10 points.
- 3) Weighted Cape:** Instead of blades, the cape's hem conceals weights that hit like a club. Change RKA 1d6 to Energy Blast 3d6. 22 Active Points; total cost 13 points.

DEFENSIVE CAPE

Effect: Armor (6 PD/6 ED), Activation Roll 11-
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: This cape, woven of impact-, blade-, and fire-proof fibers, protects the wearer... provided it comes between him and an attack. In game terms, the Activation Roll 11- represents this certainty, but the GM should keep common sense in mind. In most cases the cape will protect the wearer against an attack from behind automatically, but the Activation Roll for attacks directly from in front of the character might drop to as little as 8-

Game Information: *Armor (6 PD/6 ED) (18 Active Points); OAF (-1), Activation Roll 11- (-1). Total cost: 6 points.*

Options:

- 1) Strong Cape:** Increase to Armor (8 PD/8 ED). 24 Active Points; total cost 8 points.
- 2) Weak Cape:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 4 points.
- 3) Defensive Cape Variant:** By concealing the character's form, the cape also makes it difficult for attackers to find weak points in the wearer's defenses. Character also buys Lack Of Weakness (6 points) for both Normal and Resistant Defenses (6 + 6 Active Points); OAF (-1) and Activation Roll 11- (-1) (total cost: 3 + 3 points). Total cost 6 points; total cost of gadget 12 points.

GLIDER CAPE

Effect: Gliding 12"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: The character's cape is designed with a special aerodynamic shape, and is cleverly reinforced, so he can glide through the air while wearing it.

Game Information: *Gliding 12" (12 Active Points); OAF (-1), Costs Endurance (-½). Total cost: 5 points.*

Options:

- 1) Faster Glider Cape:** Increase to Gliding 15". 15 Active Points; total cost 6 points.
- 2) Slower Glider Cape:** Decrease to Gliding 8". 8 Active Points; total cost 3 points.
- 3) Realistic Glider Cape:** The character's ability to glide depends on his holding his body a certain way; if he moves the wrong way or tries to perform other actions than just gliding, he falls to earth. Add Requires A PS: Use Glider Cape Roll (-¼) and Gestures (throughout; -½). Total cost: 4 points.
- 4) Parachute Cape:** The character cannot actually glide, but his cape can act as a parachute to keep him from hurting himself in falls. Add Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½). Total cost: 4 points.
- 5) Concealable Hangglider:** The character's cape doesn't normally allow him to glide, but it (or his costume) conceals a hangglider-like device that lets him glide once it's activated. Change OAF (-1) to IAF (-½) and add Extra Time (Full Phase to activate; -¼). Total cost: 5 points.

MANIPULATORY CAPE

Effect: Extra Limb plus Stretching 1”

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 1 DEF

Description: Thanks to special wires and cybernetic circuitry woven into his cape, a character can control the cape’s motion. He can use it to pick up or hold objects and perform other crude tasks, but can only hurt other people with it if he bunches it up and hits people next to him (*i.e.*, when he doesn’t use the Stretching).

Game Information: *Extra Limb (1) (5 Active Points); Limited Manipulation (-¼), Nonpersistent (-¼) (total cost: 3 points) plus Stretching 1”, Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Only With Extra Limb (-½), No Noncombat Stretching (-¼), Cannot Do Damage (-½) (total cost: 2 points). Total cost: 5 points.*

SILHOUETTE-DISTORTING CAPE

Effect: +3 DCV, Activation Roll 11-

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Breakability: 3 DEF

Description: This large, billowing cape makes it difficult for attackers to perceive the outline of the wearer’s body. As a result, they often aim their attacks incorrectly, firing through the cape instead of at the character’s body.

Game Information: *+3 DCV (15 Active Points); OAF (-1), Activation Roll 11- (-1). Total cost: 5 points.*

Options:

1) Weak Distortion: Decrease to +1 DCV. 5 Active Points; total cost 2 points.

2) Realistic Distorting Cape: This cape is so large and flowing that it tends to interfere with the character’s ability to walk, run, and jump. (You can also add this drawback to virtually any cape bought as a gadget.) Add Side Effects (-2 on all DEX-based rolls involving walking, running, jumping, and like activities, always occurs; -½). Total cost: 4 points.

TELEPORTATION CAPE

Effect: Teleportation 30”

Target/Area Affected: Self plus one person

Duration: Instant

Range: Self

END Cost: 6

Breakability: 13 DEF

Description: This voluminous cape is interwoven with circuitry that allows it to open a small dimensional portal. The wearer of the cape, and possibly also one other person who he wraps the cloak around, get carried through the portal and then ejected back into this dimension at another point within 30” of where they started. The trip stresses the metabolism of the cloak’s wearer, tiring him out.

Game Information: *Teleportation 30”, x2 Increased Mass (65 Active Points); OAF (-1). Total cost: 32 points*

Options:

1) Farther Teleportation: Increase to Teleportation 40”. 85 Active Points; total cost 42 points.

2) Shorter Teleportation: Decrease to Teleportation 20”. 45 Active Points; total cost 22 points.

3) Experimental Teleportation Cape: Unfortunately, the Teleportation Cape is an experimental device; it doesn’t always work. Add Activation Roll 11- (-1). Total cost: 22 points.

