

UNTIL: Superpowers Database

Volume II

Current as of
1 July 2004

Table of Contents

Introduction.....	2	Mental and Psionic Powers (5).....	42
Acid Powers (2).....	3	Precognition Powers (2).....	45
Air and Wind Powers (4).....	4	Shape Alteration Powers (2).....	46
Animal Powers (2).....	6	Size Alteration Powers (2).....	47
Body Control Powers (13).....	7	Sleep and Dream Powers (3).....	48
Cosmic Energy Powers (3).....	12	Solar and Celestial Powers (2).....	49
Cyberkinesis Powers (6).....	14	Sonic Powers (4).....	50
Darkness Powers (3).....	17	Speedster Powers (15).....	52
Density Alteration Powers (3).....	19	Strength & Toughness Powers (2).....	57
Dimensional Manipulation Powers (1).....	21	Stretching Powers (2).....	58
Earth and Stone Powers (4).....	22	Telekinetic Powers (4).....	59
Electricity Powers (4).....	24	Teleportation Powers (5).....	61
Emotion Control Powers (4).....	26	Time Powers (4).....	64
Fire and Heat Powers (4).....	28	Vibration Powers (1).....	66
Force Powers (1).....	30	Water Powers (3).....	67
Hypersenses Powers (4).....	31	Weather Powers (1).....	69
Ice and Cold Powers (3).....	33	Wood and Plant Powers (4).....	70
Kinetic Energy Powers (1).....	35	Miscellaneous Powers (4).....	72
Light Powers (1).....	36	How to Contribute.....	74
Luck Powers (7).....	37	Index.....	75
Matter Manipulation Powers (4).....	40		



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Greetings Heroes!

Welcome to the UNTIL Superpowers Database, Volume II. This is a compilation of the Superpower submissions that many people have made to the Hero Database that is maintained by Hero Games at www.herogames.com/USPD/. At first we compiled the database for personal use, but we figured that others could make good use of it, thus was born this project.

We have made little change to the powers from the Superpower Database beyond checking spelling, organizing the powers into a standardized order (Offensive, Defensive, Movement, Sensory, and Miscellaneous), renumbering some of the Options and moving a few powers from differing headings. Here is a list of the changes:

1 July 04 Editon

Format Update

Changed format to be in line with the original "UNTIL Superpowers Database".

Power and Author Count

So everything is accurate and to give credit where credit is due.

Added Copyright Statement

Because it needed to be done.

20 June 04 Edition

Speedster Powers

Spinning Dodge was moved from Offensive Powers to Defensive Powers

Whirlwind Arms was moved from Offensive Powers to Whirling Powers

Weather Powers

Ambient Weather Enhancements was moved from Offensive Powers to Miscellaneous Powers

Ice/Cold Powers

Under *Freeze Flesh* the Options were renumbered, with Tiring Freeze changing from 5 to 4.

Sound Powers

Under *Sonic Discomfiture*, the options were renumbered, with Easy Discomfiture changing from 4 to 3.

A special thanks to Hero Games and all of those who provided powers to the Database!

Now, for the Powers! Please enjoy!

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Please e-mail any feedback to m_nadrakas@yahoo.com

Note: We are willing to "take suggestions" from other individuals, but please submit your Superpower to the Database first at SteveL@herogames.com. We only want to utilize the information that is contained there.

ACID POWERS

DEFENSIVE POWERS

ACIDIC POINT DEFENSE

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Missile Deflection (any physical missile)

Target/Area Affected: Special

Duration: Constant

Range: Self

END Cost: 3

Description: The character can project acid to destroy incoming physical missiles at range. This only affects physical missiles with a DEF+BODY of 6 or less.

Game Information: Missile Deflection (any physical missile) (15 Active Points); Costs Endurance (-1/2), Does Not Work Against Large Missiles (-1/4). Total cost: 9 points.

OPTIONS:

1) Skilled Deflection: Character also buys +5 for Missile Deflection. Total cost of Levels 10 points; total cost of power 19 points.

2) Very Skilled Deflection: Character also buys +10 for Missile Deflection. Total cost of Levels 20 points; total cost of power 29 points.

3) Powerful Acidic Point Defense: Remove Does Not Work Against Large Missiles (-1/4). Total cost: 10 points.

4) Ranged Acidic Point Defense: The character can project acid a short distance to destroy missiles threatening other people. Add Range (+1) and Limited Range (15"; -1/4). 30 Active Points; total cost 15 points.

5) Restricted Acid Supply: The character has a limited supply of acid for these purposes. Add Activation Roll 14-, Burnout (-1/4). Total cost: 15 points.

6) Unseen Acid: The character's acid is so clear, so powerful, and so subtle that onlookers cannot see it in

action - it's as if the missile simply vanishes, or freezes in midair! Add Invisible Power Effects (Fully Invisible; +1). 30 Active Points; total cost 17 points.

MOVEMENT POWERS

ACID TUNNELING

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Tunneling 6" through 11 DEF material

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character applies his acid to the ground - be it earth, stone, ore, or some other substance - to create a tunnel he can move through. The tunnel remains open behind him, so his friends (or enemies) can follow.

Game Information: Tunneling 6" through 11 DEF material. Total cost: 45 points.

OPTIONS:

1) Faster Tunneling: Increase to Tunneling 11" through 11 DEF material. Total cost: 55 points.

2) Slower Tunneling: Decrease to Tunneling 3" through 11 DEF material. Total cost: 39 points.

3) Stronger Tunneling: Increase to Tunneling 6" through 16 DEF material. Total cost: 60 points.

4) Weaker Tunneling: Decrease to Tunneling 6" through 6 DEF material. Total cost: 30 points.

5) Easy Tunneling: Add Reduced Endurance (1/2 END; +1/4). Total cost: 56 points.

6) Tiring Tunneling: Add Increased Endurance Cost (x2 END; -1/2). 45 Active Points; total cost 30 points.

AIR & WIND POWERS

OFFENSIVE POWERS

OXYGENATION

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Aid Fire Powers 1d6

Target/Area Affected: One character

Duration: Constant

Range: 150"

END Cost: 3

Description: The character can increase the oxygen content of the air around a character, thus increasing the power of any Fire powers he has.

Game Information: Aid Fire Powers 1d6, all Fire Powers simultaneously (+2), Ranged (+1/2) (35 Active Points); Costs Endurance (-1/2). Total cost: 23 points.

OPTIONS:

1) Strong Oxygenation: Increase to Aid Fire Powers 2d6. 70 Active Points; total cost 47 points.

2) Area Oxygenation: Add Area Of Effect (4" Radius; +1). 45 Active Points; total cost 30 points.

MOVEMENT POWERS

FLOATING ON AIR

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Gliding 15"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can effortlessly "ride the air." He may control the air beneath him, transform his body into gaseous form, "body-surf" the thermals, fill his body with light gases, or "become one with the air" in some other way.

Game Information: Gliding 15". Total cost: 15 points.

OPTIONS:

1) Fast Floating: Increase to Gliding 25". Total cost: 25 points.

2) Slow Floating: Decrease to Gliding 10". Total cost: 10 points.

3) Tiring Floating: The character must exert some energy to control his movement. Add Costs Endurance (-1/2). Total cost: 10 points.

4) Skilled Float: The character can turn on a dime, as often as he wants. Add No Turn Mode (+1/4). Total cost: 22 points.

SENSORY POWERS

DETECT AIR PURITY

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Detect Air Purity

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can sense the purity of the air - how fresh it is, how contaminated (if at all), and the type and percentage of various contaminants.

Game Information: Detect Air Purity (INT Roll) (Smell/Taste Group), Discriminatory, Analyze. Total cost: 13 points.

OPTIONS:

1) Improved Detection: Increase to INT Roll +7. Total cost: 20points.

2) Imprecise Detection: Remove Analyze. Total cost: 8points.

MISC. POWERS

A BREATH OF FRESH AIR (VARIANT)

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Change Environment (freshen air),
Dispel Foul Air/Mist Powers 15d6

Target/Area Affected: 8" radius/all Foul
Air/Mist powers simultaneously

Duration: Constant/Instant

Range: 100"/675"

END Cost: 2/13

Description: This power expands on the basic *A Breath Of Fresh Air* power on page 20 of the *Database*. While that power notes that it's not a Dispel, this power combines that effect with a Dispel to give the character the best of both worlds.

Game Information:

Cost Power

- | | |
|-----|--|
| 135 | <i>A Breath Of Fresh Air</i> : Multipower, 135-point reserve |
| 2u | 1) <i>A Hint Of Springtime Freshness</i> : Change Environment 8" radius (freshen air) |
| 13u | 2) <i>Cleansing The Air</i> : Dispel Mist/Foul Air Powers 15d6, all Mist/Foul Air powers simultaneously (+2) |

Total cost: 150 points.

OPTIONS:

1) Fresher Air: Increase Multipower reserve to 162 points and Dispel to 18d6. Total cost: 180 points.

2) Not Quite So Fresh Air: Decrease Multipower reserve to 90 points and Dispel to 10d6. Total cost: 101 points.

ANIMAL POWERS

OFFENSIVE POWERS

BIOELECTRIC TOUCH

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 8 Charges

Description: The character's body has tissue that's able to store an intense electrical charge. He can use the stored electricity as a weapon by touching another character. It takes approximately 24 hours for him to recharge the tissue after depleting it.

Game Information: Energy Blast 6d6, NND (defense is rPD not made of metal; +1) (60 Active Points); No Range (-1/2), 8 Charges (-1/2). Total cost: 30 points.

OPTIONS:

1) Strong Touch: Increase to Energy Blast 8d6. 80 Active Points; total cost 40 points.

2) Weak Touch: Decrease to Energy Blast 4d6. 40 Active Points; total cost 20 points.

3) Bioelectric Grab: By maintaining contact with the victim, the character can keep shocking him, though this drains his internal stores of electricity quickly. Add as a naked Advantage Continuous (+1) (30 Active Points); Only Works If Character Makes And Can Maintain Grab On Victim (-1/2) (total cost: 20 points). $60 + 30 = 90$ Active Points; total cost $30 + 20 = 50$ Active Points.

DEFENSIVE POWERS

ZOOTOXIC IMMUNITY

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Life Support (Immunity to zootoxins)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is immune to all zootoxins - that is, all poisons derived from animals.

Game Information: Life Support (Immunity: zootoxins). Total cost: 5 points.

BODY CONTROL POWERS

OFFENSIVE POWERS

BIOCHEMICAL ASSAULT

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: VPP for biochemical attacks

Target/Area Affected: One character

Duration: Varies

Range: No Range

END Cost: Varies

Description: The character's body can generate a wide variety of drugs, poisons, and other harmful biochemicals. If he touches the victim's skin, he can "inject" the substance into him. Anything that prevents skin-to-skin contact, even a thin costume, keeps the power from affecting the victim. In game terms, most of the abilities a character can build with this Power Pool are defined as NND EBs or RKAs, various Drains, and the like. All powers have the Skin Contact Required (-1) Limitation. The GM determines whether a given power reasonably falls within the special effect of "harmful biochemicals."

Game Information: Biochemical Assault Power Pool: 45 base + 22 control cost, Skin Contact Required (-1), Limited Class Of Powers (harmful biochemicals only; -1/2). Total cost: 54 points.

OPTIONS:

1) Strong Assault: Increase to 60 base + 30 control cost. Total cost: 72 points.

2) Weak Assault: Decrease to 30 base + 15 control cost. Total cost: 36 points.

BONE WRACKING

Submitted By: Levi Mote

Date Posted: 06/20/2003

Effect: Energy Blast 5d6, NND

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 5

Description: With but a touch, the character can afflict another person with severe joint pain

Game Information: Energy Blast 5d6, NND (defense is PD Force Field or not having a skeleton; +1) (50 Active Points); No Range (-1/2). Total cost: 33 points.

OPTIONS:

1) Crippling Pain I: Increase to Energy Blast 7d6. 70 Active Points; total cost 47 points.

2) Crippling Pain II: The joint pain the victim experiences makes it difficult for him to move properly or agilely. Add Drain DEX 4d6 (40 Active Points); Linked (-1/2). 50 + 40 = 90 Active Points; total cost 33 + 27 = 60 points.

3) Arthritis Attack: Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.

4) Bone Blasting: The character can inflict pain at range. Remove No Range (-1/2). Total cost: 50 points.

BONE WARPING

Submitted By: (Unknown)

Date Posted: 06/04/2003

Effect: RKA 1d6, NND Does BODY

Target/Area Affected: One character

Duration: Constant

Range: 300"

END Cost: 6

Description: Similar to Fleshwarping (USPD 34-35) but far more insidious and deadly, this power allows a biomanipulator to warp, twist, and snap the bones within a person's body, inflicting horrific damage.

Game Information: RKA 1d6, Continuous (+1), NND (defense is having no skeletal structure or Power Defense; +1), Does BODY (+1). Total cost: 60 points.

