

HEROIC ABILITIES

A Power Creation Plug-In for FUZION

By Jason A. Dour
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LEGAL MUMBO-JUMBO

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PROPS

Hero Games is at the top of the Thank You List, for having created two great role-playing games: *Hero System* and *Fuzion*. R. Talsorian Games also deserves thanks for *Interlock* and their work with Hero Games on *Fuzion*. Also, everybody on the Fuzion Mailing List (<http://dour.org/jason/fuzion/>) deserves big thanks. Many of the list members provided me with a tremendous wealth of both Fuzion and Hero information and feedback that eventually found its way here.

INTRODUCTION

As we all know, Fuzion is a child-system of *Hero* and *Interlock*, trying to take the best of both to create an even better system. While *Fuzion* may still be feeling growing pains, it still shows much of the beauty of its parent systems. This plug-in was written to expand the capabilities of the base Fuzion Super Powers Plug-In as seen in *Champions: New Millennium* to a more robust level similar to the power rules of the *Hero System*. Much of the mechanics of *Hero* have been ported directly over to *Fuzion*, while others have been altered. The concept of Adders and Limiters as presented in *Champions: New Millennium: Alliances* has been expanded to include many of the *Hero* power modifiers. Overall, *Heroic Abilities* is an attempt to give *Fuzion* the robust power creation capabilities of *Hero* – that is, until Hero Games and R. Talsorian come up with something better. Until such time, the latest revision of this document will be available through the Heroic Abilities web page (<http://dour.org/jason/rpg/heroic.abilities/>).

POWERS

These Powers can be used to simulate any super-human abilities, whether they are magic, superhero's powers, or innate alien abilities. Nearly any ability can be created using one or more of these Powers, alone or in combination, to properly simulate character concept. The Powers are broken down into categories: Attack Powers, Defensive Powers, Movement Powers, and so on. Each power lists its cost in Power Points at the end of its description. Powers marked with "END" cost Endurance to use, while Power marked with "NoEND" do not. Powers that can be used at range have a maximum range of 10 m/y per Power Point spent on the power. For example, a 10 point Attack Blast would have a maximum range of 100 m/y.

ATTACK POWERS

Attack Blast

A character with this power can make a ranged Stun attack. The exact nature of the attack must be determined when the power is purchased; it can be a lightning bolt, blaster bolt, laser, sonic wave, magic blast, dense fist tissue, gauntlets, or anything else. It does not even have to cause any Collateral or SDP damage. Attack Blast will affect the defense appropriate for its nature: SD for physical attacks and/or ED for energy attacks (if that optional Derived Characteristic is being used). Once again, this must be determined when the power is purchased and cannot be changed later.

Cost: 1 point per 1D6; range of 10 m/y per point spent. END

Entangle

This power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the player can think of. An Entangled character can use his Strength or any other non-Focused attack to break out of the hold.

Cost: 1 point per 1D6 of SDP; +1 point for +4 SD and +4 ED; +1 point for +3 KD and +3 EKD. END

Find Weakness

This power acts like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness Action against a Target Number of 20 will automatically cut the target's defenses in half. This power can be used more than once on the same target, but each successive roll raises the Target Number by +2. If you miss a Find Weakness check on a target, you may not use Find Weakness on him again for that battle. Find Weakness is normally purchased for a single kind of attack. Find Weakness does not use any Characteristic when making a skill check; it is resolved by rolling 3D6 and adding that to the Find Weakness skill.

Cost: 2 points for a base value of 10; +1 point for each +1 to your roll; +1 point to use Find Weakness on a specific group of related attacks; +2 points to use it on all attacks. NoEND

Hand Attack Blast

Hand Attack Blast has a similar function to Attack Blast. However, it has no range, and the user may complement the Power's damage with Strength. As with Attack Blast, the nature of the attack and the type of damage it causes must be determined when the Hand Attack is purchased. Hand Attack may only be used in Hand-To-Hand combat. Strength may be used to add to the damage done by the Hand Attack, up to double the number of dice originally dealt by the Hand Attack. For example, a character with Strength of 8 may use her 4d6 Hand Attack as a 5d6, 6d6, 7d6, or 8d6 Hand Attack by adding her Strength. Should the Hand Attack be an 8d6 attack, then she could use it anywhere from 8 to 16!

Cost: 1 point per 1D6. END

Telekinesis

A character with this power can manipulate objects at a distance and exert Strength at range. This TK Strength is separate from the character's Strength, and is defined when this power is purchased. TK can be used to punch or squeeze, but there is no action/reaction with this power; a character could not use his TK to grab a flying character and be dragged along, for example. TK can also move objects at a speed equal to what could be moved at that STR level normally ($\frac{1}{4}$ of maximum weight for that Strength).

Cost: 3 points per 2 points Telekinetic Strength. END

DEFENSIVE POWERS

Note: Any power that gives your character Killing Defense can be defined as giving your character Stun Defense instead. This must be determined when the power is purchased. If Energy Defense is being used, then Armor, Force Field, and Force Wall provide an amount of Energy Killing Defense equal to the Killing Defense provided. If such powers are defined as providing Stun Defense, then they also give an additional amount of Energy Defense equal to the Stun Defense provided. Remember: you will always use the highest value of either Stun Defense or Killing Defense (respectively) in combat.

Armor With this Power the character has some kind of inherent physical defense against Killing and Stun Attacks; thick skin, armor plates, et cetera. Armor does not need to be "turned on"; it is always in effect – also known as a Persistent Power.

Cost: 1 point for +2 Killing Defense. NoEND

Damage Reduction Characters with this Power are tougher than normal; only part of any damage that gets through is applied to their STUN or HITS. Damage Reduction must be purchased separately for each type of attack (Physical, Energy, or Mental). When a character is hit by an attack, he applies his defenses normally. If the Damage Reduction applies to the attack, the character reduces the remaining damage by half. This power works versus both Stun and Killing Attacks.

Cost: 6 points for 50% Physical, Energy, or Mental Damage Reduction. Add half the cost of this power to the Defensive X value for purposes of Rule of X calculations. NoEND

Damage Resistance This Power allows a character to use some or all of her normal SD and/or ED against Killing Damage. This doesn't add to the character's defenses, it just enables her to use her existing defenses against Killing Damage.

Cost: 1 point for +4 resistant SD and +4 resistant ED, only to original SD and ED values. No END

Danger Sense This power gives a character a "sixth sense" about danger. At its most basic level, Danger Sense will prevent the character from being surprised in combat, while at more powerful levels, Danger Sense can alert the character to any threat to his person, or even his world. Normally, Danger Sense just gives the character the "feeling" of being in danger. If the hero reacts, he is allowed his full DV; he could also attempt to dive clear of a trap, etc. If the character rolls 12 more than he needs to succeed, the true position and type of danger are known. Danger Sense checks are made automatically, at the request of the GM. The character must make a successful Danger Sense check against a target number of 20.

Cost: 2 points for a base value of 10; +1 point for an additional +1 to your roll.; +1 point to have the power work out of combat against attacks he could normally sense; +1 point to allow the power to work against any attack; +1 point to sense danger in the immediate area; +1 point to sense danger in the general area; +1 point to sense danger over any area. NoEND

Deflection–Reflection A character with this power can block and possibly redirect incoming ranged attacks. Deflection–Reflection will not affect any Mental Powers, nor can they be used to block area-of-effect or explosion powers. The Block is made as per the normal blocking rules; use the character's Dexterity plus any Skill Levels with Deflection he might have. To Reflect an attack, first make a successful Deflection, and then a standard to-hit roll against the target. Each Deflection roll made after the first adds an additional 2 points to the Difficulty.

Cost: 1 point to deflect thrown objects; 2 points to deflect the former as well as arrows and projectiles; 3 points to deflect the former as well as bullets and shrapnel; 4 to deflect the former as well as all other ranged attacks; +4 points to reflect the attack back at the attacker; +6 points to reflect the attack back at any target. No END