4) Onboard Battery: The cape has a built-in battery so that using it doesn’t tire the wearer out. Add 12 Charges (-¼). Total cost: 29 points.

5) MegaPortation Cape: The cape can not only carry the wearer (and his passenger) short distances, it can transport them up to 300 kilometers if necessary. Change to Multipower, 97-point reserve (all OAF), one slot as above, one slot as above with MegaScale (1” = 10 km; +½). Total cost: 56 points.

6) Small Teleportation Cape: This form of the cape isn’t large enough to carry another person along. Remove x2 Increased Mass. 60 Active Points; total cost 30 points.

GLOVES AND GAUNTLETS



In addition to the gloves and gauntlets described here, you could convert many of the weapons in Chapter One into gauntlet-based weapons by making them OIFs instead of OAFs.

BLASTER GLOVE

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
Charges: 12 Charges
Breakability: 8 DEF

Description: This glove has blaster circuitry woven into its fibers, allowing the wearer to fire deadly bolts of energy by cybernetic command.

Game Information: *Energy Blast 8d6 (40 Active Points); OIF (-½), 12 Charges (-¼). Total cost: 23 points.*

Options:

- 1) **Strong Glove:** Increase to Energy Blast 12d6. 60 Active Points; total cost 34 points.
- 2) **Weak Glove:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 17 points.
- 3) **Realistic Glove:** The Glove doesn't work by cybernetic command. Instead, the character must hold the hand wearing the gauntlet in the proper configuration, then use his other hand to touch a trigger on the gauntlet to fire it. Add Gestures (both hands; -½). Total cost: 18 points.
- 4) **Experimental Glove:** Sometimes the Blaster Gauntlet doesn't work as expected. Add Activation Roll 12- (-¾). Total cost: 16 points.
- 5) **Better Battery:** This glove has a more efficient power cell, so it can fire more times before running out of energy. Change to 20 Charges (+¼). 50 Active Points; total cost 33 points.

CLAWED GLOVE

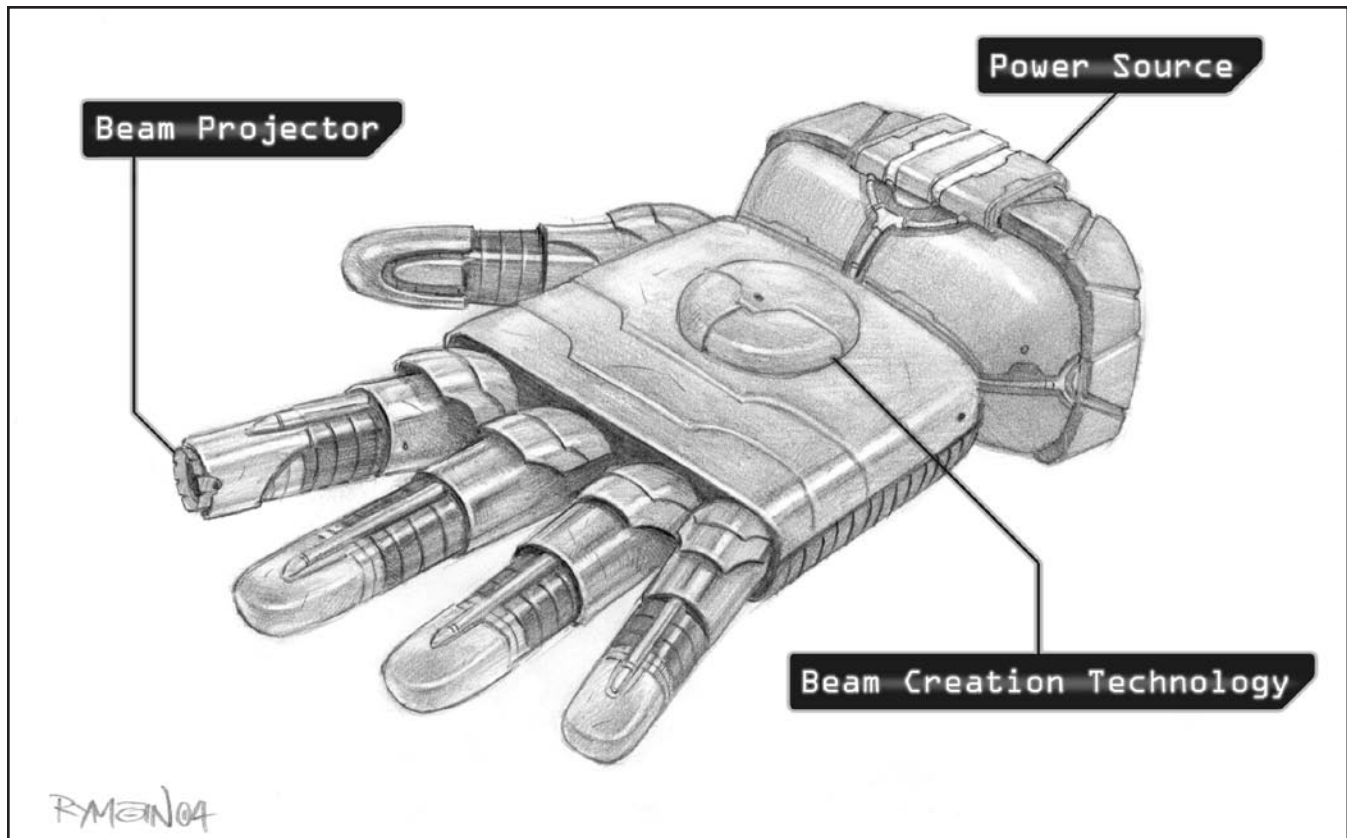
Effect: HKA 1d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1
Breakability: 3 DEF