OPTIONS:

1) Strong Bonewarping: Increase to RKA 2d6. Total cost: 120 points.

2) Weak Bonewarping: Decrease to RKA 1/2d6. Total cost: 40 points.

3) Bonewarping Touch: The character must touch his victim to warp his skeletal structure. Add No Range (-1/2). 60 Active Points; total cost 40 points.

DESENSITIZATION

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Sight, Hearing, Smell/Taste, Touch Flash 7d6

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 6

Description: The character can briefly shut down all of the character's senses. It only works on senses coming from a part of the targets own body; it has no effect on cybernetics, other technological senses, or magical senses.

Game Information: Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6 (60 Active Points); No Range (-1/2), Organic Senses Only (-1/4). Total cost: 34 points.

OPTIONS:

1) Greater Desensitization: Increase to Flash 12d6. 75 Active Points; total cost 43 points.

2) Lesser Desensitization: Decrease to Flash 6d6. 45 Active Points; total cost 26 points.

3) Ranged Desensitization: Remove No Range (-1/2). Total cost: 48 points.

4) Desensitization On Sight: As Ranged Desensitization, but also add Line Of Sight (+1/2). 90 Active Points; total cost 72 points.

5) Easy Desensitization: Add Reduced Endurance (0 END; +1/2). 90 Active Points; total cost 51 points.

NEUROKINESIS

Submitted By: Allen Thomas

Date Posted: 11/24/2003

Effect: Drain/Aid DEX and SPD 3d6; Full-spectrum Flash 5d6; Ego Attack 7d6

Target/Area Affected: Self or one character

Duration: Instant

Range: 25"

END Cost: 9/8/10/7

Description: The character can control his own nervous system, or that of another person within 25", allowing the subject to move faster (or slower) than

normal. He can also temporarily shut down the nerves relating to senses, making the victim totally insensate, or cause a painful neural overload in the target's brain.

Game Information:

Cost Power

110 *Neurokinesis:* Multipower, 110-point reserve

8u 1) *Neural Overload:* Drain DEX and SPD 3d6, two Characteristics simultaneously (+1/2), BOECV (Mental Defense applies; +1), Limited Range (25"; +1/4)

7u 2) *Neural Streamlining:* Aid DEX and SPD 4d6, two Characteristics simultaneously (+1/2), BOECV (Mental Defense applies; +1), Limited Range (25"; +1/4); Costs Endurance (-1/2)

9u 3) *Sensory Shutdown:* Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6, BOECV (Mental Defense applies; +1); Limited Range (25"; -1/4)

6u 4) *Neural Surge:* Ego Attack 7d6; Limited Range (25"; -1/4)

Total cost: 140 points.

STICKY BODY

Submitted By: (Unknown)

Date Posted: 11/24/2003

Effect: Entangle 4d6 (standard effect: 4 BODY), 4

DEF, Damage Shield

Target/Area Affected: One or more characters

Duration: Constant

Range: No Range

END Cost: 0

Description: Whether due to some chemical it exudes, its large size/excessive fat content, flexibility, or some other reason, the character's body can "catch" and trap objects that hit it - attackers' fists or weapons, for example. In game terms, this is represented as an Entangle Damage Shield that only works against attacks striking the character; the special effect of "breaking free" is usually not literally tearing the character's body apart, but having the strength to pull free. Blades, energy beams, or other attacks used by the target (and in some cases other persons) are even more likely to free him than STR, because they hurt the character and reflexively make him "let go." The character can voluntarily "relax" the effect to free all persons he currently has trapped.

In many cases, ideally the Entangle should have Active Points equal to the character's STR.

Game Information: Entangle 4d6 (standard effect: 4 BODY), 4 DEF, Continuous (+1), Damage Shield (+1/2), Reduced Endurance (0 END; +1/2) (120 Active Points); Does Not Work Against Persons Character Grabs (-1/4), Cannot Form Barriers (-1/4), Set Effect (only traps objects or limbs used to hit character; -1/2), Vulnerable (to any physical or energy attack other than STR which the victim uses to free himself; -1), Vulnerable (to RKAs used by other characters to free victim; -1). Total cost: 30 points.

OPTIONS:

1) Strong Power: Increase to Entangle 6d6 (standard effect: 6 BODY), 6 DEF. 180 Active Points; total cost 45 points.

2) Weak Power: Decrease to Entangle 3d6 (standard effect: 3 BODY), 3 DEF. 90 Active Points; total cost 22 points.

3) Uncontrollable Sticky Body: The character's body always retains its "stickiness"; he can never turn it off. Once someone gets stuck to him, that person has to be pulled or cut free somehow. Add Persistent (+1/2) and Always On (-1/2). 140 Active Points; total cost 31 points.

4) Variant Sticky Body: Change to Clinging (normal STR +30), Damage Shield (+1/2) (30 Active Points); Does Not Work Against Persons Character Grabs (-1/4), Limited Power (if victim uses any physical or energy attack other than STR to free himself, add the Active Points of that power to the victim's STR as "bonus STR" to determine if he can break free; -1), Limited Power (RKAs used by other characters to free victim add their Active Points to the victim's STR as "bonus STR" to determine if he can break free; -1). Total cost: 9 points.

DEFENSIVE POWERS

BODY HEAT CONTROL

Submitted By: (Unknown)

Date Posted: 06/20/2003

Effect: Invisibility to Infrared Perception

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: By controlling his body temperature, a character can "blend in" with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.

This power uses a slight variant of the Invisibility Power. Instead of Invisibility to an entire Sense Group, it uses Invisibility to all forms of a specific Enhanced Sense, regardless of what Sense Group it's assigned to. It uses the cost for a Targeting Sense Group.

Game Information: Invisibility to Infrared Perception. Total cost: 20 points.

OPTIONS:

1) Easy Body Heat Control: The character's control over his body heat is effortless. Add Reduced Endurance (0 END; +1/2). Total cost: 30 points.

2) Automatic Body Heat Control: The character automatically blends in with the ambient heat at all times. Add Reduced Endurance (0 END; +1/2), Persistent (+1/2), and Always On (-1/2). 40 Active Points; total cost 27 points.

3) Precise Body Heat Control: Even persons close to the character can't perceive his body heat. Add No Fringe. Total cost: 30 points.

OXYGENATED SKIN

Submitted By: Bob Greenwade

Date Posted: 06/23/2003

Effect: Life Support (Expanded Breathing: Cannot Be Choked)

Target/Area Affected: Self

Duration: Inherent

Range: Self

END Cost: 0

Description: The character doesn't breathe just through his mouth and nose - he can take in enough oxygen to keep himself alive through his skin. This makes it difficult to choke, suffocate, or strangle him.

Game Information: Life Support (Self-Contained Breathing), Inherent (+1/4) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1). Total cost: 6 points.

OPTIONS:

1) Tiring Skin Breathing: Remove Inherent and add Costs Endurance (-1/2). 10 Active Points; total cost 4 points.

RESILIENCE

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Power Defense (20 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so resilient that it resists any attempts to alter it, whether by drugs, disease, or anything else - even magic. Game Information: Power Defense (20 points). Total cost: 20 points.

OPTIONS:

- 1) Greater Resilience:** Increase to Power Defense (30 points). Total cost: 30 points.
- 2) Lesser Resilience:** Decrease to Power Defense (10 points). Total cost: 10 points.
- 3) Tiring Resilience:** Add Costs END (-1/2). 20 Active Points: total cost 13 points.

SENSORY POWERS**DNA PROFILE**

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Detect DNA Profile
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can "read" a subject's DNA profile just by touching the subject's skin, or a tissue or fluid sample from the subject. The character can later recognize the subject using the same power. If the character has an appropriate Science Skill or Knowledge Skill, he can also recognize and diagnose genetic diseases that might otherwise go undetected.

Game Information: Detect DNA Profile (INT Roll) (no Sense Group), Discriminatory, Analyze, Microscopic (x1000). Total cost: 22 points.

OPTIONS:

- 1) Accurate Profiling:** Add +6 PER. Total cost: 28 points.

- 2) Generalized Profiling:** Remove Analyze. Total cost: 17 points.

- 3) Tiring Profiling:** Add Costs Endurance (-1/2). 22 Active Points; total cost 15 points.

MISC. POWERS**BONE GROWTH**

Submitted By: Levi Mote
Date Posted: 06/20/2003
Effect: Varies
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can accelerate the growth of his own bones to create various effects - spikes that hurt anyone who touches him, osseous armor, longer arms and legs, and so forth. A character may buy as many of these abilities as he wishes, perhaps as slots in an Elemental Control.

Cost	Game Information: Power
41	<i>Spiky Bones:</i> HKA 1d6, Damage Shield (does damage in HTH combat; +3/4), Continuous (+1)
49	<i>Stable Spiky Bones:</i> As Spiky Bones, but add Reduced Endurance (0 END; +1/2)
36	<i>Bone Missiles:</i> Energy Blast 6d6 (physical), Armor Piercing (+1/2) (45 Active Points); 10 Charges (-1/4)
16	<i>Bone Armor:</i> Armor (8 PD/8 ED) (24 Active Points); Costs Endurance (-1/2)
8	<i>Armbone Extensions:</i> Stretching 2" (10 Active Points); Limited Body Parts (-1/4)
6	<i>Legbone Extensions:</i> Running +3"

HEALING

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Simplified Healing 4d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: Rather than disrupting or warping another person's flesh, the character can use his powers to heal and mend.

Game Information: Simplified Healing
4d6. Total cost: 40 points.

OPTIONS:

1) Strong Healing: Increase to Simplified Healing
6d6. Total cost: 60 points.

2) Weak Healing: Decrease to Simplified Healing
3d6. Total cost: 30 points.

3) Tissue Regeneration: Add Can Heal Limbs.
Total cost: 45 points.

MIRACULOUS HEALING

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Major Transform 3d6 (remove physical disabilities)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can repair long-term damage to another person's body - anything from damage to the eyes, to loss of limbs, to removing scars and tattoos.

In game terms, this Transform removes Disadvantages with physical effects, such as Physical Limitations or Distinctive Features. The GM may also allow it to have related effects, such as removing some Limitations from powers when they derive from a physical malady of some sort. Obviously, this power could prove extremely unbalancing, so the GM should only allow it into the game after careful consideration. If he does allow it, he may also want to forbid characters to take certain Disadvantages or Limitations, on the grounds that a person with this power could easily "heal" those problems.

Game Information: Major Transform 3d6 (person with physical disabilities or deformities to otherwise identical person without those disabilities or deformities; heals back through another application of this power, Fleshwarping, or a like power) (45 Active Points); No Range (-1/2). Total cost: 30 points.

OPTIONS:

1) Strong Miraculous Healing: Increase to Major Transform 4d6 (60 Active Points). Total cost: 40 points.

2) Weak Miraculous Healing: Decrease to Major Transform 2d6 (30 Active Points). Total cost: 20 points.

COSMIC ENERGY POWERS

DEFENSIVE POWERS

PLANETARY SHIELD

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Force Wall (30 PD/30 ED), Hardened
Target/Area Affected: One planet
Duration: Constant
Range: 2,625"
END Cost: 0

Description: The character can erect a force field large enough to protect an entire planet. The field keeps anyone from leaving or landing on the planet (except the character himself) unless they first break through the shield.

Game Information: Force Wall (30 PD/30 ED), Hardened (+1/4), MegaScale (1" = 100,000 km; +1 1/2), Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2) (525 Active Points); Restricted Shape (sphere; -1/4). Total cost: 420 points.

OPTIONS:

1) Strong Planetary Shield: Increase to Force Wall (40 PD/40 ED). 700 Active Points; total cost 560 points.

2) Weak Planetary Shield: Decrease to Force Wall (20 PD/20 ED). 350 Active Points; total cost 280 points.

3) Personal Planetary Shield: The character can only use the Shield to protect a planet that he's on, and cannot leave the planet while the Shield remains in place. Remove Personal Immunity (+1/4) and add No Range (-1/2). 487 Active Points; total cost 278 points.

4) Tiring Planetary Shield: Decrease Reduced Endurance to 1/2 END (+1/4). 487 Active Points; total cost 390 points.

5) Let This World Be Your Prison: The character can only use the Planetary Shield to trap one person on a planet. He must choose this person when he creates the Shield, and may not change it afterward. Remove Personal Immunity (+1/4) and

add Persistent (+1/2) and Only Versus One Specific Individual (-2). 750 Active Points; total cost 333 points.

MOVEMENT POWERS

COSMIC WORMHOLE

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Teleportation 10", MegaScale, Gate
Target/Area Affected: One hex area
Duration: Constant
Range: No Range
END Cost: 13

Description: The character can open up a wormhole to any planet in the galaxy, or perhaps a little ways beyond. Because of the problems with using Teleportation at long range, the character's destinations are usually memorized locations he's visited in his travels as he's wandered the Galaxy via other means.