Flash Defense	This power lessens the effect of a Flash attack. Each point of Flash Defense subtracts one Phase from the duration of a successful Flash attack. Flash Defense only affects one sense group; to cover other senses, the points from this power must be allocated among the sense groups as desired. <i>Cost: 1 point for 5 points of Flash Defense. No END</i>
Force Field	This power creates a field around the character that can absorb damage. A Force Field provides defense against Killing Attacks. <i>Cost: 1 point for 4 points of Killing Defense. END</i>
Force Wall	Force Wall provides the ability to project a barrier at a distance. This barrier acts like a wall and has SDP. A Force Wall may or may not have Stun Defense, Killing Defense, and/or extra area. A Force Wall will stop damage as per a normal wall. However, if the wall's SDP is reduced to zero or below, the Force Wall is destroyed and must be re-erected. For extra cost, the Force Wall may survive being breached by an attack or character and exist as long as Endurance is spent on maintaining it. A Force Wall can also be used to support a weight equal in Strength to the number of points invested in SDP dice and Defenses. Example: a 3 point Force Wall could be used to support 100kg. <i>Cost: 1 point per 1d6 of SDP in a wall 2 m/y wide; +1 point for +4 SD and ED; +1 point for +3 KD and EKD; +1 point for +4 m/y width; +4 points to not be destroyed when breached by an attack or attacker. Minimum SDP is 1d6. END</i>
Invulnerability	Invulnerability allows a character to be undamaged by attacks composed of one specific type of special effect. For example, the character could be invulnerable to Fire-based attacks, Ice-based attacks, Sonic-based attacks, et cetera. The type of Invulnerability must be defined when the Power is purchased. The GM makes final decisions about whether or not the defined special effect is proper. <i>Cost: 8 points for Invulnerability to attacks of one special effect. Add two points to the Defensive X value for purposes of Rule of X calculations. NoEND</i>
Knockback Resistance	A character with this power takes reduced Knockback from attacks. Each point of Knockback Resistance subtracts 5 m/y of Knockback from all attacks. <i>Cost: 1 point for -5 m/y of Knockback. NoEND</i>
Lack Of Weakness	It is much harder to spot a weakness with Find Weakness on a character with this power. Each point of Lack of Weakness adds to the Target Number for Find Weakness Skill Checks. <i>Cost: 1 point to raise the Target Number of Lack of Weakness Rolls against the character by 5. NoEND</i>
Life Support	This power allows the character to operate in unfriendly or deadly environments without harm. <i>Cost: +1 point to breath in a single unusual environment (water, methane, et cetera); +2 points for fully self-contained breathing; +1 point for no need to eat, excrete, or sleep; +1 point to be safe in a single hazardous environment (vacuum, high-pressure, high radiation, intense heat, intense cold, et cetera); +1 point to have a single immunity (disease, aging, et cetera).</i>
Power Defense	A character with this power is especially resistant to Drain, Transfer, and Transform attacks. Subtract the character's total Power Defense against any incoming offensive Adjustment power before dividing the Attack's die roll. <i>Cost: 1 point per 5 Power Defense. NoEND</i>

MENTAL POWERS

Mental Powers are all based on the character's mental rather than physical abilities. They directly affect the target's mind, ignoring conventional defenses. Mental Powers are targeted with the mind, using Willpower + Use Skill to target instead of Reflexes or Dexterity. All Mental Powers are invisible to character's who don't possess either a Mental Power or Mental Awareness. However, any target of the Mental Power can sense the source of the attack and the identity of the attacker. The identification occurs immediately for Mental Attack and Mind Scan – for the other Mental Powers, it is evident after the Power is no longer affecting the target.

Mental Attack This Power represents the ability to directly attack another mind. Mental Attacks are Stun only, have no effect on inanimate objects, and have no Knockback or Stun Rollover.

Cost: 2 points per 1D6 damage. END

Mental Defense Characters who are resistant to Mental Powers use this Power. A character with Mental Defense can resist some of the effects from Mental Attack, Mental Illusions, Mind Scan, and Telepathy.

Cost: 1 point per 5 Mental Defense. NoEND

Mental Illusions The ability to project illusions directly into the target's mind. These illusions seem real to the target and can even do damage. The subtler the illusion, the more likely it is to affect the target. The final effect rolled is modified by the following conditions: Target takes Stun, -10; Target takes Killing, -20. Once effect is totaled, compare it to the following resolution chart:

Effect >= Resistance	Attacker can make cosmetic changes to setting.
Effect >= Resistance + 10	Attacker can make major changes to setting.
Effect >= Resistance + 20	Attacker can completely alter the setting.
Effect >= Resistance + 30	Target no longer interacts with real environment.

Cost: 1 point per 1D6 of effect. For every 1 point spent on the illusion, you may do 1D6 Stun. For every 3 points you may do 1D6 Killing. END

Mind Control This power can take control of a character's mind, and thereby his actions. Once again, the subtler the control, the more likely it is to affect the target. Effect Modifiers are as follows: Target does not remember, -10; Target remembers and considers natural, -20.

Effect >= Resistance	Target will perform action she is inclined to do anyway.
Effect >= Resistance + 10	Target will perform actions she wouldn't mind doing.
Effect >= Resistance + 20	Target will perform actions she is normally against doing.
Effect >= Resistance + 30	Target will perform any actions.

Cost: 1 point per 1D6 of effect. END

Mind Link This variation of telepathy sets up a two-way mental link, within the area of one planet, allowing instant mental communication. Both ends of the link must be willing in order for a Mind Link to be established.

Cost: 1 point for one specific mind; +1 point for a related group of minds, one at a time; +1 point for any one mind; +1 point for x2 the number of minds; +1 point for any distance; +1 point for any dimension. NoEND

Mind Scan

The ability to establish a line of sight to a target via your tremendous mental powers. The line-of-sight is a two-way connection; the target will know where the attacker is and can use Mental Powers to defend himself. The attacker takes a -2 for every multiple of 10 minds within the target area.

Effect >= Resistance	Attacker can establish Mind Link or use the first level of Telepathy. Attacker also knows direction towards Target.
Effect >= Resistance + 10	Attacker can use all Mental Powers on target, and can estimate a general distance to Target.
Effect >= Resistance + 20	Attacker can attack with all types of attacks, and knows the exact location of Target. Non-mental powers must be within range. Targets get the same benefits as the attacker.

Cost: 1 point per 1D6 of effect. END

Telepathy

This power allows the character to read or send thoughts. Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more effort to reach.

Effect >= Resistance	Can read or send surface thoughts.
Effect >= Resistance + 10	Can read deep, hidden thoughts.
Effect >= Resistance + 20	Can read into Target's memory.
Effect >= Resistance + 30	Can read into Target's subconscious.

Cost: 1 point per 1D6 of effect. END

MOVEMENT POWERS

Movement Powers are those Powers which help the character get from place to place. All characters start with running, sprinting swimming, and a running leap. These movement powers can supplement those starting values, or add new modes of movement.

There are two types of movement: a Run (or Combat Movement) and a Sprint (or Non-Combat Movement). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current Movement Characteristic (in m/y). A character has no penalties to his AV/DV when Running. A character may also move as fast as he can, in a Sprint (aka Non Combat Movement). This has the advantage of increasing the character's running speed, but halving his AV/DV at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current Movement (in m/y)

A character can also increase his non-combat speed by buying Non-Combat Multiples (NCMs) for Movement. Each NCM costs 1 point and doubles the non-combat speed of a specific type of movement. Example: Speeder has a MOVE of 20, giving him a Sprint (Non-Combat Move) of 60 (or three times his MOVE). He decides to buy two levels of non-combat movement multiples for his Sprint. His non-combat move jumps to 120 (60x2), then 240 (120x2).

Clinging

This power allows the character to cling to walls and sheer surfaces and move on them as if they were level. A character with Clinging subtracts 1D6x2 in meters of Knockback, so long as he is in contact with a level surface. Moving along a surface is always at your normal Running movement.

Cost: 2 points for Clinging. NoEND

Extra-Dimensional Movement

This Power is the ability to travel from one dimension to another. The base version allows the character to transport himself to a single other location in another dimension; this location must be chosen when the Power is purchased. Advanced versions of this Power allow the character to transport himself to related groups of dimensions, to any place in any dimension, or even through time. These additional abilities must be purchased for the Power. Normally, a character with EDM can only move himself and his clothing – this can also be increased.

This Power is extremely tricky, and can be difficult to use in a campaign setting. The GM should regulate EDM in some fashion, otherwise it will be used whenever the characters get into trouble. At the very least, EDM should be unreliable – if the character misses a Skill or Activation Roll, he should be transported off course to another dimension/time. EDM works best when used by the GM when it fits his plans; otherwise, it should be strictly controlled.

Cost: 4 points to transport to a single dimension; +2 points for a related group of dimensions; +4 points for any dimensions; +4 points to travel through time; +1 point for x2 mass able to be transported. END

Faster-Than-Light Travel

This movement power allows the character to travel faster than light in space, but not in atmosphere or planet surfaces. Life Support works well with this power.

Cost: 2 points for the ability to travel 1 Light Year (LY) per year; 3 points to travel 8 LY per year (about two a season); 4 points to go 32 LY per year (about one a week); 6 points to travel 1000 LY per year (about 3 LY a day). NoEND

Flight

With this the character can fly through the air. With Flight, the character can hover in place, gain altitude, et cetera. Flight Movement is not derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Flight Movement.