Description: This glove has claws built into the tips of the fingers, the back of the hand, the knuckles, or the like. Depending on the design, the claws may be affixed to the glove permanently, or they may retract. Some versions have blades along the sides of the wrist instead, so that a character slashes with them instead of punching or slicing.

Game Information: *HKA 1d6 (up to 2d6 with STR) (15 Active Points); OIF (-½). Total cost: 10 points.*

Options:

- 1) **Large Claws:** Increase to HKA 1d6+1. 20 Active Points; total cost 13 points.
- 2) **Small Claws:** Decrease to HKA ½d6. 10 Active Points; total cost 7 points.
- 3) **Realistic Claws:** Having claws attached to his hand makes it hard for the character to perform certain tasks. Add Side Effects (character suffers a -2 penalty on all DEX Rolls involving fine manipulation, always occurs; -½). Total cost: 7 points.
- 4) **Razor-Sharp Claws:** Add Armor Piercing (+½). 22 Active Points; total cost 15 points.
- 5) **Venomous Claws:** The claws contain tiny reservoirs of poison which the character can inject into the target's bloodstream. Add RKA 2d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼) (97 Active Points); OIF (-½), No Range (-½), HKA Must Do BODY (-½), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-¼), 4 Charges (-1) (total cost: 21 points). Total cost: 31 points.
- 6) **Electro-Claws:** The character can electrify his claws, thus increasing the damage they do. Add HKA +1d6 (15 Active Points); OIF (-½), 8 Charges (-½) (total cost: 7 points). Total cost: 17 points.



COMPRESSED AIR GAUNTLET

Effect: HA +4d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

Charges: 12

Breakability: 4 DEF

Description: This gauntlet has a built-in supply of compressed air. When activated by a punching motion and simultaneous cybernetic command, the compressed air fires backwards, increasing the power of the punch.

Game Information: HA +4d6 (20 Active Points); OIF (-½), Hand-To-Hand Attack (-½), 12 Charges (-¼). Total cost: 9 points.

Options:

1) Strong Gauntlet: Increase to HA +6d6. 30 Active Points; total cost 13 points.

2) Weak Gauntlet: Decrease to HA +2d6. 10 Active Points; total cost 4 points.

3) Experimental Gauntlet: Sometimes the gauntlet's air jets fail to fire. Add Activation Roll 13- (-¾). Total cost: 7 points.

4) More Air: The gauntlet has a larger air supply, and thus can activate more times before running out of "fuel." Change to 20 Charges (+¼). 25 Active Points; total cost 12 points.

SHOCK GLOVE

Effect: Various Attack Powers

Target/Area Affected: One character

Duration: Instant

Range: Touch

Charges: 30 Charges for entire reserve

Breakability: 15 DEF

Description: This glove has a built-in battery. The wearer can activate the battery by cybernetic command, sending power to conductive fibers woven into the glove. Depending on which fibers and circuits the wearer activates, he can create a wide variety of offensive effects: a taser-like touch; paralysis; or a deadly shock.

Game Information:

37 *Shock Gloves:* Multipower, 60-point reserve, 30 Charges for entire reserve (+¼); all OIF (-½), No Range (-½)

3u 1) *Taser Touch I:* Energy Blast 6d6, NND (defense is insulated rED; +1); OIF (-½), No Range (-½)

2u 2) *Taser Touch II:* Energy Blast 4d6, NND (defense is insulated rED; +1), Continuous (+1); OIF (-½), Lockout (can't use other Multipower slots while maintaining this slot; -½), No Range (-½), Must Maintain Touch To Maintain Effect (-¼), Costs 1 Charge Per Phase To Maintain (-¼)

2u 3) *Paralytic Grip:* Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½); OIF (-½), No Range (-½), Lockout (can't use other Multipower slots while maintaining this slot; -½), Must Maintain Touch To Maintain Effect (-¼), Costs 1 Charge Per Phase To Maintain (-¼)

- 3u 4) *Deadly Touch I*: RKA 4d6; OIF (-½), No Range (-½), Requires 2 Charges Per Use (-¼)
- 2u 5) *Deadly Touch II*: RKA 2d6, Continuous (+1); OIF (-½), No Range (-½), Requires 2 Charges Per Use, And 1 Charge Per Phase To Maintain (-½), Lockout (can't use other Multipower slots while maintaining this slot; -½), Must Maintain Touch To Maintain Effect (-¼)

Total cost: 49 points.