Game Information: Teleportation 10", x8 Increased Mass, Area Of Effect (One Hex; +1/2), Continuous (+1), MegaScale (1" = 10,000 LY; +4 1/2), Usable Simultaneously (+1/2) (262 Active Points); Gate (-1/2). Total cost: 175 points.

OPTIONS:

1) Strong Wormhole: Increase to x32 Increased Mass. 337 Active points; total cost 225 points.

2) Weak Wormhole: Remove Increased Mass. 150 Active Points; total cost 100 points.

3) Intergalactic Wormhole: The character can create a gate that reaches other galaxies. Increase to MegaScale (1" = 1 million LY; +5). 280 Active Points; total cost 187 points.

4) Sector Wormhole: The character's wormhole can only reach stars in the general vicinity. Decrease to MegaScale (1" = 100 LY; +4). 245 Active points; total cost 163 points.

5) Larger Wormhole: Increase to Area Of Effect (24" Radius; +1). 280 Active Points; total cost 187 points.

6) Easy Wormhole: Add Reduced Endurance (0 END; +1/2). 280 Active points; total cost 187 points.

7) Tiring Wormhole: Add Increased Endurance Cost (x2 END; -1/2). Total cost: 131 points.

Costs Endurance (-1/2) and Increased Endurance Cost (x3 END; -1). Total cost: 26 points.

4) Slow Reality Awareness: It takes the character time to scan all of reality to find what he's looking for. Add Extra Time (a minimum of 1 Minute, and sometimes more; -1 1/2). Total cost: 26 points.

SENSORY POWERS

REALITY AWARENESS

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Detect Plot

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 0

Description: When the character is puzzled by a turn of events or confused by what's going on during an investigation, he expands his consciousness to perceive all of reality for a split-second. That tells him exactly where to go to find who (or what) he's looking for or to stop a crime from occurring. Obviously, this power - Detect Plot - is grossly unbalancing for any campaign. In most cases, GMs should allow it only for NPCs who won't abuse it, or give it to a character as a temporary ability during a scenario where the character gains vastly increased powers for a short time.

Game Information: Detect Plot (INT Roll) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+60 versus Range Modifier) (85 Active Points); Non-persistent (-1/4), Instant (-1/2). Total cost: 49 points.

OPTIONS:

1) Far Out, Man: This version of the power works at even greater ranges. Increase to Telescopic (+80 versus Range Modifier). 105 Active Points; total cost 60 points.

2) Accurate Reality Awareness: Increase to INT Roll +10. 95 Active Points; total cost 54 points.

3) Tiring Reality Awareness: Using Reality Awareness tends to sap the character's energy. Add

CYBERKINESIS POWERS

OFFENSIVE POWERS

POWER BOOST

Submitted By: Bob Greenwade
Date Posted: 06/23/2003
Effect: Succor Machine Powers 6d6
Target/Area Affected: One machine
Duration: Constant
Range: 260"
END Cost: 5

Description: The character can increase the power output of any single function of any single machine (even if that machine has multiple components working in tandem, such as jet-boots).

Game Information: Succor Machine Powers 6d6, any Machine Power one at a time (+1/4), Ranged (+1/2). Total cost: 52 points.

OPTIONS:

1) Strong Power Boost: Increase to Succor 8d6. Total cost: 70 points.

2) Weak Power Boost: Decrease to Succor 4d6. Total cost: 35 points.

3) Power Boost Touch: The character has to touch a machine to enhance its power. Remove Ranged (+1/2). Total cost: 37 points.

4) Lasting Power Boost: Change to Aid Machine Powers 3d6. Total cost: 52 points.

5) Expanded Power Boost I: The character can increase the power of all functions of a single machine. Change to Succor Machine Powers 3d6, any two Machine Powers simultaneously (+1/2). Total cost: 60 points.

6) Expanded Power Boost II: As Expanded Power Boost II, but change to any four Machine Powers simultaneously (+1). Total cost: 75 points.

7) Expanded Power Boost III: As Expanded Power Boost II, but change to all Machine Powers simultaneously (+2). Total cost: 105 points.

8) Multiple Machine Boost: The character can affect all machines in a given area, though only for one function at a time. Decrease to Succor Machine Power 4d6 and add Area Of Effect (4" Radius; +1). Total cost: 55 points.

SENSORY POWERS

INFRARED COMMUNICATION

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: Infrared Perception (Sight Group), Transmit, Only To Communicate With Machines
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Many electronic devices can "communicate" with each other via beams of infrared light - such as a remote control turning a television on and off, or two computers exchanging data via an IR link. The cyberkinetic can perceive such communications, and even communicate with machines himself that way.

Game Information: Infrared Perception (Sight Group), Transmit (7 Active Points); Only To Communicate With Machines (-1). Total cost: 3 points.

MISC. POWERS

COMPUTER BRAIN

Submitted By: Bob Greenwade
Date Posted: 06/23/2003
Effect: +15 INT, Various Talents
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's mind functions with computer-like precision, giving him heightened intelligence, increased powers of perception, and

various other abilities. A character can buy as many of the listed abilities as he wishes.

Game Information:

Cost	Power
3	<i>Calculator Brain</i> : Lightning Calculator
5	<i>Computer-Like Memory</i> : Eidetic Memory
15	<i>Computer-Like Thinking</i> : +15 INT
3	<i>Internal Clock</i> : Absolute Time Sense
4	<i>Text Scanning</i> : Speed Reading

OPTIONS:

1) Computer Access: The character's heightened intellect only functions when he consciously or subconsciously draws upon the power of nearby computers to enhance his brain. "Computers" in this instance refers to relatively powerful computing devices such as desktops and laptops; smaller computers (PDAs, computer chips in automobile engines) won't do the trick. Change to:

Cost	Power
2	<i>Calculator Brain</i> : Lightning Calculator; Only In Proximity to Computers (-1/2)
3	<i>Computer-Like Memory</i> : Eidetic Memory; Only In Proximity to Computers (-1/2)
10	<i>Computer-Like Thinking</i> : +15 INT; Only In Proximity to Computers (-1/2)
2	<i>Internal Clock</i> : Absolute Time Sense; Only In Proximity to Computers (-1/2)
3	<i>Text Scanning</i> : Speed Reading; Only In Proximity to Computers (-1/2)

COPY MACHINE

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Variable Power Pool to copy the abilities of any machine

Target/Area Affected: Self

Duration: Varies

Range: Touch

END Cost: Varies

Description: The character has the ability to touch any machine, and "copy" its powers and other abilities (such as Talents). For example, the character could gain the ability to run as fast as a sportscar, smash a building like a wrecking ball, shoot bullets like a gun, and so forth just by touching the object in question. This power resembles Mimicking (USPD 265-266), but mimics the powers of a machine instead of another character.

The character's newfound powers have all of the same Advantages and Limitations as those of the copied device, except for the Focus Limitation (or other Limitation representing the technological nature of the device, such as Restrained [at -1/4]). This

includes any Advantages or Limitations that might apply to the Power because of the target's nature; for example, if the character touches a sportscar, he can run as fast as that sportscar, but would have to take the Advantage Reduced Endurance (0 END; +1/2) and the Limitation Turn Mode (-1/4) unless the sportscar's Ground Movement has the No Turn Mode Advantage or the Costs Endurance Limitation. The character may also copy the device's physical properties to gain its DEF in resistant defense. He should buy Damage Resistance first, until it equals either his natural DEF or the DEF of the targeted object, and buy any extra using Armor. The character retains the copied powers as long as he wants, until he has to "trade out" something to make room for more. When this happens, the rule is "first in, first out" - all of the properties of the earliest object he mimicked leave at once, and then the next object, until there's enough room in the pool for the new one. However, if even completely emptying out the pool won't enable the character to mimic a target's abilities (as might happen if the character should try to absorb the powers of, for example, a high-tech battlesuit or an extremely powerful vehicle), the power will not activate at all - the old powers don't even "drop out" of the pool.

Game Information: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll (-1/2), VPP Mimics Target's Powers (-1/2), Only To Mimic Technological Devices (-1/2), Powers May Only Be As Powerful As Target's Powers (-1/2), No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1). Total cost: 200 + 25 = 225 points.

OPTIONS:

1) Greater Copy Machine: Increase to 250 base + 125 control cost. Total cost: 250 + 31 = 281 points.

2) Lesser Copy Machine: Decrease to 150 base + 75 control cost. Total cost: 150 + 19 = 169 points.

3) Ranged Copying: Replace Requires Successful HTH Attack Roll with Can Only Copy Powers From Devices Within 10" And LOS (-1/4). Total cost: 200 + 27 = 227 points.

4) Copy Machine Singular: The character can only copy the powers of one machine at a time. Add Cannot Retain Copied Powers (when character copies powers, he immediately loses all previously-copied powers; -1/4). Total cost: 200 + 23 = 223 points.

CYBERKINETIC CHAUFFEUR**Submitted By: Bob Greenwade****Date Posted: 10/06/2003****Effect: Summon one motor vehicle built on up to 300 total points, LOS Required****Target/Area Affected: One motor vehicle****Duration: Instant****Range: No Range****END Cost: 15**

Description: The character can remotely activate any motor vehicle he can see and cause it to come to him and then obey his commands as he rides in it. The car uses its own DEX and SPD, not the character's DEX and SPD. The vehicle is totally "loyal" to him, though someone else could physical take control of it away from him (by, for example, leaping into the driver's seat and grabbing the wheel).

Game Information: Summon one motor vehicle built on up to 300 total points, Expanded Class (motor vehicles; +1/2), Slavishly Loyal (+1) (150 Active Points); Arrives Under Own Power (-1/2), Summoned Being Must Inhabit Locale (-1/2), Character Must Have LOS To Vehicle To Summon It (-1/2). Total cost: 60 points.

OPTIONS:

1) Strong Chauffeur: Increase to one motor vehicle built on up to 500 total points. 250 Active Points; total cost 100 points.

2) Weak Chauffeur: Decrease to one motor vehicle built on up to 200 total points. 100 Active Points; total cost 40 points.

MACHINE REPAIR**Submitted By: Bob Greenwade****Date Posted: 06/23/2003****Effect: Healing BODY 4d6, Machines Only****Target/Area Affected: One machine****Duration: Instant****Range: No Range****END Cost: 4**

Description: The character can instantly repair damage done to any machine or technological device. This power only works on mechanical or electronic devices; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: Healing BODY 4d6 (40 Active Points); Only Versus Machines (-1). Total cost: 20 points.

OPTIONS:

1) Strong Machine Repair: Increase to Healing BODY 6d6. 60 Active Points; total cost 30 points.

2) Weak Machine Repair: Decrease to Healing BODY 3d6. 30 Active Points; total cost 15 points.

3) Multiple Machine Repair: Decrease to Healing BODY 3d6 and add Area Of Effect (4" Radius; +1). 60 Active Points; total cost 30 points.

DARKNESS POWERS

OFFENSIVE POWERS

CONFRONT YOUR INNER SELF

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Major Transform 6d6 (bad person to good person), Only Versus Persons In Darkness

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 9

Description: The character's field of Darkness is so potent, so frightening, that the can force evil, mean-spirited, and just plain bad people trapped inside it to examine their inner selves. Thoroughly disgusted by what he sees, the victim immediately has a change of heart and becomes a better person. Some people, however, are too evil to change, and can resist the effect.

In game terms, this effect is a Major Transform of the Spirit. It only affects persons inside the character's own Darkness field; it doesn't work against persons in other types of shadow, shade, or darkness.

Game Information: Major Transform 6d6 (bad person to good person) (90 Active Points); Limited Target (sentient beings; -1/4), All Or Nothing (-1/2), Only Versus Persons In Character's Darkness (-1/2), No Range (-1/2). Total cost: 33 points.

OPTIONS:

1) Stronger Confrontation: Increase to Major Transform 8d6. 120 Active Points; total cost 44 points.

2) Weaker Confrontation: Decrease to Major Transform 4d6. 60 Active Points; total cost 22 points.

3) Ranged Confrontation: The character doesn't have to touch the target to affect him. Remove No Range (-1/2). Total cost: 40 points.

4) Dark Mirror: This variant power doesn't actually Transform anyone. It simply confronts the target with a vision of his own evil or selfish conduct in the hope

of "scaring him straight." Change to Mental Illusions 18d6 (90 Active Points); No Range (-1/2), Requires A DEX Roll (assumes DEX Roll of 13-; -3/4), Only Versus Persons In Character's Darkness (-1/2), No Conscious Control (only to force target to visualize his evil/selfish conduct; -1). Total cost: 24 points.

5) Ongoing Confrontation: As long as the target remains within the character's Darkness, the Transform effect continues to work on him. Decrease to Major Transform 3d6, add Continuous (+1), and remove All Or Nothing (-1/2). 90 Active Points; total cost 40 points.

6) Confrontation Field: This form of the power works in conjunction with the character's Darkness. Every evil or selfish person inside the Darkness field suffers the effects for as long as they remain within the field. The Confrontation effect can cover up to 6", but it's limited to the extent of the character's Darkness field. Change to Major Transform 2d6, Area Of Effect (up to 6" Radius; +1), Continuous (+1) (90 Active Points); Linked (to Darkness; -1/2), Limited Target (sentient beings; -1/4). Total cost: 51 points.