Cost: 1 point per 5 m/y of Flight Movement. END

Gliding	A character with this power can glide through the air. A Gliding character has some control over his movement but not the total control provided by Flight. A Gliding character must drop 2 m/y per Phase to maintain his forward Gliding Velocity. Gaining altitude is under the GM's control. For example, doing it slowly by using thermals is usually easy; strong winds might make it easier still. Gliding Movement is not derived from your regular MOVE and begins at 0. A character may make a Sprint of 1.5x his Gliding Movement, but will fall at 4 m/y per Phase instead of 2 m/y. <i>Cost: 1 point per 10 m/y of Gliding Movement. NoEND</i>
Running	A character with this power can run faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Running increases the character's figured Run and Sprint stats. <i>Cost: 1 point per +5 m/y of extra Running and +7.5 m/y of extra Sprint. END</i>
Superleap	This power supplements a character's natural leap. <i>Superleap Cost: 1 point per 10 m/y of extra Leaping. END</i>
Supersonic Flight	This power allows a character to fly (non-combat only) at Mach speeds (>1200 km/h). Acceleration is at a rate of 300 km/h per phase. <i>Cost: 2 points for each Mach level. Supersonic Flight may be used up to Mach 4 in atmosphere. END/100km traveled.</i>
Surface Float	This power allows movement on any surface. With this power, a character with increased mass could walk without leaving holes in the concrete, or a high-speed character could run on water. Combined with clinging, the character could run up a waterfall! Characters using this power will not leave footprints but, at GM's discretion, will leave a scent trail and set off pressure plates. Also, any character using this power will take Knockback as though he were flying. <i>Cost: 2 points. NoEND</i>
Swimming	This power allows the character to swim faster than normal. It does NOT add directly to the character's MOVE characteristic. Instead, Swimming increases the character's figured Swim characteristic. <i>Cost: 1 point per 10 m/y of Swimming Movement. END</i>
Swinging	A character with this power can swing great distances from a line. The character can also swing up to a certain location by attaching a line. To use Swinging the character must be able to attach his swinglines to high buildings, trees, cliffsides, or other high things. Swinging starts at a 0 move. <i>Cost: 1 point per 10 m/y of Swinging Movement. NoEND</i>
Teleportation	A character with this power can disappear from one point and appear at another without traveling in-between. He can prepare one extra phase to teleport 2x his base distance; this distance can be increased by purchasing Non-Combat Multiples. He may also increase the amount of mass he can take with him. <i>Cost: 1 point per 5 m/y of Teleport; +1 point per x2 Distance (requires an extra Phase to use); +1 point per x2 his Mass (requires an extra Phase to use); 1 point per 5 memorized locations; 1 point per 1 floating location (i.e. a location that can be changed by taking at least one Round to memorize a new location).</i>

Tunneling

Tunneling allows the character to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the character; closing it is an option, listed below. Tunneling begins at a 0 Move. This distance can be increased by purchasing Non-Combat Multiples.

Cost: 1 point per 2 meters of Tunneling through a DEF of 1. +2 DEF for +1 point; fill tunnel in behind you for +2 points. END

ADJUSTMENT POWERS

Adjusting a Fuzion Characteristic or Power is done in multiples of 5; you must roll at least 5 points on your dice to have any effect. The Characteristic that the Adjustment Power affects must be chosen when the power is purchased.

Example: Draino hits Strongman with his amazing Strength Drain power; Draino rolls his 5D6 and comes up with a total of 17. 17/5 is 3 and some fraction. Draino drops the fraction, and Strongman subtracts three points from his Strength.

Power or Characteristic points gained or lost via an Adjustment Power return to their previous value at the rate of 1 Power or Characteristic point a Round. This rate can be adjusted up the Time Table (see Using Your Skills) for the cost of 1 point per die per step. Thus, to have a Drain that returns at 1 point per hour would be 4 steps up the Time Table, for a total of 4 points per die.

Absorption

The ability to absorb part of an attack and increase your own power. This does not act as a defense. To determine the power of an attack, count the number of dice rolled. To determine your Absorption threshold for that round, roll the number of dice indicated. Absorption effects will fade at a rate of 1 level per Round.

Cost: 1 point per 1D6 of Absorption threshold versus a single Power. For any Power within a certain special effect, +1 point. For all Powers, +4 points. NoEND

Aid

The ability to temporarily raise your (or someone else's) Characteristic or Power. If Aid raises Characteristic above its starting value, the additional Aid will fade at a rate of 1 level per Round. Aid that restores a Characteristic to its normal levels does not fade. The maximum number of points that can be added through Aid is equal to the highest value that could be rolled on the die in one roll.

Cost: 2 points per 1D6 of effect versus a single Power; No Range. For any Power or Characteristic within a certain special effect, +1 point. For all Powers and Characteristics, +4 points. END

Dispel

Dispel is essentially a one-time all-or-nothing Suppress. The mechanic is the same, except that the roll must be equal to five times the total point cost of the affected Power – the target Power is either wholly neutralized or there is no effect whatsoever. This is mainly used to interrupt Powers that have lengthy preparation times (i.e. spells), or otherwise can be interrupted before they are used. A character may use Dispel to thwart an incoming attack, but only if they have an Action available.

Cost: 1 point per 2d6 of effect against a single Power. For any Power within a certain special effect, +1 point. For all Powers, +4 points. END

Drain

The ability to temporarily lower one of your target's Characteristics or Powers. Drain effects will fade at a rate of 1 level per Round.

Cost: 2 points per 1D6 of effect against a single Characteristic of Power; No Range. For any Power or Characteristic within a certain special effect, +1 point. For all Powers and Characteristics, +4 points. END

Suppress

This adjustment power can wholly neutralize another character's Powers or Characteristics. To use Suppress, a standard Attack Roll is made against the target. If the attack hits, then the Suppress dice are rolled. For every 5 pts of effect rolled, reduce the target's appropriate Power or Characteristic by 1. The target's affected Power or Characteristic remains Suppressed as long as the attacker continues to pay Endurance for the Suppress. This normally only applies to a single Power or Characteristic; the target Power or Characteristic must be chosen when the Suppress Power is purchased. Additional powers and groups can be added for extra cost.

Cost: 1 point per 1d6 of effect for use against a single Power or Characteristic For any Power or Characteristic within a certain special effect, +1 point. For all Powers and Characteristics, +4 points. END

Transfer

The ability to temporarily lower one of your target's Characteristics and Powers, and transfer it to one of your Characteristics or Powers. The Characteristic or Power lowered does not have to be the same as the Characteristic or Power increased. Transfer effects will fade at a rate of 1 level per Round.

Cost: 3 points per 1D6 of effect against a single Power or Characteristic; No Range. For any Power or Characteristic within a certain special effect, +1 point. For all Powers and Characteristics, +4 points. END

Transform

The Transform Power allows a character to change a target into something else. The character must decide what the Target is and what the Result will be when the power is purchased – this cannot be changed later. All Transform Targets and Results must be approved by the GM.

To use Transform against a living Target, a standard Ranged Attack roll is made. If successful, the Transform dice are rolled and the result is divided by five, dropping fractions. If the target has Power Defense, that is subtracted from the transform total. If the resulting total is twice the target's Body or greater, then the target is transformed. Against an inanimate object roll the dice and compare it to the target's SDP. If the total is equal to or higher than the SDP rating, it is transformed. In either case, if the transform total is not higher, nothing happens. When the transform occurs, the attacking character must define one of two ways for the target to transform back into original form: either the target may "heal" double their Body stat at Recovery/5 per day, or a specific condition must be set and met (i.e. getting kissed by a princess).

Transform is usually all-or-nothing. This power may be made Cumulative for extra cost. When using a Cumulative Transform, the process is the same, only the attacker keeps track of how much effect each attack has had, and once the total reaches either the SDP rating or twice the Body rating, the transform occurs. Additional Target and Result options may be purchased at additional cost.

Cost: 2 point base cost, plus 1 point for every 1d6 of effect. Cumulative Transform costs +2 points. A limited class of Targets costs +1 point. A limited class of Results costs +1 point. For any target, +4 points. For any result, +4 points. END

BODY MANIPULATION

The Body Manipulation group covers Powers that allow the character to alter their form, morphology, or physical essence in some way.

Desolidification Allows characters to become insubstantial and walk through walls and ignore attacks. A character buying this power must choose the special effects of a reasonably common group of attacks that will affect him while he is desolid. Mental Attacks still affect the character unless he buys extra points of this power. The character may not interact with solid objects or people while desolid; if the character wishes to, then they must buy the desired power with the Affects Solid Power Modifier.

Cost: 8 points to become desolid; +4 points if it affects Mental Powers as well; -4 points if the character's body must be left behind (such as "Astral Projection"). END

Extra Limbs A character with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or anything else. Extra Limbs have no direct effect on combat, but can have other uses in the game.

Cost: 1 point for any number of extra limbs. NoEND

Instant Change A character with this power can instantly change from one identity to another and back again.

Cost: 1 point for the ability to change to a single identity/costume; 2 points to change to any set of identities/clothes. NoEND

Internal Spaces Characters with this power have spaces within their bodies, clothing, or armor (with the Focus limitation). Objects or creatures placed inside these 'pockets' gain the benefit of all the character's defenses. Internal spaces can be larger than the character for extra cost. Also for extra cost, the mass of anything carried within can be ignored – otherwise, everything placed in the space must be carried by the character's Strength. Internal spaces can be used to engulf a victim, using the same modifiers as a Grab. The victim may break out using a method specified when the power is bought. Attacks from within still must go against the character's defenses, of course. Damage Shields can be activated inside internal spaces to affect victims within, if desired, but the victim cannot be squeezed, thrown, or the like. Characters held in internal spaces are protected by their captor's defenses and are effectively out of line of sight. However, it is usually difficult to attack the captor without hurting those held within (-2 or -4 AV), especially if the space is not large. If the space is not protected by the character's defenses, other Defensive Powers may be purchased up to a level lower than that of the character, specifically to protect the space, and with the -4 point Power Modifier "Only For Protecting Internal Space."

Cost: For 1 point, enough space to carry what could fit in the pockets of normal clothing or a small backpack is created. For 2 points, 1 m/y. The m/y of internal space can be doubled for 1 point. For the character to ignore the volume necessary to contain the space, +2 points. For the mass carried in the space to be ignored, +2 points. If the space is not to be protected by the character's defenses, -2 points. NoEND

Metamorph

Metamorph is a group of various abilities that cover several different areas of body manipulation. Each type of manipulation has its own effect on the character, and by purchasing them singly or in combination, the character can simulate a broad range of metamorph abilities. Characteristic values may not be reduced below 1. Purchasing levels for reduced areas for use only when the character's metamorph powers are used may offset any penalties inherited from metamorph abilities.