Options:

1) **Strong Shock Glove**: Increase reserve to 75 points, Slot 1 to Energy Blast 7d6, Slot 2 to Energy Blast 5d6, Slot 3 to Entangle 5d6, 5 DEF, Slot 4 to RKA 5d6, and Slot 5 to RKA 2d6+1. Total cost: 59 points.

2) **Weak Shock Glove**: Decrease reserve to 45 points, Slot 1 to Energy Blast 4d6, Slot 2 to Energy Blast 3d6, Slot 3 to Entangle 3d6, 3 DEF, Slot 4 to RKA 3d6, and Slot 5 to RKA 1d6+1. Total cost: 35 points.

3) **Realistic Shock Glove**: Instead of having a built-in battery, the Shock Glove attaches to a battery pack worn on the belt (or elsewhere) via a cable. An attacker can easily cut or detach the cable, rendering the Glove useless until repaired. Change to OAF (-1). Total cost: 40 points.

4) **Experimental Shock Glove**: The Shock Glove doesn't always work on command. Add Activation Roll 14- (-½). Total cost: 40 points.

5) **Bigger Battery**: The Shock Glove have a much larger battery with more power capacity. Change to 60 Charges (+½) for reserve. Total cost: 57 points.



MASKS



DEFENSIVE MASK

Effect: Various Defense Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: Incorporated into the character's mask are one or more protective devices designed to shield his eyes, mind, brain, or skull from harm. A character may buy any or all of these gadgets, as desired; he doesn't have to buy some as a prerequisite for buying others.

Game Information:

Cost Power

- 3 *Armored Mask:* Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)
- 5 *Audial Dampers:* Hearing Group Flash Defense (8 points) (8 Active Points); OIF (-½)
- 5 *Mindshield:* Mental Defense (8 points + EGO/5) (8 Active Points); OIF (-½)
- 5 *Polarized Lenses:* Sight Group Flash Defense (8 points) (8 Active Points); OIF (-½)

Options:

1) Strong Mask: Increase to:

Cost Power

- 3 Armor (4 PD/4 ED)
- 8 Hearing Group Flash Defense (12 points)
- 7 Mental Defense (10 points + EGO/5)
- 8 Sight Group Flash Defense (12 points)

2) Weak Mask: Decrease to:

Cost Power

- 2 Armor (2 PD/2 ED)
- 3 Hearing Group Flash Defense (5 points)
- 3 Mental Defense (5 points + EGO/5)
- 3 Sight Group Flash Defense (5 points)

SENSE-ENHANCING MASK

Effect: Various Sensory Powers

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Breakability: Varies

Description: Incorporated into the character's mask are one or more devices designed to enhance his senses, or provide senses he lacks — lenses over the eyes, auditory enhancers in the earpieces, and so forth. A character may buy any or all of these gadgets, as desired; he doesn't have to buy some as a prerequisite for buying others.

Game Information:

Cost Power

- 10 *Active Sonar Array:* Active Sonar (Hearing Group) (15 Active Points); OIF (-½)
- 5 *Auditory Enhancers:* +4 PER with Hearing Group (8 Active Points); OIF (-½)
- 5 *Mask Radio I:* Radio Perception (8 Active Points); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)
- 6 *Mask Radio II:* Radio Perception/Transmission (Radio Group) (10 Active Points); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)
- 6 *Mask Radio III:* HRRP (Radio Group) (12 Active Points); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 10 *Micro-Lenses:* Microscopic (x1,000) for Sight Group (15 Active Points); OIF (-½)
- 3 *Nightsight Lenses:* Nightvision (5 Active Points); OIF (-½)
- 8 *Parabolic Receiver:* +8 versus Range Modifier for Hearing Group (12 Active Points); OIF (-½)
- 10 *Radar Array:* Radar (Radio Group) (15 Active Points); OIF (-½)
- 8 *Telescopic Lenses:* +8 versus Range Modifier for Sight Group (12 Active Points); OIF (-½)
- 3 *Thermalsight Lenses:* Infrared Perception (Sight Group) (5 Active Points); OIF (-½)
- 3 *Ultrasight Lenses:* Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½)
- 2 *Ultrasonic Receiver:* Ultrasonic Perception (Hearing Group) (3 Active Points); OIF (-½)
- 7 *Wide-Angle Lenses:* Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); OIF (-½)
- 7 *X-Ray Lenses:* N-Ray Perception (Sight Group; stopped by lead, gold, or force fields) (10 Active Points); OIF (-½)

chapter six:



MISCELLANEOUS GADGETS

MISCELLANEOUS GADGETS



This chapter includes a variety of gadgets that don't fit into any of the other five chapters, or which have several functions of equal importance.

BOOSTER PILL

Effect: +30 STR, +10 DEX, +10 CON, +5 PD, +5 ED
Target/Area Affected: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Charge
Breakability: 18 DEF

Description: This super-drug radically enhances a character's physical capabilities... but only for a period of one hour from the time he takes it. Characters typically use it to augment themselves during a battle or crisis situation.

The Characteristics added by this pill are all bought as one big *Characteristics* power for ease of use. While technically they could be bought separately and Linked together, many GMs would consider that abusive given the special effects involved and the like. The character receives all appropriate Figured Characteristics.