OBSCURING SHADOWS

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Change Environment 32" radius, -4 to Normal Sight PER Rolls

Target/Area Affected: 32" Radius

Duration: Constant

Range: 225"

END Cost: 4

Description: The character can create darkness over an area - not total darkness, but the kind of darkness one experiences on a moonless night.

Game Information: Change Environment 32" radius, -4 to Normal Sight PER Rolls, Personal Immunity (+1/4). Total cost: 45 points.

OPTIONS:

1) Larger Shadows: Increase to 125" radius. Total cost: 57 points.

2) Really Large Shadows: Increase to 500" radius. Total cost: 70 points.

3) Smaller Shadows: Decrease to 8" radius. Total cost: 35 points.

4) Moonlit Shadows: Decrease to -2 to Normal Sight PER Rolls. Total cost: 42 points.

5) Restrictive Shadows: The character is affected by his own power. Remove Personal Immunity (+1/4). Total cost: 36 points.

6) Centered Shadows: Add No Range (-1/2). 45 Active Points; total cost 30 points.

7) Effortless Shadows: Add Reduced Endurance (0 END; +1/2). Total cost: 63 points.

DEFENSIVE POWERS

EYES OF DARKNESS

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Sight Group Flash Defense (10 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's eyes are either made of darkness, surrounded by darkness, or in some other way protected by darkness, so bright flashes of light don't bother him so much.

Game Information: Sight Group Flash Defense (10 points) (10 Active Points); Only Versus Light-Based Effects (-1/4). Total cost: 8 points.

OPTIONS:

1) Strong Eyes: Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.

2) Lesser Eyes: Decrease to Sight Group Flash Defense (5 points). 5 Active Points; total cost 8 points.

3) Tiring Eyes: The power only works when the character puts some effort into it. Add Costs Endurance (-1/2). Total cost: 6 points.

DENSITY ALTERATION POWERS

OFFENSIVE POWERS

ENCUMBRANCE FIELD

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Change Environment, -5 DCV, -5 to DEX Rolls, -8" Movement
Target/Area Affected: 8" Radius
Duration: Constant
Range: 645"
END Cost: 5

Description: The character creates a field where everyone is denser than normal, and so suffer the penalties of carrying extra weight even though they have none.

The effects of this power are built using the rules for encumbrance (HERO System 5th Edition, page 250) as guidelines. As it stands, the field affects everyone equally, regardless of STR. If you want to be more "realistic" and account for high STR, reduce each combat effect by 1 for every 5 points of STR a victim has above 10. At the GM's option, this might even qualify for a -1/4 or -1/2 Limitation on the power.

Game Information: Change Environment 8" radius, Multiple Combat Effects, -5 DCV, -5 to DEX Rolls, -8" Running, Personal Immunity (+1/4), Reduced Endurance (1/2 END; +1/4). Total cost: 129 points.

OPTIONS:

- 1) Larger Encumbrance Field:** Increase to 32" radius. Total cost: 144 points.
- 2) Smaller Encumbrance Field:** Decrease to 2" radius. Total cost: 114 points.
- 3) Easy Encumbrance Field:** Increase to Reduced Endurance (0 END; +1/2). Total cost: 150 points.
- 4) Tiring Encumbrance Field:** Remove Reduced Endurance (+1/4). Total cost: 107 points.

DEFENSIVE POWERS

BLINK DESOLIDIFICATION

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: +6 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can reflexively render himself intangible. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he phases out of existence right before they hit him, then resolidifies a micro-second later.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-1/2). Total cost: 20 points.

OPTIONS:

- 1) Strong Blink Desolidification:** Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) Weak Blink Desolidification:** Decrease to +4 DCV. 20 Active Points; total cost 13 points.

SENSORY POWERS

MASS JUDGMENT

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Detect Exact Weight
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's sensitivity to mass and density is so great that he can judge the weight of an object or person, just by touching it.

Game Information: Detect Exact Weight (No Sense Group). Total cost: 3 points.

OPTIONS:

1) Improved Mass Judgment: Add +5 to PER.
Total cost: 8 points.

2) Analytical Mass Judgment: The character not only can tell how much the object weighs, but can gather information about why it weighs what it does - where its center of gravity is, what parts (if any) are hollow or have extra-dense fillers, and so on. Add Discriminatory and Analyze. Total cost: 13 points.

3) Ranged Mass Judgment: Add Range. Total cost: 8 points.

4) Automatic Mass Judgment: Add Sense. Total cost: 5 points.

5) Tiring Mass Judgment: Add Costs Endurance (-1/2). Total cost: 2 points.

DIMENSIONAL MANIPULATION POWERS

OFFENSIVE POWERS

DISTANCE DISTORTION ZONE

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Change Environment (increase the seeming scale of distance within the defined area), additional -6 to Range Modifier

Target/Area Affected: 8" radius

Duration: Constant

Range: 100"

END Cost: 0

Description: The character can manipulate the fabric of reality to create a zone 8" across that seems like it's actually 80" across to those within it. This affects how long it takes people to cross the area, the Range Modifier they suffer for making Ranged attacks into or through the distance distortion zone, and the like.

This power requires the GM's permission to buy, since its built using Change Environment in a somewhat unorthodox way. The primary combat effect is to increase the Range Modifier, which costs 4 Character Points for each additional -1 added to the standard Range Modifier. The normal Range Modifier for 8" is -2; that for 80" is -8, so the power adds -6 to the Range Modifier. Of course, the exact modifier suffered by a character firing into, out of, or through the field depends on the relative distance between him and his target; it's not necessarily always going to be -8.

The effect on movement is somewhat more difficult, since the power's supposed to have an absolute effect regardless of the number of inches of movement a character has - the zone basically reduces anyone's ability to move through it to one-tenth of normal. To simulate this, the power imposes -5" on all physical modes of movement (Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling). Following Rule #6 on page 337 of the HERO System 5th Edition core rulebook, the GM should apply this combat effect not as a strict reduction in the inches of movement of anyone in the

zone, but as a requirement to cross 80" rather than 8" to get across the zone.

Game Information: Change Environment (create distance distortion zone making it seem as if 8" is 80") 8" radius, Multiple Combat Effects, additional -6 to Range Modifier, -5" of Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling, Reduced Endurance (0 END; +1/2) (253 Active Points); Limited Range (100"; -1/4). Total cost: 202 points.

OPTIONS:

1) Strong Zone: Increase to 16" radius. 261 Active Points; total cost 209 points.

2) Weak Zone: Decrease to 4" radius. 246 Active Points; total cost 197 points.

3) Safe Zone: The character doesn't suffer the distortion effect due to his ability to warp the dimensional fabric. Add Personal Immunity (+1/4). 296 Active Points; total cost 237 points.

EARTH & STONE POWERS

OFFENSIVE POWERS

PITFALL

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Tunneling 5", Usable As Attack
Target/Area Affected: One hex
Duration: Instant
Range: 310"
END Cost: 6

Description: The character can cause the earth to open up and form a 1" x 1" pit beneath a target's feet. Unless the target has Flight or Gliding, he falls in; the GM may allow other characters to make DEX Rolls to grab the edge of the pit.

Game Information: Tunneling 5" through DEF 5 materials, Usable As Attack (does not affect characters with Flight or Gliding; +1), Ranged (+1/2) (62 Active Points); Only To Form Pits Beneath Targets (-1). Total cost: 31 points.

OPTIONS:

1) Deep Pit: Increase to Tunneling 8" through DEF 8 materials. 100 Active Points; total cost 50 points.

2) Shallow Pit: Decrease to Tunneling 3" through DEF 5 materials. 90 Active Points; total cost 45 points.

3) Suffocating Pit: The character can close the pit above his target(s), cutting off the air supply. Add Fill In. 87 Active Points; total cost 43 points.

4) Easy Pit: Add Reduced Endurance (0 END; +1/2). 75 Active Points; total cost 37 points.

DEFENSIVE POWERS

THE HEALING EARTH

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Healing BODY 3d6 (Regeneration)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body heals any physical damage done to it as long as he remains in contact with the ground.

Game Information: Healing BODY 3d6 (Regeneration; 3 BODY per Minute), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (60 Active Points); Extra Time + Increased Time Increment (3 BODY/Minute; -1 1/2), Self Only (-1/2), Only In Contact With The Ground (-1/4). Total cost: 18 points.

OPTIONS:

1) Strong Healing: Increase to Healing BODY 4d6. 80 Active Points; total cost 25 points.

2) Weak Healing: Decrease to Healing BODY 2d6. 40 Active Points; total cost 12 points.

3) Faster Healing: Remove Increased Time Increment. Total cost: 20 points.

4) Slower Healing: Increase Increased Time Increment to (3 BODY/Hour; -1 3/4). Total cost: 17 points.

5) Full Healing: Add Can Heal Limbs. 70 Active Points; total cost 21 points.

MOVEMENT POWERS

BOULDER RIDING

Submitted By: Jack Butler

Date Posted: 06/09/2003

Effect: Flight 10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: Using his control over the stuff of the earth, the character can create a "platform" on which he can ride through the air.

Game Information: Flight 10" (20 Active Points); Physical Manifestation (-1/4). Total cost 16 points.

OPTIONS:

1) Faster Boulder-riding: Increase to Flight 15". 30 Active Points; total cost 24 points.

2) Slower Boulder-riding: Decrease to Flight 8". 16 Active Points; total cost 13 points.

3) Tiring Boulder-riding: Moving a boulder with himself on it tires the character out quickly. Add Increased Endurance Cost (x3 END; -1). Total cost: 9 points.

4) Effortless Boulder-riding: The character's control over earth and stone allows him to move his boulder effortlessly. Add Reduced Endurance (0 END; +1/2). 30 Active Points; total cost 14 points.

5) Large Boulder I: The character can move a boulder large enough to carry up to three other human-sized persons with him. Add Usable Simultaneously (up to 4 people at once; +3/4) and Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-1/2). 35 Active Points; total cost 20 points.

6) Large Boulder II: As Large Boulder I, but change to Usable Simultaneously (up to 8 people at once; +1). 40 Active Points; total cost 23 points.

SAND POWERS

SANDSTORM

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Change Environment, -3 to Sight Group PER Rolls

Target/Area Affected: 16" Radius

Duration: Constant

Range: 155"

END Cost: 3

Description: The character can create a small but intense sandstorm. While it's not powerful enough to hurt anyone, all the sand in the air makes it difficult to see.

Game Information: Change Environment 16" radius, -3 to Sight Group PER Rolls. Total cost: 31 points.

OPTIONS:

1) Strong Sandstorm: Increase to -5 to Sight Group PER Rolls. Total cost: 37 points.

2) Weak Sandstorm: Decrease to -2 to Sight Group PER Rolls. Total cost: 28 points.

3) Large Sandstorm: Increase to 64" radius. Total cost: 41 points.

ELECTRICITY POWERS

OFFENSIVE POWERS

ARC WELDING

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Major Transform 1d6 (fuse two metal objects together)
Target/Area Affected: One object
Duration: Constant
Range: Touch
END Cost: 1

Description: The character can focus his control of electricity to generate a super-hot arc that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn't provide the necessary skill.

Game Information: Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Continuous (+1), Reduced Endurance (1/2 END; +1/4) (34 Active Points); No Range (-1/2), Requires A PS: Arc Welder Roll (-1/4). Total cost: 19 points.

OPTIONS:

- 1) Stronger Arc Welding:** Increase to Major Transform 2d6. 82 Active Points; total cost 47 points.
- 2) Weaker Arc Welding:** Decrease to Major Transform 1/2d6. 27 Active Points; total cost 15 points.
- 3) Ranged Arc Welding:** Remove No Range (-1/2). Total cost: 27 points.
- 4) Tiring Arc Welding:** Remove Reduced Endurance (+1/4). 30 Active Points; total cost 17 points.

CONTROLLABLE CHAIN LIGHTNING

Submitted By: Greg Elkins
Date Posted: 06/09/2003
Effect: Energy Blast 8d6
Target/Area Affected: 4", Any Area
Duration: Instant
Range: 450"
END Cost: 9

Description: The character can project a bolt of lightning that hits multiple targets in a given area of effect one after the other. The bolt hits the first target, then the second, and so on, and in the process it travels over or around any obstacles or targets the character wishes it to ignore.

Game Information: Energy Blast 8d6, Area Of Effect (4" Any Area; +1), Selective (+1/4). Total cost: 90 points.