Composition

A character with this ability can alter their physical abilities by changing their basic morphology. The character may shift points from one Characteristic to another, allowing a character to sacrifice strength for speed, et cetera. If the character does not wish to use all of their points for whatever reason, then those points will remain unused until the character chooses to re-allot the points again. Extra points may also be purchased to be allotted to Characteristics when using this Power, should the character wish either to not shift points, or to shift as well as use the additional points.

Cost: For 2 points, the character may shift only additional metamorph points into Characteristics in one of either the Combat or Physical Characteristic Groups – the group that is affected must be chosen when the Power is purchased. For 4 points, the character may shift existing Characteristic points between Characteristics of one of the two groups as well as use any additional metamorph points – as before, the affected group must be chosen when the Power is purchased. For 6 points, the character may shift points in both Characteristic Groups as well as shift any additional metamorph points. All point shifts immediately affect Derived Characteristics. For the purposes of this Power, the Movement group is considered to be part of the Combat group. Additional metamorph points are 1 point each. END

Mass/Density

This metamorph ability allows the character to alter her body's mass, growing either heavier or lighter, depending on which type of level is purchased. This ability does not affect the character's size – levels of metamorph size need to be purchased to do so. For realistic mass/size ratios, one level of mass metamorph should be used for every one level of size metamorph.

Cost: 1 point per level. When purchasing levels, the level should be specified for use as either Increasing or Decreasing. Increasing gives the following per level: x2 Mass; +5 Hits; +5 Stun; +2 SD; +2 ED; -2 m/y Knockback; -1 Movement (affects Run, Sprint, Leap, and Swim). Decreasing gives the following per level: x½ Mass; -5 Hits; -5 Stun; -2 SD; -2 ED; +2 m/y Knockback; +1 Movement (affects Run, Sprint, Leap, and Swim). END

Shape

A character with this power can change his outer form and appearance without altering his/her powers or basic physical abilities. The extent of the character's ability depends on how many points are spent.

Cost: 2 points: Single shape; 4 points: any group of shapes (cars, furniture, humanoid, et cetera); 6 points: any shape of the same mass. END

Size

Size metamorphs may change their size, either bigger or smaller than normal, depending on which type of level is purchased. This ability does not affect the character's mass -- levels of metamorph mass need to be purchased to do so. For realistic size/mass ratios, one level of size metamorph should be used for every one level of mass metamorph.

Cost: 1 point per level. When purchasing levels, the level should be specified as Increasing or Decreasing. Increasing gives the following per level: +1 Strength; +1 Movement (affects Run, Sprint, Leap, and Swim); -1 DV; +1 to Perception rolls made against the character. In addition, every three levels of increase gives x2 Height, Width, and Reach. Decreasing gives the following per level: -1 Strength; -1 Movement (affects Run, Sprint, Leap, and Swim); +1 DV; -1 to Perception rolls made against the character. In addition, every three levels of decrease gives x½ Height, Width, and Reach. END

Multiple Forms

A character with this power can create multiple forms of herself. Normally, the character is in one form or another, and cannot have multiple forms existing at the same time. The ability to have the forms exists concurrently is an option, thus allowing a character to duplicate herself. These forms start off with the same number of Characteristic, Option, and Power Points – afterwards, each non-duplicate form develops independently. Each form is as free-willed as the original character. The player runs each form separately. Each form may vastly differ from the others, so a separate character sheet should be maintained for each form of the character. Duplicate forms are normally exact replicas of one another, however duplicates can be allowed to differ for extra cost. If the power allows for only one form at a time, changing from one form to another takes an Action. If the power allows duplication, spawning or rejoining one of the forms takes an Action. When rejoining duplicate forms, the final form will have Stun, Hits, Endurance, Charges, and Endurance Reserve values averaged from all of the forms' current values. Note, when this power is used for duplication, and one of the forms dies, then that form (and thus the points spent on it) are lost forever – the character does not die as it would with the base Multiple Forms Power.

Cost: 6 points for Multiple Forms ability; +2 points for each form, excluding the base form; +2 points for exact replica duplication ability; +4 points for differing forms duplication. All forms must pay for the equivalent Multiple Forms Power. NoEND

Regeneration

Characters with this Power heal faster than normal. Normally, Hits are recovered at the rate of Recovery per day (or longer, at the GM's discretion). Regeneration happens automatically, even if the character is unconscious, though Regeneration normally stops when the character is dead. For extra cost, the character may optionally heal without scarring or disfigurement, regenerate missing organs/limbs, continue to heal despite harsh environments or exertion, and regenerate from death. If regenerating from death, a common circumstance or set of circumstances must be defined that will stop the process (i.e. beheading the corpse).

Cost: 1 point for every level up the Time Chart until 1 Minute; +3 points per level above 1 Minute; +1 point to heal without scars; +2 points to regenerate lost limbs or organs; +4 points to regenerate from death; +2 points to regenerate ignoring harsh environments or exertion. No END

Stretching

A character with this power can stretch parts of his body, attack at range (2 m/y per point spent) and reach for things at long distance. It may also be used as a means of movement, stretching the body to length, and then shortening it again to be at the target location.

Cost: 1 point for 2 m/y (4 m/y of non-combat) Stretching. END

SENSES & SENSORY ENHANCEMENT

These powers give a character the ability to sense things beyond the range of normal human senses. A character can buy several Enhanced Senses to reflect a wide array of senses. For ease of organization, all the senses have been grouped into Sense Groups. These groups can also affect some of the other powers, like Darkness and Flash Attacks. Sense Groups are as follows:

- Sight: Normal Sight, Infrared Vision, Ultra-Violet Vision
- Hearing: Normal Hearing, Ultrasonic Hearing, Sonar
- Radio: Radio Listen & Transmit, High Range Radio Hearing, Active Sonar
- Smell/Taste: Normal Smell, Tracking Scent, Normal Taste
- Touch: Normal Touch
- Unusual Senses: Spatial Awareness, N-Ray Vision, Clairsentience
- Mental: Mental Awareness.

360 Degree Sense The character can make a Perception check against any point around him; this makes it much more difficult to surprise the character.

Cost: 1 point for a single sense; 2 points for one Sense Group; 5 points for all Senses. NoEND

Clairsentience This power makes one of the character's senses (usually normal sight) work at a distance. It generally works as if the character were standing some distance away from his current position. The maximum range the character can project his senses is the points spent on the power x 50 m/y.

Cost: 4 points gives you a PER Roll with one sense, +1 point per additional Sense; +2 points per additional Sense Group. See in the future is +4 points; See into the Past is +4 points; See into other dimensions is +4 points; Double Range for +1 point. END

Detect This is a type of detection the character can define. A normal Detect requires a simple Action to use, uses the character's base Perception roll, and has no range. Detect will indicate the presence of the target subject/substance with a Perception Check.

Cost: 1 point for a Detect. The target subject/substance must be defined when the Power is purchased. NoEND

Discriminatory Sense The character can make a Perception check to absolutely identify and analyze an object with a certain sense.

Cost: 1 point for use with one sense. 2 points for use with a sense group. NoEND

Enhanced Perception The character's senses are extremely acute, providing a bonus to Perception rolls when using that sense.

Cost: +4 with one sense for 1 point; +2 with a sense group for 1 point. NoEND

High Range Radio Hearing The character can hear and transmit up and down the radio and television communications bands.

Cost: 2 points. NoEND

Infrared Vision The character can see heat patterns and traces. The character has normal Perception checks at night but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blinding-bright.

Cost: 1 point. NoEND

Mental Awareness	The character can sense the use of Mental Powers. A character with this sense can "see" both the user and the target of Mental Attacks that are used in the character's line of sight. <i>Cost: 1 point. NoEND</i>
Microscopic Vision	The character can view nearby objects at 10x magnification. This power may be purchased more than once; the second time allows 100x magnifications, the third time 1000x, etc. <i>Cost: 1 point per level. NoEND</i>
N-Ray Vision	The character can make normal sight Perception checks through most materials. The character must define a reasonably common substance that his N-Ray Vision cannot see through. <i>Cost: 4 points. NoEND</i>
Normal Hearing	Standard plain hearing. <i>Cost: 0 points. Treat as a 5 point Power for purposes of Adjustment Powers.</i>
Normal Sight	Standard plain sight. <i>Cost: 0 points. Treat as an 8 point Power for purposes of Adjustment Powers.</i>
Normal Smell	Standard plain smell. <i>Cost: 0 points. Treat as a 3 point Power for purposes of Adjustment Powers.</i>
Normal Taste	Standard plain taste. <i>Cost: 0 points. Treat as a 2 point Power for purposes of Adjustment Powers.</i>
Normal Touch	Standard plain touch. <i>Cost: 0 points. Treat as a 2 point Power for purposes of Adjustment Powers.</i>
Radar	The character emits radio waves that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors. <i>Cost: 2 points. NoEND</i>
Radio Hearing & Transmit	The character can hear and transmit on local AM, FM, and Police band signals. <i>Cost: 1 point. NoEND</i>
See In The Dark	The character can "see" with one sense in total darkness (excluding the Darkness Power) as though it were normal daylight. Protection from the Darkness Power can be purchased at extra cost. <i>Cost: 1 point to "see" through standard darkness with one sense. +1 point to see through the former as well as the Darkness Power with same sense. +1 point for each additional sense. +2 points for each additional sense group. +5 points for all senses. NoEND</i>