The pill is bought as an IAF, rather than an OAF, for two reasons. First, while obviously a pill, it's not obviously a Booster Pill; another character might mistake it for an ordinary medicine. Second, since it's so small it's easy for the character to hide in his clothes or elsewhere.

Game Information: +30 STR, +10 DEX, +10 CON, +5 PD, +5 ED (90 Active Points); IAF (-½), 1 Continuing Charge lasting 1 Hour (-¼). Total cost: 51 points.

Options:

- 1) **Strong Pill:** Increase to +40 STR, +15 DEX, +15 CON, +10 PD, +10 ED. 135 Active Points; total cost 77 points.
- 2) **Weak Pill:** Decrease to +20 STR, +5 DEX, +5 CON, +3 PD, +3 ED. 51 Active Points; total cost 29 points.
- 3) **Realistic Pill I:** It takes time for the pill's effects to work. Add Extra Time (5 Minutes to activate; -1). Total cost: 33 points.

4) **Realistic Pill II:** The pill is easy to break, crush, or ruin. Add Fragile (-¼). Total cost: 45 points.

5) **Experimental Pill I:** The drugs in the pill don't always react positively with the character's metabolism. Add Activation Roll 14- (-½). Total cost: 40 points.

6) **Experimental Pill II:** As Experimental Pill I, but if the pill fails to work it causes cramps and intestinal pain. Add Side Effects (Drain 4d6, STR, DEX, and CON simultaneously, Delayed Return Rate (points return at the rate of 5 per 5 Minutes); -1). Total cost: 28 points.

7) **Mindbooster Pill:** This pill enhances the character's mental acuity instead of his physical prowess. Change to +20 INT, +20 EGO. 60 Active Points; total cost 34 points.

8) **More Pills:** The character has more than one Booster Pill he can take per day. The GM should evaluate this power carefully, since the ability to use it more than once may effectively eliminate the hindrance posed by the *Charges* Limitation.

2 Charges (-0): Total cost 60 points.

3 Charges (+¼): 112 Active Points; total cost 75 points.

9) **Short-Term Pill:** The pill's effects only last for a few minutes

1 Continuing Charge lasting 20 Minutes (-½): Total cost 45 points.

1 Continuing Charge lasting 5 Minutes (-¾): Total cost 40 points.

10) **Variant Pill:** This form of the pill uses the less predictable Aid. Change to Aid 4d6, STR, DEX, CON, and PD simultaneously (+1), Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +¾) (110 Active Points); IAF (-½), 1 Charge (-2). Total cost: 31 points.

11) **Booster Belt:** The product of some ultra-advanced science (perhaps alien technology, or even quasi-mystical tech), this belt draws on "ambient energy" to boost the wearer's physical capabilities as long as he wears it. Change to: +30 STR, +10 DEX, +10 CON, +5 PD, +5 ED (90 Active Points); OIF (-½). Total cost: 60 points.



COSMIC GEM

Effect: Various Powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Breakability: Unbreakable

Description: This strange device, probably the product of a long-dead Galaxy-spanning alien empire or entity of cosmic power, resembles a gem. Some are small enough to wear on the forehead, while others fit comfortably in the fist; it may be that the owner can control the size and appearance of a Gem to suit himself. A Cosmic Gem is a font of cosmic power that the owner can use for a variety of effects — it projects powerful energy bolts, allows the user to fly, protects the user from harm, and so forth.

Although “Cosmic Gem Powers” isn’t the sort of “special effect” generally contemplated by the Elemental Control rules, this gadget is built as an EC because it functions like one in game terms, and is subject to the appropriate restrictions. The character can use as many of the Cosmic Gem powers as he wants to at once — but they’re all so closely intertwined that Draining one affects them all.

Game Information:

Cost Power

- 15 *Cosmic Gem:* Elemental Control, 60-point powers; all OAF (-1)
- 15 1) *Standard Gem-Blast:* Energy Blast 12d6; OAF (-1)

- 20 2) *Deadly Gem-Blast:* RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1); OAF (-1), Increased Endurance Cost (x3 END; -1)
- 15 3) *Nonlethal Gem-Blast:* Ego Attack 6d6; OAF (-1)
- 16 4) *Protection Field:* Force Field (25 PD/25 ED), Hardened (+¼); OAF (-1)
- 15 5) *Atmospheric Flight:* Flight 30”; OAF (-1)
- 20 6) *Spaceflight:* FTL Travel (1 LY/15 Minutes), Usable Simultaneously (up to eight persons; +1); OAF (-1), Recipients Must Remain Within 4” Of Character (-½)
- 8 *Protection Field:* Life Support (Self-Contained Breathing; Safe Environments: all); OAF (-1), Linked (to Force Field; -½)

Total cost: 124 points.

Options:

- 1) **Attached Gem:** The Gem firmly attaches itself to the owner, making it difficult to take away from him. Change OAF (-1) to OIF (-½). Total cost: 159 points.
- 2) **Powered Gem:** The Gem also contains an internal source of power that it draws on, instead of using the owner’s energy. Character also buys: Endurance Reserve (200 END, 50 REC); OAF (-1) (total cost: 35 points). Total cost: 159 points.
- 3) **True Cosmic Gem:** This form of the Cosmic Gem can do almost anything. Change to Variable Power Pool, 90 base + 45 control cost, No Skill Roll Required (+1), Powers Can Be Changed As A Zero-Phase Action (+1); OAF (-1). Total cost: 157 points (or 180 points for OIF [-½]).