OPTIONS:

- 1) Strong Chain Lightning:** Increase to Energy Blast 10d6 and any 5". Total cost: 112 points.
- 2) Weak Chain Lightning:** Decrease to Energy Blast 6d6 and any 3". Total cost: 67 points.
- 3) Larger Chain Lightning I:** Increase to Area Of Effect (8" Any Area; +1 1/4). Total cost: 100 points.
- 4) Larger Chain Lightning II:** Increase to Area Of Effect (16" Any Area; +1 1/2). Total cost: 110 points.
- 5) Short-Range Chain Lightning I:** The character can only project his bolt of chain lightning at targets up to 20" away. Add Limited Range (-1/4). 90 Active Points; total cost 72 points.
- 6) Short-Range Chain Lightning II:** As Short-Range Chain Lightning I, but change to Reduced By Range (-1/4). 90 Active Points; total cost 72 points.
- 7) Tiring Chain Lightning:** Using this power exhausts the character. Add Increased Endurance Cost (x2 END; -1/2). Total cost: 60 points.
- 8) Ongoing Chain Lightning:** The field of chain lightning lasts as long as the character wants to keep it up and pays END to do so. Add Continuous (+1). Total cost: 130 points.

IONIZE**Submitted By:** Bob Greenwade**Date Posted:** 06/04/2003**Effect:** -5 DCV**Target/Area Affected:** One character**Duration:** Constant**Range:** 185"**END Cost:** 4

Description: The character can electrically charge an opponent's body, making him easier to hit with electrical, magnetic, or metal-based attacks. This power requires the GM's permission, since it uses the optional rules for Negative Combat Skill Levels.

Game Information: Negative Combat Skill Levels (-5 to opponent's DCV), Ranged (+1/2) (37 Active Points); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-1/2). Total cost: 25 points.

OPTIONS:

1) Heavy Ionization: Increase to -8 DCV. 60 Active Points; total cost 40 points.

2) Light Ionization: Decrease to -3 DCV. 22 Active Points; total cost 15 points.

3) Accurate Ionization: The character can ionize any target within view, regardless of distance. Add Line Of Sight (+1/2). 50 Active Points; total cost 33 points.

4) Ionize Variant: This version of Ionize uses Change Environment instead of the optional rule for Negative Combat Skill Levels. Change Environment 8" radius, -5 DCV (40 Active Points); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-1/2). Total cost: 27 points.

TOUCH OFF**Submitted By:** (Unknown)**Date Posted:** (Unknown)**Effect:** RKA 3d6, Requires Explosives**Target/Area Affected:** 1" Radius**Duration:** Instant**Range:** 335"**END Cost:** 7

Description: The character sends a mild pulse of electricity coursing over a person's body. Anything explosive on his person - grenades, gunpowder in bullets, plastic explosives, dynamite - detonates from the heat and the charge. The explosion may hurt other people nearby.

The GM should consider scaling the damage of this power based on the amount of explosive substances present on the target's body. For example, if the target just has a clip full of bullets, maybe he takes a maximum of 1 BODY per bullet or the total rolled on the damage roll, whichever is less. Technically this power should include a Linked Drain to deprive the target of his Charges (bullets, explosives, and the like). If desired, the GM can build that effect similar to the Legion Of Attackers ability on page 154 of The UNTIL Superpower Database and add it to this power.

Game Information: RKA 3d6, Area Of Effect (One Hex; +1/2) (67 Active Points); Requires Explosive Substances (-1). Total cost: 33 points.

OPTIONS:

1) Bigger Ka-boom: Increase to RKA 5d6. 112 Active Points; total cost 56 points.

2) Smaller Ka-boom: Decrease to RKA 2d6. 45 Active Points; total cost 22 points.

EMOTION CONTROL POWERS

OFFENSIVE POWERS

CRIPPLING DEPRESSION

Submitted By: Levi Mote

Date Posted: 06/20/2003

Effect: Entangle 3d6, 3 DEF, BOECV

Target/Area Affected: One character

Duration: Instant

Range: Line of Sight (LOS)

END Cost: 7

Description: This power allows a character to inflict on another character a depression so profound that it causes quasi-catatonic inability to get up the willpower to do anything. Only strong-willed characters can overcome the effect and break free.

Game Information: Entangle 3d6, 3 DEF, Based On ECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+1/4), Works Against EGO, Not STR (+1/4) (75 Active Points); Mental Defense Adds To EGO (-1/2), Cannot Form Barriers (-1/4). Total cost: 43 points.

OPTIONS:

1) Strong Depression I: Increase to Entangle 5d6, 5 DEF. 125 Active Points; total cost 71 points.

2) Strong Depression II: Increase to Entangle 3d6, 6 DEF. 112 Active Points; total cost 64 points.

3) Weak Depression: Decrease to Entangle 2d6, 2 DEF. 55 Active Points; total cost 31 points.

EMPATHIC PROJECTION FIELD

Submitted By: Chris Longhurst

Date Posted: 06/23/2003

Effect: Mind Control 12d6

Target/Area Affected: 30" radius around user

Duration: Constant

Range: No Range

END Cost: None

Description: A character with this power can broadcast his current emotional state to everyone around him, causing them to feel the same way he does.

Game Information: Mind Control 12d6, Telepathic (+1/4), Explosion (lose 1d6 of effect per 2"; +3/4), Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2) (165 Active Points); No Range (-1/2), Limited Set Of Commands (only whatever emotion the user feels at the time, -1/2). Total cost: 82 points.

OPTIONS:

1) Strong Field: Increase to Mind Control 16d6. 220 Active Points; total cost 110 points.

2) Weak Field: Decrease to Mind Control 10d6. 137 Active Points; total cost 68 points.

3) Larger Field: Increase Explosion to -1d6 per 3" (+1). 180 Active Points; total cost 90 points.

4) Perpetual Uncontrollable Field: The character always broadcasts his emotions; he can't control himself. Change to Mind Control 14d6 (standard effect: 42 points), Telepathic (+1/4), Explosion (lose 1d6 of effect per 2"; +3/4), Mobile (+1), Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (297 Active Points); Always On (-1/2), No Range (-1/2), Limited Set Of Commands (only whatever emotion the user feels at the time, -1/2). Total cost: 118 points.

DEFENSIVE POWERS

CALM DEMEANOR

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Succor PRE 6d6

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: A character with this power can enhance his courage and strengthen his will so he can resist the effects of fear and intimidation.

Game Information: Succor PRE 6d6 (30 Active Points); Only To Resist Presence Attacks And Other Attacks Based On Fear (-1), Self Only (-1/2). Total cost: 12 points.

OPTIONS:

1) Great Calm: Increase to Succor PRE 9d6. 45 Active Points; total cost 18 points.

2) Lesser Calm: Decrease to Succor PRE 3d6. 22 Active Points; total cost 9 points.

3) Share The Calm I: The character can instill the sense of calm in someone else, usually an ally. Remove Self Only (-1/2). Total cost: 15 points.

MISC. POWERS

SOCIAL CHAMELEON

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: +6 with Interaction Skills
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character possesses innate empathic powers that allow him to "attune" himself to anyone he's interacting with. As a result, he always seems friendly, fascinating, sympathetic, interesting, intimidating, sexy, or whatever else the other person is looking for or is most in need of at the moment. Game Information: +6 with Interaction Skills. Total cost: 30 points.

OPTIONS:

1) Strong Chameleon: Increase to +8 with Interaction Skills. Total cost: 40 points.

2) Weak Chameleon: Decrease to +4 with Interaction Skills. Total cost: 20 points.

3) Active Chameleon: The character has to actively invoke this power; it's not a subconscious thing. Add Costs Endurance (-1/2). 30 Active Points; total cost 20 points.

FIRE & HEAT POWERS

OFFENSIVE POWERS

FLY IN THE AMBER

Submitted By: Mike Basinger

Date Posted: 06/05/2003

Effect: Entangle 4d6, 6 DEF

Target/Area Affected: One Hex

Duration: Instant

Range: 375"

END Cost: 7

Description: The character uses heat to melt the ground underneath his target. After the target sink in the molten area, the heat is quickly withdrawn causing the target to be trapped in the now hardened ground (but without suffering any significant burns).

Game Information: Entangle 4d6, 6 DEF, Area Of Effect (One Hex; +1/2) (75 Active Points); Only Affects Targets On The Ground (-1/4), Cannot Form Barriers (-1/4). Total cost: 50 points.

OPTIONS:

1) Heavy Amber: Increase to Entangle 6d6, 6 DEF. Total cost: 60 points

2) Slow Cooling: The character does not completely cool the molten area. Add RKA 1d6, Continuous (+1), Uncontrolled (lasts for 2d6 Segments or until character is freed from Entangle; +1/2) (37 Active Points); Linked (-1/2). Total cost: 25 points.

TOUCH OFF

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: RKA 3d6, Requires Explosives

Target/Area Affected: 1" Radius

Duration: Instant

Range: 335"

END Cost: 7

Description: The character sends a mild flash of fire coursing over a person's body. Anything explosive on his person - grenades, gunpowder in bullets, firecrackers, dynamite - detonates from the heat and flame. The explosion may hurt other people nearby.

The GM should consider scaling the damage of this power based on the amount of explosive substances present on the target's body. For example, if the target just has a clip full of bullets, maybe he takes a maximum of 1 BODY per bullet or the total rolled on the damage roll, whichever is less. Technically this power should include a Linked Drain to deprive the target of his Charges (bullets, explosives, and the like). If desired, the GM can build that effect similar to the *Legion Of Attackers* ability on page 154 of *The UNTIL Superpower Database* and add it to this power.

Game Information: RKA 3d6, Area Of Effect (One Hex; +1/2) (67 Active Points); Requires Explosive Substances (-1). Total cost: 33 points.

OPTIONS:

1) Bigger Ka-boom: Increase to RKA 5d6. 112 Active Points; total cost 56 points.

2) Smaller Ka-boom: Decrease to RKA 2d6. 45 Active Points; total cost 22 points.

WELDING

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Major Transform 1d6 (fuse two metal objects together)

Target/Area Affected: One object

Duration: Constant

Range: Touch

END Cost: 1

Description: The character can focus his control of fire to generate a super-hot flame that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn't provide the necessary skill.

Game Information: Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Continuous (+1), Reduced Endurance (1/2 END; +1/4) (34 Active Points); No Range (-1/2), Requires A PS: Arc Welder Roll (-1/4). Total cost: 19 points.

OPTIONS:

1) Stronger Arc Welding: Increase to Major Transform 2d6. 82 Active Points; total cost 47 points.

2) Weaker Arc Welding: Decrease to Major Transform 1/2d6. 27 Active Points; total cost 15 points.

3) Ranged Arc Welding: Remove No Range (-1/2). Total cost: 27 points.

4) Tiring Arc Welding: Remove Reduced Endurance (+1/4). 30 Active Points; total cost 17 points.

MOVEMENT POWERS

FIRE WALKING

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Teleportation 20", Only Through Fires

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character can travel instantly from one place to another - provided that there's a fire in both places. If he has no fire available, he cannot Teleport; and even when he does have a fire to use at his departure point, he can only designate as arrival points other places where fire exists. Both areas of fire must be at least 1" big (big enough to cover an adult human).

Game Information: Teleportation 20" (40 Active Points), Only Through Fire (-1). Total cost: 20 points.

OPTIONS:

1) Big Steps I: Increase to Teleportation 30". 60 Active Points; total cost 30 points.

2) Big Steps II: Add x8 Noncombat. 50 Active Points; total cost 25 points.

3) Big Steps III: The character can step to fires many miles away, provided he can perceive them. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 80 Active Points; total cost 40 points.

4) Short Steps: Decrease to Teleportation 10". 20 Active Points; total cost 10 points.

5) Fiery Road: The character's comrades can accompany him on his journey, but the departure and arrival points must have fires large enough to contain

the entire group (1" of fire per person). Add Usable Simultaneously (up to four people at once; +3/4) and Entire Group Must Travel Together (-1/4). 70 Active Points; total cost 35 points.

6) Fiery Portal I: The character can open a "portal" from one area of fire to another. People can travel either way through the portal, or fire attacks through them. Change to Teleportation 15", Area Of Effect (One Hex; +1/2), Continuous (+1), Usable On Others (+1/4) (82 Active Points); Gate (-1/2), Only Through Fire (-1). Total cost: 33 points.

7) Fiery Portal II: Like Fiery Portal I, but add MegaScale (1" = 1 km; +1/4). 90 Active Points; total cost 36 points.

8) Smokewalking: Like Firewalking, but the character can use 1" of smoke or fire to travel through. He can start in fire and end up in smoke, or vice-versa; he's not restricted to fire-fire or smoke-smoke. Change Only Through Fire to Only Through Fire Or Smoke (-1/2). Total cost: 27 points.

FORCE POWERS

OFFENSIVE POWERS

DISRUPT FORCE FIELDS

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Suppress Force Field 8d6

Target/Area Affected: One character

Duration: Constant

Range: 200"

END Cost: 4

Description: The character's control over fields and planes of force is so great that he can disrupt protective force-fields around other characters and objects.