Sense	This is a type of detection the character can define. A normal Sense uses the character's base Perception roll, and has no range. A Sense requires no time to use; it happens automatically. Sense will indicate the presence of the target subject/substance with a Perception Check. <i>Cost: 2 points for a Sense. The target subject/substance must be defined when the Power is purchased. NoEND</i>
Sonar	The character emits high-frequency sounds that bounce off nearby objects and return to him. This allows the character to sense nearby objects, and can compensate for normal blindness. However, the character cannot "see" fine detail, like print on paper or colors. <i>Cost: 2 point. NoEND</i>
Spatial Awareness	The character can sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded but cannot sense fine details. Spatial Awareness is a targeting sense. <i>Cost: 5 points. NoEND</i>
Targeting Sense	The character can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets in combat. Targeting Sense can be bought with any normal or special sense. <i>Cost: 2 points for use with a single sense. NoEND</i>
Tracking Scent	The character can track someone or something by scent with a successful smell Perception check. <i>Cost: 2 points. NoEND</i>
Ultra-Sonic Hearing	The character can hear very high and very low frequency sounds. <i>Cost: 1 point. NoEND</i>
Ultra-Violet Vision	The character sees at night almost as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in the power Darkness) then the character gains no advantage. <i>Cost: 1 point. NoEND</i>

SENSORY ADJUSTMENT

This group covers Powers that alter Senses and their ability to function properly.

Darkness

With this power, the character can create a field that is impervious to one sense (usually normal sight). This can be centered around the character, or at range as an attack action. A character who cannot perceive his opponent is $\frac{1}{2}$ AV/DV in Hand to Hand, and 0 AV/DV in ranged attacks. If the character can make a Perception Skill roll against a Target Number of 20 he becomes $\frac{1}{2}$ AV/DV in all cases.

Cost: 1 point to affect a single target with Darkness to a single sense. +1 per each additional sense; +2 per each additional sense group; +3 points to affect individuals with the Sees In The Dark Power. Darkness is a Constant Power and therefore stays up as long as you spend END on it. END

Flash

This power allows the character to "flash" an opponent's senses, rendering them unusable (as in the Power Darkness). Flash normally affects a single sense; additional senses and sense groups may be purchased. Flash is resolved as a normal Ranged Attack, but it ignores normal defenses (see Flash Defense).

Cost: 3 points per 2 Phases of Flash of a single sense; +1 point to affect an additional sense; +2 points to affect an entire sense group. END

Images

This allows a character to produce illusions perceptible to the senses of anyone within line of "sight." These images cannot cause any physical effects.

Cost: 2 points for images versus 1 sense in 1 m/y; +1 point per extra sense; +2 points per extra sense group; +1 point for -1 to Perception rolls versus the Images. END

Invisibility

This power can be used to turn invisible to one sense (usually normal sight). Invisible characters have a "fringe effect" around them. An invisible character with a fringe can be spotted with the affected sense at a range of 2 m/y or less. In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at $\frac{1}{2}$ AV/DV in hand-to-hand, and 0 AV/DV at range vs. the character. If the opponent can make a non-targeting PER Test, he is at $\frac{1}{2}$ AV/DV in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his AV/DV, even at Range.

Cost: 4 points to be invisible to one sense; +1 point for each additional sense; +2 points for each additional Sense Group; +2 points for no fringe-effect. END

OTHER POWERS

This group includes Powers that don't clearly fit into the other Power Groups.

Change Environment

A character with this power can make minor changes to the surrounding environment. The character could, for example, make it rain, create light, create an intense (but non-damaging) magnetic field, or the like. The environment created must be chosen when this power is purchased.

Cost: 2 points gives you the ability to change the environment in 1 m/y. You can vary the environment for double the cost of the power. END

Endurance Reserve

Occasionally, a character might want to create a Power (or set of Powers) that functions off of an Endurance supply that is independent of the character. To do that, the character should purchase an Endurance Reserve. These Endurance Reserves can simulate the generator and batteries of a suit of power armor, the reserves of a magical wand, or any other special effect where the energy does not come from a character's own Endurance. This Endurance Reserve can be used to provide Endurance for any number of Powers, however, the Powers must be designated as using the character's Endurance or the Endurance Reserve when they are purchased. A Power that can draw Endurance from either the character or the reserve must be bought with a +1 point Power Modifier.

Endurance Reserves need to purchase Recovery in order to regain their Endurance. In general, Endurance Reserves will get their Recovery in Endurance once per Turn. This can be moved down the Time Chart to simulate reserves that charge slowly – each step longer on the Time Chart is a -1 Power Modifier. Unlike a character's normal Endurance, an Endurance Reserve's value does not drop to 0 when the character is unconscious.

Cost: 1 point for 50 Endurance in the reserve. 1 point per 3 points in Endurance Reserve's Recovery. NoEND

Extra Actions

Important Note: *This Power is only to be used for games that utilize the Fuzion standard 4-phase round! It is not to be used if you are using the Derived Characteristic Speed and the 12-phase combat chart.*

This power allows a character to make more than one action per phase. By spending the appropriate number of points, the character may make a certain number of extra actions. The SFX associated with this power must be defined clearly when the power is purchased.

Cost: 4 points for 1 extra action every other phase; 8 points for 2 actions every phase; 16 points for 3 actions per phase. NoEND

Probability Manipulation

Probability Manipulation allows a character to use their Luck derived characteristic to positively affect or negatively affect a specified target, including the character. The character must clearly specify the target and desired effect of this power before each use. The target will not be affected until their next task. Once the character has used their Luck for that game, they may no longer use this power. Additional Luck points may be purchased along with this power.

Cost: 4 points to positively affect a target. 4 points to negatively affect a target. +1 point for +1 Luck. END

Summon

This Power allows a character to summon a creature from the abyss, another dimension, somewhere else on earth, or from the crazy neighbor-lady's house next door. Normally, the character may only summon one particular type of creature (i.e. wolf, tiger, lower demon, imp, et cetera). The character pays Endurance to Summon the creature, but once it is there, no more Endurance need be paid. When a creature is Summoned, it will be disoriented and must spend a phase orienting itself to its new surroundings. The creature may return home at any time it chooses. Summoned creatures may or may not do what the Summoner desires. The Summoner needs to pay, bribe, convince, Mind Control, or otherwise coerce the creature to do what the Summoner wants it to do. Summon cannot be used as a means of Teleportation, and it cannot Summon a specific creature or person (such as "Lothar of the Hill People who has walked far and wide, and who has developed a strange gait to his walk."). A Summoned creature may be forced to return home by means of a Dispel or Suppress that overcomes the Power Points used to Summon the creature in the first place.

Cost: 6 points for base Summoning ability that will Summon a creature created on 12 CP/PP, and 60 OP; +1 point for an additional 20 OP or 4 CP/PP; +2 points to Summon creatures from a limited group; +4 points to Summon any kind of creature; +1 point to double the number of Summoned creatures; +2 points if the creature summoned is immediately forced or coerced to the Summoner's will but could still be hostile; +4 points if the creature summoned is completely loyal to the Summoner. END

AUTOMATON POWERS

These powers are used to simulate beings that aren't alive in the traditional sense: robots, zombies, golems, skeletons, mechanized constructs, et cetera. These powers should not be used by Player Character's, except with expressed GM permission.

Cannot Be Stunned A being with this Power is never stunned (per Stunning rules). The being will continue to function until knocked out or destroyed.

Cost: 3 points.

Does Not Bleed A being with this Power does not “bleed” or lose additional Stun or Hits after being reduced to 0 Hits. This can be due to a lack of blood or a mechanical infrastructure that keeps damage from spreading.

Cost: 3 points.

Takes No Stun A being with this Power ignores the Stun Damage from any attack; it only takes Killing Damage. This can be used to simulate robots, zombies, skeletons – any of the mindless beings that will continue fighting until they are completely destroyed. The being effectively has no Stun characteristic – the derived Stun point total is ignored. The being also loses half of its natural defenses, and the cost of any additional defenses is multiplied by two. When a being with this Power takes Killing Damage, then the character loses one of the following: 1 Power, 1 Strength, 1 Dexterity, 1 Reflexes, 1 Movement, or 1 sense. What is lost is up to the GM. For extra cost, the being will not be affected by this rule. When the being's Hits is reduced to 0, then the being stops functioning; when reduced to a negative value equal to or greater than the original Hits value, then the being is destroyed.

Cost: To only take Killing Damage, and lose abilities each time an attack does Hits, the cost is 10 points. To only take Killing Damage costs 12 points.

POWER FRAMEWORKS

Multipowers

Because characters use only one attack Power at a time, you can buy Multiple Attack Powers (or Multipower) at a reduced cost. A Multipower costs as much as the largest attack power in the group. Each power in the group then costs 2 points. Only one of the powers in a Multipower may be active at any time. On the character sheet, list the cost of the largest attack power in the Multipower slot, and list the cost of each power in the multipower as "2m".