MASQUERADE MESH

Effect: Shape Shift (Sight Group; any humanoid form), Imitation, Instant Change
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4 to change shape
Breakability: 9 DEF

Description: This device, built into a belt or garment, generates a powerful hologram to disguise the wearer, who can even specify a hologram that looks like another person by cybernetic command.

Game Information: *Shape Shift (Sight Group; any humanoid form), Imitation, Instant Change, Costs Endurance Only To Change Shape (+¼) (44 Active Points); IIF (-¼). Total cost: 35 points.*

Options:

- 1) **Strong Mesh:** Change Costs Endurance Only To Change Shape to Reduced Endurance (0 END; +½). 52 Active Points; total cost 42 points.
- 2) **Weak Mesh:** Remove Costs Endurance Only To Change Shape (+¼). 35 Active Points; total cost 28 points.
- 3) **Realistic Mesh:** The Mesh has its own self-contained energy supply. Remove Costs Endurance Only To Change Shape (+¼) and add 4 Continuing Charges lasting 1 Minute each (stop working if character goes through an energy field or intense magnetic field; -¼). 35 Active Points; total cost 23 points.
- 4) **Experimental Mesh:** The Mesh is a prototype and doesn't always work properly. Add Activation Roll 14- (-½). Total cost: 25 points.

POWER AUGMENTOR

Effect: Aid 6d6, all powers of a defined Special Effect at once
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0
Breakability: 36 DEF

Description: This device — possibly the product of terrestrial super-science, possibly the creation of an advanced alien species, possibly of mysterious origin — has the effect of significantly enhancing all of a character's powers, provided they belong to a defined special effect. The character must choose what special effect the device Aids when he buys the gadget; he cannot change this thereafter. Thus, a Fire Power Augmentor would help Feuermacher, but do nothing for Durak or Ultrasonique.

Game Information: *Aid 6d6, all powers of a defined Special Effect at once (+2) (180 Active Points); OAF (-1), Self Only (-½). Total cost: 72 points.*

Options:

- 1) **Strong Augmentor:** Increase to Aid 8d6. 240 Active Points; total cost 96 points.
- 2) **Weak Augmentor:** Decrease to Aid 4d6. 120 Active Points; total cost 48 points.
- 3) **Experimental Augmentor:** Sometimes the Augmentor fails to work, burning itself out in the process. Add Activation Roll 14- Jammed (-1). Total cost: 51 points.
- 4) **Tiring Augmentor:** The process of having all of his powers boosted tends to wear the character out. Add Costs Endurance (-½). Total cost: 60 points.
- 5) **Extended Augmentor:** The Augmentor's effects don't wear off for a while. Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 210 Active Points; total cost 84 points.



POWER STAFF

Effect: Various powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies
Breakability: Unbreakable

Description: This gadget looks like a quarterstaff made of metal, perhaps with various small devices and energy crystals attached to it. It may be a technological item developed by a super-genius or a highly-advanced alien race, or it may be some sort of mystic artifact. Regardless of its origin, it has vast energy powers which its wielder can control with his thoughts alone. It can project various types of energy beams, create different types of protective energy shields, fly, move objects without touching them, and so forth.

The character may, if he wishes, define this device as any other form of OAF. It could be a Power Crystal, Power Sword, Power Wand, Power Lantern, or the like.

Game Information:

Cost Power

- 60 *Power Staff I:* Multipower, 120-point reserve; all OAF (-1)
 5m 1) *Power Hands/Power Fields:* Telekinesis (40 STR); OAF (-1), Affects Whole Object (-¼)
 6m 2) *Power Blast:* Energy Blast 12d6; OAF (-1)

- 7m 3) *Power Fist:* Energy Blast 8d6, Indirect (+¾); OAF (-1)
 6m 4) *Power Blast Fusillade:* Energy Blast 8d6, Autofire (5 shots; +½); OAF (-1)
 6m 5) *Power Shackles:* Entangle 4d6, 8 DEF; OAF (-1)
 6m 6) *Power Spear:* RKA 4d6; OAF (-1)
 6m 7) *Strangulation Bubble:* RKA 1d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Continuous (+1); OAF (-1)
 3m 8) *Power Point Defense:* Missile Deflection (all Ranged attacks), Range (+1); OAF (-1), Costs Endurance (-½)
 6m 9) *Power Shield I:* Force Field (30 PD/30 ED); OAF (-1)
 6m 10) *Power Shield II:* Force Field (25 PD/25 ED); OAF (-1) **plus** Life Support (Self-Contained Breathing); OAF (-1), Linked (-½)
 6m 11) *Power Shield III:* Force Field (15 PD/15 ED/10 Mental Defense/10 Power Defense/10 Sight Group Flash Defense); OAF (-1)
 6m 12) *Power Wall:* Force Wall (10 PD/10 ED; 5" long and 2" tall); OAF (-1)
 6m 13) *Power Flight:* Flight 20"; Reduced Endurance (0 END; +½); OAF (-1)

Total cost: 135 points.