Because this power derives from a character's ability to manipulate "force energy," the GM may rule that some special effects of the Force Field Power wouldn't be susceptible to it (for example, a Force Field bought with a Limitation to simulate a character's heightened resistance to a particular type of damage, rather than a "force field" in the literal sense). Alternately, the power may affect such Force Fields at half strength (4d6). If these types of Force Fields occur commonly in the campaign, the GM might even grant the character a Limitation on this power.

Game Information: Suppress Force Field 8d6. Total cost: 40 points.

OPTIONS:

1) Strong Disruption: Increase to Suppress Force Field 12d6. Total cost: 60 points.

2) Weak Disruption: Decrease to Suppress Force Field 6d6. Total cost: 30 points.

3) Easy Disruption: Add Reduced Endurance (1/2 END; +1/4). Total cost: 50 points.

4) Expanded Disruption I: The character can disrupt both Force Fields and Force Walls, but not simultaneously. This power requires the GM's approval, since it uses the Varying Effect Advantage in a slightly different way to allow the character to effect either of two Powers, rather than any one power within a given special effect. Add Varying

Effect (any one Force Field or Force Wall, one at a time; +1/4). Total cost: 50 points.

5) Expanded Disruption II: As Expanded Disruption I, but the character can affect Force Fields and Force Walls simultaneously. Change to Add Varying Effect (both Force Field and Force Wall simultaneously; +1/2). Total cost: 60 points.

HYPERSENSES POWERS

OFFENSIVE POWERS

ANTICIPATION

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Lightning Reflexes (+10 to act first with All Attacks)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's senses are so acute that he can perceive what's about to happen and respond to it more quickly than others.

Game Information: Lightning Reflexes: +10 to act first with All Attacks (15 Active Points); Requires A PER Roll (assumes PER Roll of 12- or 13-; -3/4). Total cost: 9 points.

OPTIONS:

1) Strong Anticipation: Increase to +14 DEX. 21 Active Points; total cost 12 points.

2) Weak Anticipation: Decrease to +6 DEX. 9 Active Points; total cost 5 points.

3) Tiring Anticipation: Add Costs Endurance (-1/2). 15 Active Points; total cost 7 points.

DEFENSIVE POWERS

DANGER SENSE DODGING

Submitted By: (Unknown)

Date Posted: 06/20/2003

Effect: Armor (20 PD/20 ED), Hardened

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 0

Description: The character uses his ability to sense danger to track and avoid incoming attacks (though he has to be prepared to do so). If he makes an Acting roll, he can time events so precisely that it looks like

the attack hit him, even though at best it only grazed him.

Game Information: Armor (20 PD/20 ED), Hardened (+1/4) (75 Active Points); Requires A Danger Sense Roll (-1/2), Costs Endurance (-1/2), Instant (-1/2). Total cost: 30 points.

RESILIENT SENSES

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Flash Defense (various types)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's senses are so strong, or so acute, that it's much harder to "blind" or block them. The character may buy some or all of the abilities listed below.

Game Information:

Cost	Power
10	<i>Resilient Vision:</i> Sight Group Flash Defense (10 points)
10	<i>Resilient Hearing:</i> Hearing Group Flash Defense (10 points)
10	<i>Resilient Smell:</i> Smell/Taste Group Flash Defense (10 points)
10	<i>Resilient Feel:</i> Touch Group Flash Defense (10 points)

SENSORY POWERS

I CAN HEAR YOU BREATHING

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Detect Respiration

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's hearing is so acute that he can perceive the sounds made by living beings when they breathe. Even the sneakiest thief with the highest Stealth roll has to breathe, after all!

Game Information: Detect Respiration (INT Roll) (Hearing Group). Total cost: 3 points.

OPTIONS:

1) Strong Hearing: Increase to +3 to PER Rolls. Total cost: 6 points.

2) Discriminatory Hearing: The character's ability to differentiate between different types of respiration tells him whether the being breathing is a man or a woman, a human or some other sentient species, a humanoid or an animal, and so forth. Add Discriminatory. Total cost: 8 points.

3) Analytical Hearing: The character's ability to differentiate between different types of respiration tells him exactly what sort of species is doing the breathing, and may provide other sorts of information (such as a rough estimate of the being's CON or lung capacity). Add Discriminatory, Analyze. Total cost: 13 points.

ICE & COLD POWERS

OFFENSIVE POWERS

FREEZE FLESH

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: RKA 1d6, AVLD (Power Defense),

Does BODY

Target/Area Affected: One character

Duration: Instant

Range: 260"

END Cost: 5

Description: The character freezes a target's flesh so quickly that the cells instantly crystallize and burst. This only works on targets with normal organic chemistry; inorganic targets such as robots or vehicles, characters with Life Support (Safe Environment: Extreme Cold), or certain others with unusual biochemistry are immune.

Game Information: RKA 1d6, AVLD (Power Defense; +1 1/2), Does BODY (+1) (52 Active Points); Only Versus Targets With Normal Organic Body Chemistry (-1/2). Total cost: 35 points.

OPTIONS:

1) Deeper Freeze: Increase to RKA 2d6. 105 Active Points; total cost 70 points.

2) Not So Deep Freeze: Decrease to RKA 1/2d6. 35 Active Points; total cost 23 points.

3) Easy Freeze: Add Reduced Endurance (0 END; +1/2). 60 Active Points; total cost 40 points.

4) Tiring Freeze: Add Increased Endurance Cost (x2 END; -1/2). Total cost 26 points.

SUPERCONDUCTIVITY FIELD

Submitted By: Lance Wroblewski

Date Posted: (Unknown)

Effect: Change Environment (create superconductive field)

Target/Area Affected: 32" radius

Duration: Constant

Range: 250"

END Cost: 5

Description: This power allows a character to reduce the temperature in an area to such an extreme low that the air in the area has a superconductive effect. This in turn makes anyone in the area more vulnerable to electrical attacks.

Game Information: Change Environment (create superconductive area) 32" radius, -5 DCV (50 Active Points); DCV Loss Only Applies Against Electrical Attacks (-1/2). Total cost: 33 points.

OPTIONS:

1) Extreme Superconductivity: Increase to -7 DCV. 60 Active Points; total cost 40 points.

2) Minor Superconductivity: Decrease to -3 DCV. 40 Active Points; total cost 27 points.

3) Realistic Superconductivity: This version takes into account the extreme temperatures needed for superconductivity. Add Multiple Combat Effects and -5 Temperature Levels. 70 Active Points; total cost 47 points.

4) Superconductivity Field Variant: This version of the Superconductivity Field enhances electrical powers instead of making characters easier to hit with them. Change to Aid Electrical Powers 4d6, all Electrical Powers simultaneously (+2), Area Of Effect (18" Radius; +1), Constant (+1), Ranged (+1/2). Total cost: 220 points.

DEFENSIVE POWERS

ICE SLIDE RESCUE

Submitted By: (Unknown)

Date Posted: 11/24/2003

Effect: Gliding 12", Usable As Attack

Target/Area Affected: 20" long and 4" wide
Line

Duration: Constant

Range: 20"

END Cost: 5

Description: The character can use his ice powers to create a slide-like construct that catches people who are falling and lets them slide safely down to the ground. The construct is 20" long and 4" wide, so it can catch multiple people at once.

This power requires the GM's permission because it uses some unusual constructs. Instead of applying a form of Usable On Others and increasing the number of people the power can affect, it uses a combination of Usable As Attack (so the character controls the creation and location of the slide, and pays the END for it) plus Area Of Effect to define the size of the slide and thus how many people it can catch.

Game Information: Gliding 12", Area Of Effect (20" long and 4" wide Line; +1 3/4), Usable As Attack (+1), Limited Range (20"; +1/4) (48 Active Points); Costs Endurance (-1/2), Physical Manifestation (-1/4), Only To Slide People To The Ground (-1/4). Total cost: 24 points.

KINETIC ENERGY POWERS

OFFENSIVE POWERS

TURNABOUT

Submitted By: Bob Greenwade

Date Posted: 06/23/03

Effect: Change Environment (impose Turn Mode)

Target/Area Affected: One character

Duration: Constant

Range: 140"

END Cost: 3

Description: A character with this power can use his control over inertia to make it difficult for persons or vehicles to turn or maneuver while moving. If the target (be it a person or vehicle) tries to turn more frequently or sharply than allowed by the Turn Mode rules (HERO System 5th Edition, page 240), he must make a DEX Roll at -4. If he fails, either he cannot turn, he doesn't turn far enough, or some other result applies (he slips and falls, he skids out of control, or the like). This applies regardless of the mode of movement used, and even if the mode of movement has the No Turn Mode Advantage.

Game Information: Change Environment 1" radius (impose Turn Mode), -4 to DEX Rolls, Usable As Attack (+1) (28 Active Points); Only Applies If Target Tries To Turn More Frequently/Sharply Than Allowed By Turn Mode Rules (-1), Only Affects One Person (-1/2). Total cost: 11 points.

OPTIONS:

1) Strong Turnabout: Increase to -6 to DEX Rolls. 40 Active Points; total cost 16 points.

2) Weak Turnabout: Decrease to -2 to DEX Rolls. 16 Active Points; total cost 6 points.

LIGHT POWERS

DEFENSIVE POWERS

LASER POINT DEFENSE

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Missile Deflection (all physical attacks)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character uses laser beams to destroy incoming projectiles.

Game Information: Missile Deflection (all physical attacks) (15 Active Points); Costs Endurance (-1/2). Total cost: 10 points.

OPTIONS:

1) Improved Laser Point Defense: Add +5 with Missile Deflection (total cost: 10 points). Total cost: 20 points.

2) Ranged Laser Point Defense: Add Ranged (+1). 30 Active Points; total cost 20 points.

LUCK POWERS

OFFENSIVE POWERS

UNFORTUNATE IMPRISONMENT

Submitted By: Levi Mote
Date Posted: 06/20/2003
Effect: Entangle 7d6, no DEF, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 350"
END Cost: 7

Description: Structures just inexplicably collapse near the character, burying his enemies in rubble. However, the collapse causes no injury, and anyone can wriggle free of the debris given time. (To cause injury at the same time, use this power as part of a multiple-Power attack with Environmental Mayhem, USPD 130.)

Game Information: Entangle 6d6, Indirect (always from above; +1/4) (75 Active Points); OIF (environmental objects of opportunity; -1/2), No Defense (-1 1/2), Side Effects (miscellaneous minor damage to the environment, always occurs; -0). Total cost: 25 points.

OPTIONS:

1) Uncontrollable Unfortunate Imprisonment: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case - if the character's luck is an unconscious thing - add Trigger (+1/4), Only Works Once Per Scene (-1/2), and No Conscious Control (-2). 90 Active Points; total cost 16 points.

DEFENSIVE POWERS

AGAINST ALL ODDS

Submitted By: Bob Greenwade
Date Posted: 06/23/2003
Effect: Desolidification, Only To Protect
Against Limited Type Of Attack
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: Even in situations where it seems virtually impossible that the character could avoid harm or escape from a dangerous situation, he gets an incredibly lucky break that saves him. For example, if stuck in a collapsing building or an avalanche zone, he just happens to stand where no debris falls; or multiple enemies could target him with Autofire weapons at point-blank range but miss with every shot.

Unfortunately, the character's luck is not perfect. It will not protect him against attacks or other effects that "saturate" an area, such as fireballs, gas clouds, or anything else the GM believes the character cannot avoid. Furthermore, the character can only use this power to save himself from one dangerous situation per Phase; once he activates it, it won't work again until the character's next Phase.

Game Information: Desolidification (affected by "saturated" attacks) (40 Active Points); Only To Protect Against Limited Type Of Attack (see text; -1), Instant (-1/2). Total cost: 16 points.

OPTIONS:

1) Continuing Lucky Break: The power works for as long as the character pays END. Remove Instant. Total cost: 20 points.

2) Persistent Lucky Break: The power remain in effect all the time, even when the character sleeps. This requires the GM's permission, or the character has to buy Affects Physical World for all of his other abilities. Remove Instant and add Reduced Endurance (0 END; +1/2) and Persistent (+1/2). 80 Active Points; total cost 40 points.

3) Uncontrollable Lucky Break: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case - if the character's luck is an unconscious thing - add Trigger (+1/4), Only Works Once Per Scene (-1/2), and No Conscious Control (-2). 50 Active Points; total cost 10 points.

SENSORY POWERS

I JUST HAPPENED TO NOTICE...

Submitted By: Bob Greenwade
Date Posted: 06/23/2003
Effect: +10 PER Rolls with all Sense Groups
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character notices things more readily than other people because he "just happens" to look at the right spot, pay attention to the right voice, or think about the right things to check on.

Game Information: +10 to PER Rolls with all Sense Groups. Total cost: 30 points.

OPTIONS:

1) Better Noticing: Increase to +15 PER. Total cost: 45 points.

2) Lesser Noticing: Decrease to +5 PER. Total cost: 15 points.

3) Uncontrollable Noticing: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case - if the character's luck is an unconscious thing - add Trigger (+1/4), Only Works Once Per Scene (-1/2), and No Conscious Control (-2). 37 Active Points; total cost 11 points.