If you apply a negative Power Modifier to a Slot, it reduces the cost of the slot, with a minimum cost of 1. Negative Power Modifiers do not lower the Active Points of the slot. If a negative Power Modifier is applied to the reserve, then the reserve and all of the slots have their cost reduced accordingly, with a minimum cost of 1.

Variable Power Pool

This Power Framework allows a character to set aside a certain number of Power Points to be used to create any Power with a given special effect. Think of a Variable Power Pool (VPP) as a Multipower that has all of the Powers of a certain special effect. The Power Points in the VPP are distributed among whatever Powers the character wants to have at a given time. The Powers created from the VPP must have the same special effects. The VPP cost consists of two parts: the Base Cost, and the Pool Cost. No Power Modifiers may be applied to the Pool Cost – they may only be applied to the Base Cost.

A character with a VPP can have any combination of Powers whose total Power Point cost doesn't exceed the Power Points in the VPP. Individual Powers may have Power Modifiers that alter their cost. The GM should approve any Powers in the VPP to ensure they are within the special effect of the VPP. Outside of combat, the VPP's Powers may be changed without a Skill Roll, with the change taking from 1 Round. Powers within the VPP may be changed during combat by using a Power Skill Roll, with the change taking one Action. The character may take no other Actions during this time. The Characteristic to be used with the Power Skill is determined by the GM: such as Willpower for a Magic Pool, Technique for a Gadget Pool, et cetera. The DV for this Skill Roll should be 10 + the number of Power Points in the Powers being defined – the GM may consider raising or lowering the base DV to better meet the current campaign's needs.

Example: Hy-Tek has an 8 Point VPP, which cost him 4 points Base Cost + 8 points Pool Cost for a total of 12 Power Points. Hy-Tek has two Powers currently in his VPP: 8d6 Energy Blast, Focus: Grabable (for a cost of 8 - 4 = 4 points); and 30 m/y Flight, Focus: Attached (for a cost of 6 - 2 = 4 points). This uses 8 of the 8 Power Points in the VPP. When out of combat, Hy-Tek could change his Powers to any combination of Powers that fits his special effects of "Technological Gadgets." To change Powers in combat, Hy-Tek would need to make a Skill Roll with Technique + Use Gadget Pool Skill versus a DV of 10 + the number of pool points he is re-allocating. To re-allocate all 8 points of the pool, Hy-Tek would need to roll a 10 + 8 = 18 or higher to be successful.

Various options altering the use of the VPP, the ease with which changes may be made, et cetera, are available at reduced or additional cost.

Cost: 4 points Base Cost, plus 1 point per Power Point in Pool. +2 points to Base Cost for no skill roll needed for change in combat; +2 points to Base Cost for no time needed for change; +2 points to Base Cost for no special effects limitations on pool powers; -2 points to Base Cost for every step longer on the Time Chart needed for change; -2 points to Base Cost for change to only be possible under a single defined circumstance. NOTE: Power Modifiers are applied to Base Cost only. Base Cost may never cost less than 2 points.

Examples:

Gadget Pool/Utility Belt

Powers may only be changed in a lab, and cannot be changed in combat (-2 modifier). Skill roll necessary. *Cost: 1 point per Power Point in Pool. 2 points for Base Cost.*

Magic Pool

Powers must be researched at your library before use (-2 modifier). Skill roll necessary. *Cost: 1 point per Power Point in Pool. 2 points for Base Cost.*

Cosmic Power Pool

Powers may be whatever the character wants, with no need for a skill roll (+2 modifier), no time needed to change the powers (+2 modifier), and no limitations on special effects (+2 modifier). *Cost: 1 point per Power Point in Pool. 10 points for Base Cost.*

Mimic Pool

Mimics the powers of a target character. Target Character must be touched for change to occur (-2 modifier). No skill roll necessary (+2 modifier). No special effects limitations (+2 modifier). Only copies target's abilities up to the target's power level (-2 modifier). *Cost: 1 point per Power Point in Pool. 4 points for Base Cost.*

POWER MODIFIERS

Characters can be built with standard unmodified Powers, or you may use Power Modifiers to enhance or limit the base Power to better suit the character concept. Power Modifiers can do one of two things; they can either enhance the base Power's effect for additional cost, or they can put more limitations on the base Power while reducing the cost. This allows for finely tailored Powers, custom-designed to the character. They can also add more variety to play. Power Modifiers can also be abused, however, so GMs should carefully evaluate Modified Powers, particularly if they have a large number of Modifiers. This is by no means a complete list of Modifiers – it is quite possible that players will need to work with the GM to establish proper Modifiers for Powers (such as “Works only in the dark”), and the amount by which they modify the base cost.

Ablative

Ablative Powers work fine the first time, but then receive an Activation Roll that must be beaten before every use for the Power to work. With each use of the Ablative Power, the Activation roll increases by 1. Endurance costs are paid whether the Power works or not. Ablative Powers return to their starting state under circumstances defined by the GM.

Cost Modification: For an Ablative Power that has an Activation DV of 8 for its second use, with the DV increasing by one for each use after, the modification is -4 points.

Activation

A Power with Activation is less reliable than normal, and only works sometimes. An Activation Roll is made by rolling 3d6, trying to defeat the Power's Activation DV. Activation Rolls must be made every phase, after paying the Endurance cost for the Power. If the Activation Roll fails, then the Power doesn't work.

Cost Modification: For an Activation DV of 8, the modification is -2 points. For an Activation DV of 10, the modification is -4 points.

Affects Desolid

This Power Modifier allows an attack to affect a Desolid target, as well as normal targets. This advantage can be applied to objects to make them proof against Desolid characters.

Cost Modification: +2 points.

Affects Solid

Affects Solid allows a power of a Desolid character to affect normal targets.

Cost Modification: +2 points.

Always On

This power is always on and can never be turned off. Powers with this Modifier cannot be pushed. The power stays on even if the character is unconscious. To be able to use this Modifier, the Power must cost zero Endurance to use.

Cost Modification: -1 point.

Area Effect

Area Effect powers affect all targets within a certain area. Area Effect Powers follow all of the Power's normal rules, but use Area Effect To-Hit rules (see Ranged Attacks, C:NM p. 148). Single Area Effect covers a single m/y. Radius Area Effect has a m/y radius equal to the number of points in the Power. Line Area Effect covers an area equal to five times the number of points in the Power in m/y. Targeting for the Area Effect may be modified, and the total area covered may be enlarged, both for extra cost.

Cost Modification: +2 points for a Single m/y of area. +4 points for a Radius of 1 m/y for every Point in the Power. +4 points for a Line the length of five times the number of points in the Power. -1 point for a Non-Selective Target Area Effect, where the attack must make a separate Attack Roll versus each target in the area. +1 point for a Selective Target Area Effect, where the attack is made, then the attacker decides which targets to affect, and then separate attack rolls are made versus those targets.

Armor Piercing Powers with this Modifier cut through the target's defenses better than normal attacks. If a target is hit with an Armor Piercing attack, its defenses are halved for defending against damage from that attack.

Cost Modification: +3 points.

Attachable This Modifier allows a Power to be "attached" to a target after a successful To-Hit roll. This Power will follow the target without need for additional attack rolls. An Attachable Power has a base duration of 1 phase – the duration may also be doubled. There must be a reasonably obvious method for someone to dispel, evade, or destroy the Attachable Power. If the Power costs Endurance to use, then the Endurance cost must be paid every time it affects the attached target.

Cost Modification: +1 point for a single phase Attachable Power. To lengthen duration: +2 points per step on the Time Chart.

Autofire Autofire gives a Power the capability to fire more than once during an attack. When using Autofire attacks, refer to page 148 of *Champions: New Millennium* for rules on how to resolve the action.

Cost Modification: +2 points for a rate-of-fire of 5; +1 point to increase the ROF by 5.

Burnout Burn-Out is slightly different from Activation and Jamming in that the 3d6 roll is made each time after the power is used. If the roll fails, then the Power is burnt out and is unavailable for use until recovered. Methods of Power repair and recovery are left to the GM.

Cost Modification: For a Burn-Out DV of 8, the modifier is -1 point. For a Burn-Out DV of 10, the modifier is -3 points..

Charges (Clips/ Continuing /Recoverable) A Power with Charges may only be used a limited number of times per day. Charges may represent a gun with a limited number of shots, a magic spell that can only be cast a few times a day, and so forth. Each Charge only last one phase, so Charges of powers such as Force Field or Armor are of very limited usefulness. For additional points, the charges may last longer than one phase. By default, a Power with Charges costs no Endurance to use, but an additional modifier can require the power to still cost Endurance. More than one "clip" of the number of charges may be purchased at additional cost. Charges that are recoverable (arrows, daggers, darts, bolts, et cetera) may be purchased at additional cost.

Cost Modification: Modifiers are based on number of charges. 1 charge = -8 points; 2 = -6; 3 = -5; 4 = -4; 5-6 = -3; 7-8 = -2; 9-12 = -1; 13-16 = 0; 17-32 = +1; et cetera. +1 point for a doubling of the number of "clips;" +2 points if the charges are recoverable.