Options:

1) **Power Ring/Helmet/Bracers/Torc/Etc.:** This form of the device is not so easily taken away from the character. Change to OIF (-½). Total cost: 180 points.

2) **Utter Control:** The character's control over the Power Staff is so great that it teleports or flies back to him if it's involuntarily taken away from him. Remove OAF (-1). Total cost: 268 points.

3) **Inherent Weakness:** The Power Staff suffers from two drawbacks. First, it runs out of energy after a day, so the wielder has to recharge it at a special recharging station created especially for it. If he does not do so, the item loses all power 24 hours after it was last charged, and cannot function at all until recharged. (This is represented with a -¼ Limitation, *24 Hour Power Supply*, on the Multipower reserve.) Second, due to a flaw in the item's construction, its powers do not work against some substance or phenomena that the character must define when he buys the item. This is represented with a -¼ Limitation, *Powerless Against X*, taken on the reserve and each slot. The character must define "X," keeping the value of the Limitation in mind (the GM can increase it, if desired). Some possibilities include: any person or item of a particular color ("You take on the Purple Prowler — thanks to that stupid lavender-colored costume of his, my Power Staff can't affect him!"); any being or item made of a particular substance (stone, wood, metal, a specific type of metal) ("Oakman again? Who built this lousy Power Staff?"); or any being or item possessing a certain type of powers (fire powers, sonic powers, water powers). Total cost: 112 (OAF version); 148 (OIF version).

4) **Power Staff II:** Instead of being built as a large Multipower of ultra slots, this form of the Power Staff is built as a VPP, thus increasing the flexibility of the device's powers. Change to Variable Power Pool, 120 base + 60 control cost. Total cost: 150 points (OAF version); 160 points (OIF version); 144 points (OAF version with Inherent Weakness); 150 points (OIF version with Inherent Weakness).

5) **Power Staff III:** This version of the Power Staff is much more limited; it's meant primarily for use as a weapon.

Cost Power

- 35 *Power Staff III:* Multipower, 70-point reserve; all OAF (-1)
- 3u 1) *Power Hands/Power Fields:* Telekinesis (40 STR); OAF (-1), Affects Whole Object (-¼)
- 3u 2) *Power Blast:* Energy Blast 12d6; OAF (-1)
- 3u 3) *Power Fist:* Energy Blast 8d6, Indirect (+¾); OAF (-1)
- 3u 4) *Power Blast Fusillade:* Energy Blast 8d6, Autofire (5 shots; +½); OAF (-1)
- 3u 5) *Power Shackles:* Entangle 4d6, 8 DEF; OAF (-1)
- 3u 6) *Power Spear:* RKA 4d6; OAF (-1)
- 2u 7) *Power Point Defense:* Missile Deflection (all Ranged attacks), Range (+1); OAF (-1), Costs Endurance (-½)

Total cost: 55 points.

ROBO-SERVANT

Effect: Automaton Follower

Target/Area Affected: N/A

Duration: N/A

Range: N/A

END Cost: N/A

Breakability: Special

Description: The character has a small robot or robot-like device that helps him perform tasks. It can move objects for him, send audio and visual images back to him (assuming he has the ability to receive them), and even attack his enemies. Robo-Servants often have whimsical appearances — they might look like toys, or animals, or the like.

In game terms, a Robo-Servant is defined as an Automaton which the character buys as a Follower (the total cost to the character therefore varies, depending on how many Character Points the character himself is built on). That way it can operate apart from the character and is affected by attacks separately from the character. As a Follower, a Robo-Servant is *technically* free-willed, but for the sake of common and dramatic sense it's best to treat it like ordinary devices and let the character control it absolutely (the Robo-Servant's Psychological Limitations reflect this).

A character can buy more than one Robo-Servant by paying the standard 5 Character Points for every x2 Followers. Robo-Servants work well together (as reflected by their *Teamwork Skill*).



Game Information:

ROBO-SERVANT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: N/A
10	COM	0	11-	
5	PD	12		Total: 5 PD (5 rPD)
5	ED	12		Total: 5 ED (5 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 58

Movement:	Running:	6"/12"
	Leaping:	4"/8"

Cost	Power	END
50	<i>Built-In Weapons:</i> Multipower, 50-point reserve	
2u	1) <i>Built-In Gun:</i> RKA 1d6, Autofire (3 shots; +¼), 32 Charges (+¼)	[32]
5u	2) <i>Built-In Blaster:</i> Energy Blast 8d6, 32 Charges (+¼)	[32]
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 20 STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
15	<i>Robot Body:</i> Damage Resistance (5 PD/5 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
12	<i>Robot Senses:</i> HRRP (Radio Group)	0
5	<i>Robot Senses:</i> Infrared Perception (Sight Group)	0
5	<i>Robot Senses:</i> Ultraviolet Perception (Sight Group)	0
3	<i>Robot Senses:</i> Ultrasonic Perception (Hearing Group)	0

Skills

3	Teamwork 12-
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Total Powers & Skills Cost: 224

Total Cost: 282

200+ Disadvantages

- 5 Physical Limitation: Affected By Cyberkinesis (has EGO 18 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Cannot Make Presence Attacks (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Must Obey Owner's Commands (Very Common, Total)
- 47 Experience Points