MISC. POWERS

AGAINST ALL ODDS (VARIANT)

Submitted By: Dan Behlings
Date Posted: 06/04/2003
Effect: Luck 10d6, No Conscious Control
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Some characters have the ability to survive against seemingly impossible odds. When a character with Against All Odds finds himself in a situation the GM deems hopeless, the power takes effect to give him a fighting chance to succeed (or at least escape!).

This power uses the second option for Luck described on page 129 of the *HERO System 5 Edition*: when the GM tells the player the power has activated, the player rolls ten dice of Luck. The total on the dice represents points the character can add to or subtract from his rolls for the rest of "the scene" (as defined by the GM) and/or until events reach a dramatically satisfying conclusion for Our Hero (note that this doesn't necessarily mean total triumph, or even triumph at all; sometimes living to fight another day is a dramatically satisfying thing).

Game Information: Luck 10d6 (50 Active Points); No Conscious Control (only GM can activate power, but once it's activated the character controls the use of the "Luck points"; -1), Effect Only Remains For One Scene Or Until Dramatically Satisfying Conclusion Is Reached (-0). Total Cost: 25 points.

OPTIONS:

1) The Will To Succeed: The character's ability to come out ahead depends less on sheer luck than on his overwhelming will to succeed when the chips are down. Add Requires An EGO Roll (assuming an EGO of 13-22; -3/4). Total cost: 18 points.

2) Fate Is Fickle: The character's Luck doesn't always kick in to help him. Even when the GM activates the power, it might not work! Add Activation Roll 11- (-1). Total cost: 17 points.

LUCKY GUESS

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Detect Correct Answer
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: When faced with a question he doesn't know the answer to, the character can, after just a little thought, take a guess that's usually the correct answer. He doesn't know why the answer is correct, and he may not know it's correct until it's confirmed, but his answers are usually the right ones. Obviously, this power has the potential to unbalance many games, particularly ones that focus on investigation and character interaction, so characters should get the GM's approval before buying it.

Game Information: Detect Correct Answer (INT Roll) (no Sense Group), Discriminatory. Total cost: 15 points.

OPTIONS:

1) Accurate Guess: Increase to INT +5. Total cost: 20 points.

2) Incredible Guess: Increase to INT +10. Total cost: 25 points.

3) That's My Contribution For The Day: Add 1 Charge (-2). 15 Active Points; total cost 5 points.

PUSHING YOUR LUCK

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Luck +2d6
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 10

Description: In a particularly difficult situation, the character may attempt to put extra effort into manipulating probability in his favor. He must already have at least one die of Luck to buy this power. As usual with Luck, he has no control over the exact results of his effort, or even any assurance it will work.

Game Information: Luck +2d6 (10 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x10 END; -4). Total cost: 2 points.

RESCUER

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Summon 350-point superbeing
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 10

Description: In genre fiction, when things go badly for the hero, rescuers tend to show up at just the right moment. Typically the person who arrives is the character's ally or colleague, but could simply be an enemy of the person the character is fighting. The end result - the person who arrives helps the character - remains the same.

As a default, this power assumes the character's rescuer is built on a total of 350 Character Points. You can easily adjust the point total up or down by changing the cost of the power.

Game Information: Summon one 350-point character (70 Active Points), Arrives Under Own Power (-1/2). Total cost: 47 points.

OPTIONS:

1) Guess Who's In The Neighborhood: The power only works if the Summoned character is close enough to arrive in time, and/or if he can hear the "cry for help." Add Summoned Being Must Inhabit Locale (-1/2). Total cost: 35 points.

2) It's The Bloomin' Cavalry! Increase to eight 350-point characters. 85 Active Points; total cost 57 points.

MATTER MANIPULATION POWERS

OFFENSIVE POWERS

MATTER CREATION ATTACK

Submitted By: (Unknown)
Date Posted: 11/24/2003
Effect: Entangle 6d6, 6 DEF/Energy Blast 9d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 300"/280"
END Cost: 6/6

Description: The character can use his power to create matter in offensive ways. First, he can create rock, metal, or similar materials around a target, imprisoning him. Second, he can create chunks of similar material above the target to drop on him and cause injury.

Game Information:

Cost	Power
60	<i>Matter Creation Attack:</i> Multipower, 60-point reserve
6u	1) <i>Matter Envelope:</i> Entangle 6d6, 6 DEF
6u	2) <i>Matter Dropping:</i> Energy Blast 9d6, Indirect (always from above; +1/4)

Total cost: 72 points

OPTIONS:

1) Strong Power: Increase reserve to 75 points, Slot One to Entangle 8d6, 7 DEF and Slot Two to Energy Blast 12d6. Total cost: 89 points.

2) Weak Power: Decrease reserve to 50 points, Slot One to Entangle 5d6, 5 DEF and Slot Two to Energy Blast 8d6. Total cost: 60 points.

3) Sharp Matter Dropping: The character can also create sharp or pointed chunks of matter to drop on his foes. Add a third slot, RKA 3d6, Indirect (always from above; +1/4). Total cost: 78 points.

MOLECULAR INCOHESION

Submitted By: Bob Greenwade
Date Posted: 07/02/2003
Effect: RKA 2d6, Armor Piercing, Penetrating (x2)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: The character can remove the cohesion between molecules, thus allowing him to rip, tear, or pull apart an object with ease. Even the toughest materials have little chance against this power.

Game Information: RKA 2d6, Armor Piercing (+1/2), Penetrating (x2; +1) (75 Active Points); No Range (-1/2), Reduced STUN Multiplier (1d6-3; -1/2), No Knockback (-1/4). Total cost: 33 points.

OPTIONS:

1) Strong Incohesion: Increase to RKA 3d6. 112 Active Points; total cost 50 points.

2) Weak Incohesion: Decrease to RKA 1d6. 37 Active Points; total cost 16 points.

3) Easy Incohesion: Add Reduced Endurance (0 END; +1/2). 90 Active Points; total cost 40 points.

4) Painful Incohesion: Remove Reduced STUN Multiplier (-1/2). Total cost: 43 points.

5) Really Painful Incohesion: As Painful Incohesion, but also add Increased STUN Multiplier (1d6+1; +1/2). 90 Active Points; total cost 51 points.

MISC. POWERS

CLOTH CONTROL

Submitted By: (Unknown)
Date Posted: 06/04/2003
Effect: Various (see text)
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character has broad powers of control over cloth, thread, and textile fibers in general. He can change one type or color of cloth to another, "stitch" clothes together to prevent the person wearing them from moving, or shred clothes. Note that this power only works against cloth (including artificial fibers like polyester) and objects made from it. It would not work against leather, the rubber soles of shoes, metal buckles, ivory buttons, or the like.

Game Information:

Cost	Power
20	<i>Cloth Control:</i> Multipower, 20-point reserve
1u	1) <i>Alter Clothing:</i> Cosmetic Transform 4d6 (one set of clothes into another; heals back through another application of this power); Limited Target (clothes; -1/2)
1u	2) <i>Confining Stitching:</i> Entangle 2d6, 2 DEF; Only Works Against Persons Wearing Appropriate Clothing (-1/2)
1u	3) <i>Unstitch:</i> RKA 1d6+1; Only Works Against Cloth (-2)

Total cost: 23 points

MOLECULAR ADHESION

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Clinging (STR +30)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character uses his control of molecular properties to "stick" to any surface - he can even walk up walls!

Game Information: Clinging (STR +30).
 Total cost: 20 points.

OPTIONS:

1) Strong Adhesion: Increase to Clinging (STR +60). Total cost: 30 points.

2) Weak Adhesion: Decrease to Clinging (normal STR). Total cost: 10 points.

MENTAL & PSIONIC POWERS

OFFENSIVE POWERS

PSI-BLADE

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Ego Attack 4d6, Requires An Attack Roll

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 4

Description: The character can form a blade of pure psychic energy and use it to attack as he would a sword or dagger - except that it doesn't cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: Ego Attack 4d6 (40 Active Points); No Range (-1/2), Requires An Attack Roll (-1/2). Total cost: 20 points.

OPTIONS:

1) Strong Psi-blade: Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.

2) Weak Psi-blade: Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.

3) Deadly Psi-blade I: Add Does BODY (+1). 80 Active Points; total cost 40 points.

4) Deadly Psi-blade II: Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.

PSI-DARTS

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Ego Attack 4d6, Requires An Attack Roll

Target/Area Affected: One character

Duration: Instant

Range: Range Based on Strength

END Cost: 4

Description: The character can form a "dart" of pure psychic energy and throw it at targets (for these purposes the dart is assumed to have a "weight" of .25 kg). The dart doesn't cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: Ego Attack 4d6 (40 Active Points); Normal Range Based On STR (-1/2), Requires An Attack Roll (-1/2). Total cost: 20 points.

OPTIONS:

1) Strong Psi-dart: Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.

2) Weak Psi-dart: Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.

3) Deadly Psi-dart I: Add Does BODY (+1). 80 Active Points; total cost 40 points.

4) Deadly Psi-dart II: Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.

5) Multiple Psi-darts: Add Autofire (3 shots; +1/4). 50 Active Points; total cost 25 points.

6) Seeking Psi-darts: The character can throw the darts so that they arc around corners and other obstacles. Add Indirect (always originates from the character, but can strike target from any angle; +1/2). 60 Active Points; total cost 30 points.

TELEPATHIC TIME STOP

Submitted By: Karl Rodriguez

Date Posted: 10/06/2003

Effect: Entangle 4d6, 4 DEF, BOECV

Target/Area Affected: 23" Radius

Duration: Instant

Range: Line of Sight (LOS)

END Cost: 0

Description: A character with this power can telepathically "freeze" everyone in a 23" radius area. While frozen, the victims cannot use their senses, or

even sense the passage of time; they "wake up" thinking nothing unusual has happened (though they may experience odd physical sensations, such as a funny taste in the mouth, for a few moments). The user of the ability can selectively chose to leave some people "unfrozen" so he can interact with them.

Game Information: Entangle 4d6, 4 DEF, Stops A Given Sense Group (Sight Group, Hearing Group, Smell/Taste Group, Passage Of Time), Takes No Damage From Physical Attacks (+1/4), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+1/4), Area Of Effect (20" Radius; +1), Selective (+1/4), Reduced Endurance (0 END; +1/2) (319 Active Points); Mental Defense Adds To EGO (-1/2), Cannot Form Barriers (-1/4), Susceptible (to Mental Powers, Uncommon; -1/4). Total cost: 159 points.

OPTIONS:

1) Strong Time Stop: Increase to Entangle 5d6, 5 DEF. 361 Active Points; total cost 180 points.

2) Weak Telepathic Time Stop: Decrease to Entangle 3d6, 3 DEF. 276 Active Points; total cost 138 points.

3) Larger Area: Increase to Area Of Effect (46" Radius; +1 1/4). 337 Active Points; total cost 168 points.

4) Smaller Area: Decrease to Area Of Effect (4" Radius; +1). 319 Active Points; total cost 159 points.

5) Escape Time Stop: The character uses this power solely to foil pursuit. Remove Selective (+1/4). 300 Active Points; total cost 150 points.

DEFENSIVE POWERS

MISDIRECTED AIM

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: +4 DCV, Usable As Attack

Target/Area Affected: One character

Duration: Constant

Range: Self/200"

END Cost: 2/5

Description: The character has the ability to contact attackers' minds telepathically and "nudge" them so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character

controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:

Cost Power

33 *Misdirected Aim:* Multipower, 50-point powers; all Costs Endurance (-1/2)

1u 1) *Self-Protection:* +4 DCV; Costs Endurance (-1/2)

3u 2) *Protection Of Another:* +4 DCV, Usable As Attack (+1), Ranged (+1/2); Costs Endurance (-1/2)

Total cost: 37 points

OPTIONS:

1) Strong Misdirection: Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.

2) Weak Misdirection: Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.

SENSORY POWERS

PERCEIVE PSIONIC TRACES

Submitted By: (Unknown)

Date Posted: 11/24/2003

Effect: Retrocognition

Target/Area Affected: Self

Duration: Constant

Range: No Range

END Cost: 4

Description: When beings with minds inhabit or pass through an area, or handle an object, they leave psionic traces. A skilled mentalist can read these traces and know that someone was present - and if he's mentally encountered the person before, he'll recognize who it is by that person's "mental signature." (Similarly, after reading psionic traces, he can later recognize the same trace in the person's mind if he has mental contact with it.) The longer it's been since the subject was in the area (or handled the object), the harder it is to perceive his psionic trace.

Game Information: Clairsentience (Mental Sense Group), Retrocognition (40 Active Points); Retrocognition Only (-1), No Range (-1/2), Time Modifiers (-1/2). Total cost: 13 points.

OPTIONS:

1) Strong Power: Remove Time Modifiers (-1/2). Total cost: 16 points.

2) Psychometric Psi-Reading: This form of the power only works to perceive psionic traces in objects that a person has handled. Add Psychometry (-1/2) (see USPD, page 168). Total cost: 11 points.