Concentrate A Power with a Concentrate Modifier requires the character to concentrate partially or totally on the task of turning on and using the Power. As a result of the concentration, the character will be at either half their normal Defense Value, or at a DV of zero. Once the character begins using this Power, they are aware of nothing around them. Thus, if their concentration is broken either voluntarily, or by a successful attack against them, the Power turns off and any necessary preparations must be made again.

Cost Modification: -1 point for half DV. -2 points for 0 DV. For Powers that last longer than one phase, an additional -2 points if concentration must continue throughout duration of power.

Continuous	Continuous allows a character to use an attack on a continuing basis against the same target without having to make a new Attack Roll every phase. After a successful attack, the target will continue to take damage every time the attacker gets an action until the attacker turns the Power off or is unable to maintain it. If the modified Power is an Area Effect Power, then each target entering the area within the duration of the attack is affected at once, as well as on the attacker's actions, as long as the target remains in the area. <i>Cost Modification: +4 points.</i>
Costs Endurance	This Modifier may only be used on Powers that normally do not cost Endurance to use. When used on a NoEND Power, the Power then has a standard Endurance cost for use. <i>Cost Modification: -2 points.</i>
Costs Humanity	Instead of a Power costing Endurance, a Power with this Modifier costs Humanity instead. The Humanity Cost is calculated in the same manner as the Endurance cost. This Modifier is subject to GM approval, and should be used sparingly. Any NoEND Power with this Modifier will have a Humanity cost equal to that of a standard Endurance cost, even though the Power normally has none. <i>Cost Modification: -2 points.</i>
Damage Field	This Power Modifier allows a character to set up a continuing field around herself that causes damage to any target that comes into contact with it. This Modifier may be applied to any offensive Power, which is then used as the field. At its base level, the field has no range. Anything triggering the field by coming in contact with it – the circumstances of which are determined when purchased – will take the full damage of the Damage Field. Optionally, the Damage Field may be extended to items carried by the owner, allowing them to be included within the Damage Field's area. Another option is for the shield to act in a ranged manner, lashing out at targets that make successful ranged attacks against the character. Damage Field does not provide any protection from Damage – other Powers such as Force Field or Armor should be purchased for such protection. <i>Cost Modification: +2 points for a personal shield that causes damage when the character comes in contact with a target; +2 points for a personal shield that causes damage when a target comes in contact with the character; +1 point to include carried items within the shield. An additional +2 points for a range-capable shield, striking out at ranged targets that have successfully hit the character with ranged attacks; base AV for the shield is 4, each +2 to the AV costs an additional 1 point.</i>
Explosion	The Explosion Modifier makes an offensive power act like an explosion. The explosion centers on the area targeted by an Attack Roll. If the Power with this Modifier has no Range, then the center of the explosion is the attacker, and the attacker takes full damage. The full effect of the explosion occurs at the base target; for every 2 m/y away from the center of the explosion, the damage is reduced by 1d6 (the highest rolled die among the damage dice is always removed first). No Attack Roll is necessary for target within the blast radius. Targets may use a Dive For Cover action to get away from an Explosion. The explosion can, at optional cost modification, maintain its damage over a greater distance. <i>Cost Modification: +2 points for explosion that loses 1d6 per 2 m/y. +1 point will add an extra m/y per 1d6.</i>

Extra Time

Preparing to use a Power with this Modifier takes longer than usual. During the time that the character is turning on the Power he may take other actions, unless it is an offensive power, in which case the character may make no other attacks requiring an Attack Roll until the extra time has passed. Turning on an Extra Time Power may be aborted, with all preparations being lost.

Cost Modification: -2 points per step longer on the Time Chart.

Feedback

Feedback means that bad things can happen to the character should she use her Power inappropriately. This Modifier is normally taken with Powers that have Requires A Skill Roll, or that are otherwise unreliable (such as those with Activation, Burnout, Concentrate, Gestures, Incantation, Jamming, et cetera); if a normal Power takes this Modifier, then the Feedback occurs every time the Power is used. What level of this Modifier the Power has determines the magnitude of the Feedback. The exact nature of the Feedback is left up to the GM. This Feedback does not harm anything or anyone but the character, such as the Side Effects Modifier does.

Cost Modification: -2 points for 6 points of feedback, or half the number of points in the power of feedback, whichever is greater. -4 points for 12 points of feedback, or half the number of points in the power of feedback, whichever is greater.

Fine Control

A Power with Fine Control can be used like a tool. Attacks can be used to carve or shape, heat or cool objects. Energy attacks could be used to weld metals, Flight could be used to sky-write, et cetera. All Fine Control usage will require a roll versus a DV set by the GM, unless it targets another character, in which case the character gets to resist per norm. Complex uses may require the character to have an appropriate professional skill as well. Fine Control could even be used to pull off really amazing stunts such as carefully burning all the oxygen out of the room, shooting a hole in a gas tank without igniting the gas, or other dramatically heroic deeds, all with the appropriate DV assigned by the GM.

Cost Modification: +2 points.

Focus

With a Focus, the modified Power works through some object or device. If the character is deprived of the object, she may not use her Power(s) focused through it. Firearms are a good example of a Focus. Foci are divided into two types: Grabbable and Attached. A Grabbable Focus may be taken away from the character with a Combat Action at -2 to the Attacker's AV. An Attached Focus may be removed from a non-resisting character (unconscious, cooperating, etc.) in one Round. If removing the Focus would cause the character any Damage (a cybernetic eye, metal skeleton, etc.), then the Focus Modifier should not be taken.

Cost Modification: -4 points for a Grabbable Focus, or -2 points for an Attached Focus.

Gestures

Gestures requires a character make gestures that are visible and distinct from a distance to use a Power. If the character is unable to move freely (being bound, in a confined space), then the Power should not function. If the gesturing character is successfully attacked, then the Power with the Gestures Modifier either does not turn on or is turned off. If the character must Gesture throughout the duration of the Power, then the character may not turn on any other Powers during that time.

Cost Modification: -1 point for Gestures to turn Power on. -2 points for Gestures that must be continued throughout the use of the Power.

Hardened	The Hardened Modifier toughens a particular defense versus Armor Piercing, Penetrating, and Indirect attacks. Attacks with the Modifiers are applied to Hardened defense per norm – the Attack Modifier is ignored. Hardened must be purchased for each defense separately. Hardened is also proof against Teleportation, unless the Teleportation Power has the Armor Piercing Modifier. <i>Cost Modification: +1 point.</i>
Hole In The Middle	This Modifier may be applied to any Power that affects an area. A Power with this Modifier has a hole in the center where the Power has no effect. The hole will move with the character if the affected area moves with the character. <i>Cost Modification: +1 point for a static hole whose size is defined when the Power is purchased. +2 points for any size hole, determined when the Power is used.</i>
Ignores Defenses	Ignores Defenses gives an offensive Power the ability to bypass most defensive Powers. This can be used to simulate gas, poison, or hypnotic attacks. If an Ignores Armor attack is successful, then all defensive Powers are bypassed, and the target takes the attack with only its natural defenses to protect itself – the target takes the attack's damage after subtracting SD or ED. This Modifier may not be used in conjunction with the Killing Power Modifier. Every Ignores Defenses Power should have some obvious means of defense by action or Power, such as: holding breath during a gas attack, covering eyes from a flash attack, no eye contact for a hypnotic attack, et cetera. <i>Cost Modification: +4 points.</i>
Incantation	Incantation requires a character to speak phrases/words/sentences that are audible and distinct from a distance to use a Power. If the character is unable to speak freely (being gagged, loss of voice due to sickness), then the Power should not function. If the speaking character is successfully attacked, then the Power with the Incantation Modifier either does not turn on or is turned off. If the character must speak throughout the duration of the Power, then the character may not turn on any other Powers during that time. <i>Cost Modification: -1 point for Incantation to turn Power on. -2 points for Incantation that must be continued throughout the use of the Power.</i>
Increased Duration	A power with this modifier has a longer than normal duration; the default duration of most powers in one phase. Once a power with this modifier has been activated, it will continue to exist, without requiring further Endurance or character attention, until the duration expires. Attachable Powers may not use this modifier. <i>Cost Modification: +2 points per step longer on the Time Chart.</i>
Increased Endurance	Some powers are particularly strenuous to use, and thus cost more Endurance. <i>Cost Modification: -2 points for doubled Endurance cost. -4 points for tripled Endurance cost. -6 points for quadrupled Endurance cost.</i>
Increased Knockback	Increased Knockback doubles the Knockback of attacks with this Modifier. <i>Cost Modification: +3 points.</i>
Increased Maximum Range	Powers with Increased Maximum Range have a longer range than they do by default. <i>Cost Modification: +2 points for five times normal range.</i>