Total Disadvantage Points: 282

Options:

- 1) *Simplified Robo-Servant:* A simpler, albeit less accurate, way to buy a Robo-Servant is as an Elemental Control built into a device:

Cost Power

- 11 *Robo-Servant:* Elemental Control, 45-point powers; all OAF (-1)
- 11 1) *Lifting And Carrying:* Telekinesis (30 STR); OAF (-1)
- 14 2) *Built-In Blaster:* Energy Blast 8d6, 32 Charges (+¼); OAF (-1)
- 11 3) *Viewer:* Clairsentience (Sight, Hearing, and Radio Groups), Mobile Perception Point; OAF (-1)

Total cost: 47 points.

SOUND MIMICRY SYSTEM

Effect: Hearing Group Images, -3 to PER Rolls

Target/Area Affected: 16" Radius

Duration: Constant

Range: 140"

END Cost: 3

Breakability: 6 DEF

Description: This device, which is built into a helmet, suit of powered armor, or the like, allows the user to create a wide variety of sound effects.

Game Information: *Hearing Group Images*, -3 to PER Rolls, *Increased Size* (16" radius; +1) (28 Active Points); *OIF* (-½). *Total cost:* 19 points.

Options:

1) Strong System: Increase to -6 to PER Rolls. 46 Active Points; total cost 31 points.

2) Weak System: Decrease to -2 to PER Rolls. 22 Active Points; total cost 15 points.

3) Realistic System: The System has its own built-in battery with enough energy for a short period of use. Add 60 Charges (+½). 35 Active Points; total cost 23 points.

4) Experimental System: The System uses some experimental components that don't always work properly. Add Activation Roll 14- (-½). Total cost: 14 points.

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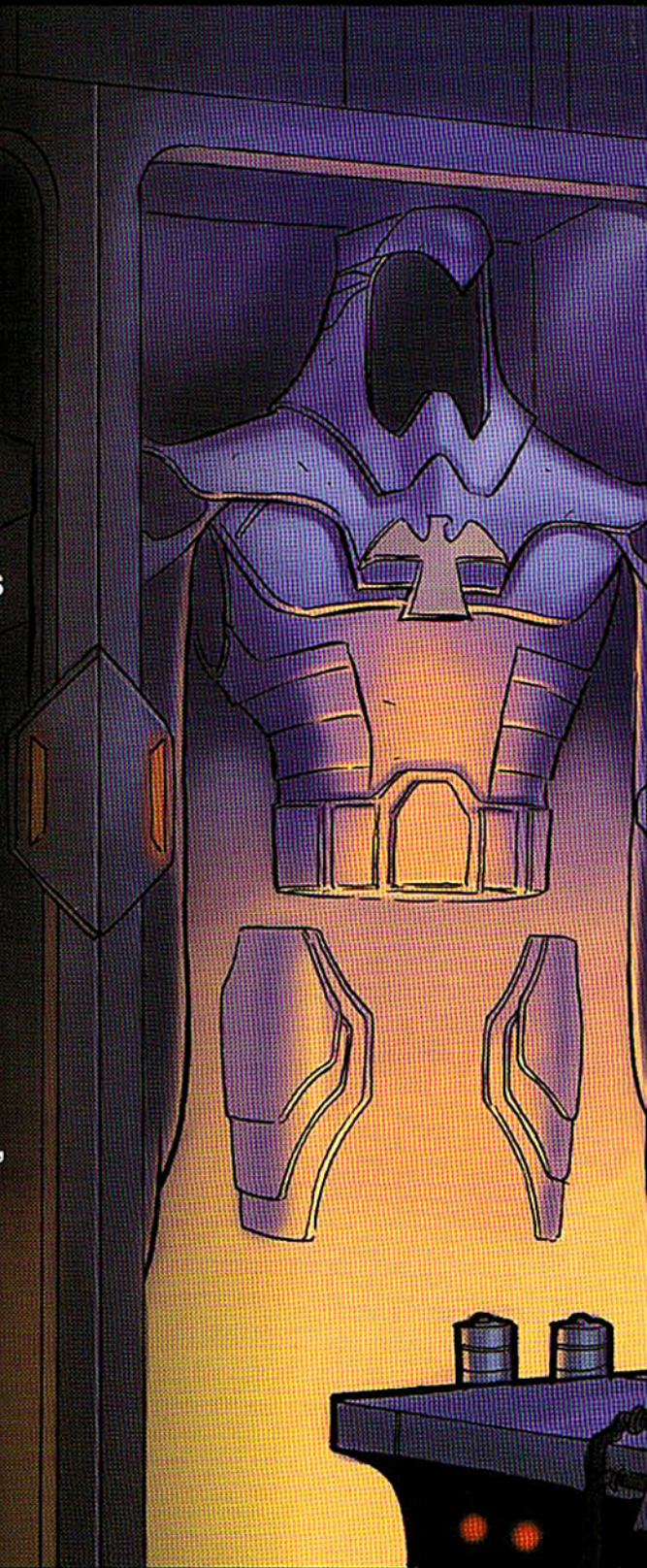
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