Indirect	Indirect allows a Power to ignore intervening barriers between the attacker and the target, including but not limited to walls, fences, Force Walls, buildings, et cetera. Barriers purchased with the Power Modifier Hardened will block Indirect attacks. Range penalties apply to the use of an Indirect Power, and are calculated from the attacker to the target. Generally, Indirect Powers always originate in a certain location in relation to the character, and must always target away from the character. For additional cost, the location of this point of origin may vary, and/or the attack may be targeted in the direction of the character. Mental Powers need not purchase Indirect to overcome barriers since they work from one mind to another. <i>Cost Modification: 1 point for a fixed point of origin. +1 point for variable distance from the character. +1 point to allow the attack to target in the direction of the character.</i>
Invisible	Powers with this Power Modifier work invisibly. Normally, any Power that affects another character is distinctly visible, and the source of the attacker is obvious. Such Powers are visible to at least three Sense Groups. When this Modifier is purchased, the affected Sense Groups must be chosen. <i>Cost Modification: +2 points to be invisible to a single Sense Group. +1 point per additional Sense Group. +4 to be invisible to all Sense Groups except Special (i.e. Detect Invisible, Detect Magic, et cetera).</i>
Jamming	Jamming works much the same way as Activation (3d6 roll every phase versus a DV), except if the Jamming Roll is failed, then the power is jammed and cannot be used again until fixed; the exact methods of jamming and repair are left to the GM. Endurance costs for the Power are still paid. <i>Cost Modification: For a Jamming DV of 8, the modifier is -3 points. For a Jamming DV of 10, the modifier is -5 points..</i>
Killing	The Killing Modifier causes a Stun Damage attack to inflict Killing Damage instead. <i>Cost Modification: +2 points.</i>
Knockback Only	Attack Powers with this Modifier do Knockback only. They do not cause any Stunning or Killing Damage. <i>Cost Modification: -4 points.</i>
Linked	When Powers are Linked they must be used together. Modified cost is to all but the most expensive of the Linked Powers. If the Linked Powers contain multiple attacks, the target applies their Defenses separately against each attack. <i>Cost Modification: -2 points for every Linked Power but the most expensive.</i>
Mental Power	A Power with this Modifier makes its attack roll using Willpower instead of Reflexes, like any other Mental Power. The effect of the Power applies to Mental Defenses. Like other Mental Powers, a Power with this Modifier is not visible, and the wielder of this Power automatically detects Mental Powers. Any attacks using this Modifier do only Stunning Damage, do not do Knockback, and they do not Stun Rollover. <i>Cost Modification: +4 points.</i>

Mentally Targeted	A Power with this Modifier makes its attack roll using Willpower instead of Reflexes, like any other Mental Power. The effect of the Power applies to standard defenses. Unlike other Mental Powers, however, a Power with this Modifier is visible, suffers standard range penalties, and the wielder of this Power does not automatically detect Mental Powers. <i>Cost Modification: +2 points.</i>
No Concious Control	Powers with this Modifier are not under the character's control. Although the character possesses the Power, she cannot consciously turn it on. The Power only works whenever and however the GM chooses. <i>Cost Modification: -8 points.</i>
No Knockback	Offensive Powers with No Knockback never cause Knockback, no matter how much Damage they cause. In addition, the attack exerts no pressure, and therefore cannot be used to flip a switch or push a button. This can only be applied to Powers that normally do Knockback. <i>Cost Modification: -1 point.</i>
No Range	This Modifier removes the range capability from a ranged power, making it usable only at Melee Range. <i>Cost Modification: -2 points.</i>
No Range Penalty	Attacks with this Modifier take no AV penalties for distance from target. <i>Cost Modification: +2 points.</i>
Only In Hero ID	This Modifier indicates a Power that can only be used while the character is in her heroic identity. Obviously, this can only be used for characters maintaining two distinct identities, or characters who have a focus for their Powers that they never seem to lose. There is usually some difficulty involved with switching from one identity to another, unless the character has the Instant Change Power. This Modifier may not be used in conjunction with the Focus Modifier. <i>Cost Modification: -1 point.</i>
Penetrating	Penetrating attacks automatically do some damage, no matter what the level of Defense the target owns. The amount of minimum damage varies. If the attacks exceeds the target's Defenses, then the lower of either the minimum damage or the actual damage is applied. <i>Cost Modification: +2 points for minimum of 1 point of damage per die. +4 points for a minimum of 2 points of damage per die.</i>
Persistent	Persistent Powers do not turn off when the character is stunned or unconscious. <i>Cost Modification: +2 points.</i>
Personal Immunity	Attacks with this Modifier do not affect their owner in any way. <i>Cost Modification: +2 points.</i>
Ranged	No-Range Powers with this Modifier may be used at standard Ranged Power ranges. <i>Cost Modification: +2 points.</i>

Reduced By Range	Powers that are Reduced By Range lose power over distance. <i>Cost Modification: -1 point to lose 1 Power Point of effect per 2 m/y.</i>
Reduced Endurance Cost	Powers with this Modifier are less strenuous than usual, and thus cost less Endurance. <i>Cost Modification: +2 points for half normal Endurance cost. +4 points for no Endurance cost.</i>
Reduced Maximum Range	Powers with Increased Maximum Range have a longer range than they do by default. <i>Cost Modification: -2 points for one-fifth normal range.</i>
Reduced Penetration	This Modifier makes a Power more difficult to get through defenses. Points of damage are subtracted from each damage die rolled. Damage on a die may never be lower than 1 point. <i>Cost Modification: -2 points when subtracting 1 point of damage from each damage die. -4 points when subtracting 2 points from each damage die.</i>
Reflex	This is similar to the Trigger advantage but, instead of being left in one place, a Reflex power can be left on like a constant power and will activate itself in a pre-programmed manner. A Reflexive Power can activate itself in one way under one specific circumstance. For instance, a Reflex Force Field could turn itself on at full power when a visible (to its sense) attack is directed at the character. For extra cost, the power can be programmed to activate itself under different circumstances and in different ways. <i>Cost Modification: +2 points for a single circumstance Reflex Power. +4 points for a programmable circumstance Reflex Power.</i>
Requires A Skill Roll	Powers with this Modifier are not automatic or inherent. The character must make a Skill Roll versus a Competent DV (18+) + the number of active points in the power to successfully use it. The Skill name and its base Characteristic must be defined when this Modifier is chosen. <i>Cost Modification: -2 points.</i>
Side Effects	Side Effects means that bad things can happen to the area and people surrounding the character should she use her Power inappropriately. This Modifier is normally taken with Powers that have Requires A Skill Roll, or that are otherwise unreliable (such as those with Activation, Burnout, Concentrate, Gestures, Incantation, Jamming, et cetera); if a normal Power takes this Modifier, then the Side Effects occur every time the Power is used. What level of this Modifier the Power has determines the magnitude of the Side Effects. The exact nature of the Side Effects is left up to the GM. These Side Effects don't harm the character, such as the Feedback Modifier does. <i>Cost Modification: -2 points for 6 points of side effects, or half the number of points in the power of side effects, whichever is greater. -4 points for 12 points of side effects, or half the number of points in the power of side effects, whichever is greater.</i>
Sticky	Sticky Powers affect not only the target, but also any character that touches the target. This may only be applied to Entangles and Attachable Powers. The Sticky Power will remain until all the characters who were in contact with it are no longer affected. <i>Cost Modification: +2 points.</i>

Time Delay	This Modifier allows a character to set off the Power at a certain time in the future. The time duration can be of any length, but the character must decide the time duration when she “sets” the Power. Endurance costs are paid at the time the Power is set. Once the Power is set, the user need not worry about maintaining the Power and may act freely. <i>Cost Modification: +1 point.</i>
Trigger	Trigger allows the character to set up a Power that will go off when a given circumstance occurs. This circumstance must be detectable, and cannot depend on any senses the character does not possess. The trigger could be a switch or a tripwire, or when someone enters a room. Endurance costs are paid when the character sets the Power. The Trigger may be spotted with Perception rolls, unless the Power also has the Invisible Modifier. <i>Cost Modification: +1 point for a trigger that must be defined when the Power is purchased. +2 points for a trigger that may change with each use of the Power.</i>
Tunable	Tunable allows a Power’s damage to be tuned. Attacks with this Modifier can be set to be Stun Only Damage or Stunning Damage. When combined with the Killing Modifier, the attack can be set for Stun Only Damage, Stunning Damage, or Killing Damage. <i>Cost Modification: +2 points.</i>
Usable By Others	A Power that normally only affects its owner can be used by others if this Modifier is applied. The Power can be given to another character, and the other character has control of the Power. The Endurance cost of the Power is paid by the character who is actually using the power. Normally, Powers with Usable By Others have no range and the owner of the Power cannot use it while others are using it. If the character who is the possessor of the Power is stunned or knocked out, then all of the characters using the Power lose the use of it, unless the Power also has the Persistent Modifier. <i>Cost Modification: +1 point to allow one other character to use the power, or +2 points to allow the owner and one other character to use the power. +2 points to use the power at range. +1 point to double the number of users.</i>
Usable On Others	A Power that normally only affects its owner can be used against others if this Modifier is applied. The Power may be used against a target after a successful Attack Roll. The owner of the Power retains control of it and must pay Endurance costs for it. Powers that are Usable Against Others have no range, and there must be a reasonably common set of defenses which will cancel the attack. These Powers may also be used against inanimate objects of roughly human mass. <i>Cost Modification: +4 points to use against a power against an unwilling target. +4 points to use the power at range. +1 point to double the inanimate mass that can be affected.</i>
Variable Special Effects	The special effects of a Power with this Modifier may vary. <i>Cost Modification: +1 point to allow special effects within a limited group. +2 points to allow any special effects.</i>
Visible	This Modifier may only be used on Powers that are normally invisible, such as Density Increase, Mental Powers, and most Special Powers. A Power that is visible can be perceived by a single sense. <i>Cost Modification: -1 point to be visible to one sense.</i>