PRECOGNITION POWERS

OFFENSIVE POWERS

PRECOGNITIVE ANTICIPATION

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Lightning Reflexes (+10 to act first with All Attacks)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: When he's in combat, the character reflexively perceives a microsecond forward in time, allowing him to act and react to the other combatants more swiftly.

Game Information: Lightning Reflexes: +10 to act first with All Attacks. Total cost: 15 points.

OPTIONS:

1) Strong Anticipation: Increase to +14 DEX. Total cost: 21 points.

2) Weak Anticipation: Decrease to +6 DEX. Total cost: 9 points.

3) Tiring Anticipation: Add Costs Endurance (-1/2). 15 Active Points; total cost 10 points.

The player should roll this power's Activation Roll whenever the character is subjected to a Presence Attack. If the roll succeeds, the character has foreseen this event and reacts appropriately; if it fails, he hasn't foreseen this and doesn't get the benefit of his "defensive PRE."

Game Information: +20 PRE (20 Active Points); Activation Roll 11- (-1), Only To Protect Against Presence Attacks (-1). Total cost: 7 points.

OPTIONS:

1) Been There, Done Everything: Increase to +30 PRE. Total cost: 10 points.

2) Incomplete Visions: The character's foresight isn't quite as reliable as he'd like. Change to Activation Roll 9- (-1 1/2). Total cost: 6 points.

DEFENSIVE POWERS

BEEN THERE, DONE THAT

Submitted By: Daniel Calhoun

Date Posted: 06/05/2003

Effect: +20 PRE, Only To Protect Against Presence Attacks

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character sometimes foresees future events. Since he knows what's going to happen (at least vaguely), it's difficult to shock, impress, frighten, or intimidate him.

SHAPE ALTERATION POWERS

DEFENSIVE POWERS

MUTATING EXTERIOR

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character constantly shifts his exterior form and appearance, making it virtually impossible for attackers to detect any weaknesses in his body. This only applies to innate defenses, such as the character's own PD, ED, and Damage Resistance; it has no effect on worn armors, force fields the character generates, or the like (the Limitation that reflects this should be removed if the character has no non-innate defenses).

Game Information: Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-1/2), Only Applies To Character's Innate Defenses (-1/4). Total cost: 11 points.

OPTIONS:

1) Greater Mutating: Increase to Lack Of Weakness (-15). 30 Active Points; total cost 17 points.

2) Lesser Mutating: Decrease to Lack of Weakness (-5). 10 Active Points; total cost 6 points.

Description: The character can extend tiny portions of his finger into a mechanical lock, adjusting the tumblers by feel until it opens.

Game Information: Lockpicking (DEX Roll +5) (13 Active Points); Costs Endurance (-1/2), Only Versus Mechanical Key Locks (-1). Total cost: 5 points.

OPTIONS:

1) Precise Lockpick: Increase to Lockpicking (DEX Roll +10). 23 Active Points; total cost 9 points.

2) Simple Lockpick: Decrease to Lockpicking (DEX Roll). 3 Active Points; total cost 1 point.

MISC. POWERS

HUMAN LOCKPICK

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Lockpicking (DEX Roll +5)

Target/Area Affected: One lock

Duration: Instant

Range: Touch

END Cost: 1

SIZE ALTERATION POWERS

DEFENSIVE POWERS

MINIATURIZATION POINT DEFENSE

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Missile Deflection (all physical missiles)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can make incoming missiles shrink to such a small size that they can't harm him.

Game Information: Missile Deflection (all physical attacks) (15 Active Points); Costs Endurance (-1/2). Total cost: 10 points.

OPTIONS:

1) Skilled Defense: Character also buys +5 OCV (total cost: 10 points). Total cost: 20 points.

2) Slower Defense: Reduce to Missile Deflection (arrows/projectiles). 20 Active Points; total cost 17 points.

3) Effortless Defense: Remove Costs Endurance (-1/2). Total cost: 15 points.

4) Tiring Defense: Add Increased Endurance Cost (x4 END; -1 1/2). Total cost: 5 points.

5) Ranged Defense: Add Ranged (+1). 30 Active Points; total cost 20 points.

NICE TRY, LITTLE MAN

Submitted By: Chad Riley
Date Posted: 06/09/2003
Effect: +15 PD and ED versus smaller attackers
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Smaller beings just don't cause as much harm as those of the character's size.

Game Information: +15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-1/4) (total cost: 12 points) **plus** +15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-1/4) (total cost: 12 points). Total cost: 24 points.

OPTIONS:

1) Even Tougher: Increase both Characteristics to +20. 20 + 20 = 40 Active Points; total cost 16 + 16 = 32 points.

2) Weaker Defenses: Decrease both Characteristics to +10. 10 + 10 = 20 Active Points; total cost 8 + 8 = 16 points.

3) What Was That, A Mosquito?: The base power assumes the character's toughness due to size doesn't work as well against Killing Attacks. Some characters don't suffer from that problem. Change to Armor (15 PD/15 ED) (45 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-1/4). Total cost: 36 points.

SLEEP & DREAM POWERS

OFFENSIVE POWERS

MORPHEAN ASSAULT

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: Ego Attack 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Line of Sight (LOS)
END Cost: 8

Description: This power is a variant on Sleep Infliction (USPD pages 185-86). It makes anyone who has to sleep so sleepy they may pass out right then and there.

Game Information: Ego Attack 4d6, NND (defense is Life Support [Diminished Sleep] or the Dreamshield power; +1). Total cost: 80 points.

OPTIONS:

1) Strong Assault: Increase to Ego Attack 5d6. Total cost: 100 points.

2) Weak Assault: Decrease to Ego Attack 3d6. Total cost: 60 points.

3) Attack Of The Sleepies: The sleepiness continues to afflict the target until he falls asleep. Decrease to Ego Attack 2d6 and add Continuous (+1). Total cost: 60 points.

4) Easy Assault: Add Reduced Endurance (0 END; +1/2). Total cost: 100 points.

WAKING NIGHTMARES

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: Drain PRE 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6

Description: This power is similar to Waking Dreams (USPD page 186), but it only allows the character to make the victim experience terrifying nightmares.

Game Information: Drain PRE 4d6, Ranged (+1/2). Total cost: 60 points.

OPTIONS:

1) Strong Nightmares: Increase to Drain PRE 6d6. Total cost: 90 points.

2) Weak Nightmares: Decrease to Drain PRE 3d6. Total cost: 45 points.

YOU'RE FEELING VEEEERRRRY SLEEPY...

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: Drain END 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6

Description: When a character uses this power on another character, the victim becomes so fatigued he may have trouble moving, much less performing more strenuous actions. Fortunately, the feeling is only temporary.

Game Information: Drain END 4d6, Ranged (+1/2). Total cost: 60 points.

OPTIONS:

1) Strong Sleepy: Increase to Drain END 6d6. Total cost: 90 points.

2) Weak Sleepy: Decrease to Drain END 3d6. Total cost: 45 points.

SOLAR & CELESTIAL POWERS

OFFENSIVE POWERS

BLACK HOLE BODY

Submitted By: (Unknown)

Date Posted: 06/05/2003

Effect: Telekinesis (100 STR) plus RKA 10d6
NND Does BODY

Target/Area Affected: 38" Radius/Self

Duration: Constant

Range: No Range

END Cost: 0

Description: The character's body can become a "living black hole," or is surrounded by a skintight "black hole field." As a result, any object within 38" is inexorably pulled toward him; when any object contacts him, it's crushed into a singularity by the force of his gravity and killed.

Because the character's Area Of Effect Telekinesis is No Range, and is likely to cause him problems as much as it is to help him, it should move with him as he moves (even though area-affecting powers normally don't do that).

Game Information: Telekinesis (100 STR), Area Of Effect (38" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +1/2) (525 Active Points); No Range (-1/2), Linked (-1/2), Affects Whole Object (-1/4), Only To Pull Objects Directly To Character (-1/2) (total cost: 191 points) **plus** RKA 10d6, NND (defense is ED Force Wall; +1), Does BODY (+1), Continuous (+1), Damage Shield (+1/2), Reduced Endurance (0 END; +1/2) (750 Active Points); No Knockback (-1/4) (total cost: 600 points). Total cost: 791 points.

OPTIONS:

1) Perpetual Black Hole Body: The character's body is always in black hole form; he can never turn the effect off. Change to: Telekinesis (100 STR), Area Of Effect (30" Radius; +1), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (450 Active Points); Always On (-1/2), No Range (-1/2), Linked (-1/2), Affects Whole Object (-1/4), Only To Pull Objects Directly To Character (-1/2) (total cost: 138 points) **plus** RKA 10d6, NND (defense is ED Force Wall;

+1), Does BODY (+1), Continuous (+1), Damage Shield (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (825 Active Points); Always On (-1/2), No Knockback (-1/4) (total cost: 471 points). Total cost: 609 points.

PLASMA BLAST

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Energy Blast 8d6, Explosion

Target/Area Affected: Explosion

Duration: Instant

Range: 300"

END Cost: 6

Description: The character generates a tiny fusion reaction which releases superhot solar plasma. Then he directs the plasma toward a target. The plasma spreads quickly over a wide area, which makes it possible to affect lots of people with it, but diminishes its effect over range.

Game Information: Energy Blast 8d6, Explosion (+1/2) (60 Active Points); Reduced By Range (-1/4), Can Be Missile Deflected (-1/4). Total cost: 40 points.

OPTIONS:

1) Strong Plasma Blast: Increase to Energy Blast 10d6. 75 Active Points; total cost 50 points.

2) Weak Plasma Blast: Decrease to Energy Blast 6d6. 45 Active Points; total cost: 30 points.

3) Coherent Plasma Blast: The character has enough control over the plasma he creates to keep it from spreading out too much. Remove Reduced By Range (-1/4). Total cost: 48 points.

SONIC POWERS

OFFENSIVE POWERS

SIREN SONG

Submitted By: Lance Wroblewski

Date Posted: 11/24/2003

Effect: Mind Control 8d6

Target/Area Affected: One character

Duration: Constant

Range: 200"

END Cost: 4

Description: The character can create sounds so haunting, they are hypnotic. He delivers his orders to the victim by words in the sounds (singing or the like).

Game Information: Mind Control 8d6 (40 Active Points); Does Not Provide Mental Awareness (-1/4), Limited Normal Range (20"; -1/2). Total cost: 23 points.

OPTIONS:

1) Strong Song: Increase to Mind Control 9d6. 45 Active Points; total cost 26 points.

2) Weak Song: Decrease to Mind Control 7d6. 35 Active Points; total cost 20 points.

3) Loud Song: The character's Song is so loud everyone in the vicinity can hear the noise. Add Noisy (-1/4). Total cost: 20 points.

4) Group Song: The song affects everyone who hears it. Add Area Of Effect (16" Radius; +1 1/2) and change Limited Normal Range (-1/2) to No Range (-1/2). 100 Active Points; total cost 57 points.

SOLID SOUND

Submitted By: (Unknown)

Date Posted: 11/24/2003

Effect: Various Attack Powers

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character has the ability to create constructs out of soundwaves so densely packed that

they're effectively solid. If he creates chains or a wall of sound, it can stop people from moving; if he creates a sound-tiger, it can hurt people with its sound-claws. The only restriction on the power is that the character cannot create sound-constructs in areas where sound cannot propagate (such as vacuums), or have them move through such areas.

Game Information:

Cost Power

192	<i>Solid Sound:</i> Multipower, 240-point reserve; all Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4)
4u	1) <i>Sound Shackles:</i> Entangle 5d6, 5 DEF; Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4)
19u	2) <i>Sound Creations:</i> Summon any being or object built on up to 400 Character Points, Expanded Class (anything; +1), Slavishly Loyal (+1); Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4)

Total Cost: 215 points

SONIC DISCOMFITURE

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Drain CON 2d6

Target/Area Affected: 10" Radius

Duration: Constant

Range: 375"

END Cost: 7

Description: The character emits a combination of infrasound and ultrasound that induces feelings of nausea and sickness. After sufficient exposure, targets may vomit, lose control of their bowels, or suffer similarly unpleasant physical effects.

Game Information: Drain CON 2d6, Area Of Effect (10" Radius; +1 1/4), Continuous (+1), Ranged (+1/2) (75 Active Points); Does Not Work In A Vacuum (-1/4). Total cost: 60 points.

OPTIONS:

1) Strong Discomfiture: Increase to Drain CON 3d6. 112 Active Points; total cost 90 points.

2) Weak Discomfiture: Decrease to Drain CON 1d6. 37 Active Points; total cost 30 points.

3) Easy Discomfiture: Add Reduced Endurance (1/2 END; +1/4). 80 Active Points; total cost 64 points.

travel at the speed of sound (assumed to be 750 miles per hour for these purposes, though it actually varies based on the temperature, the medium traveled through, the elevation, and so forth). Change to:

MOVEMENT POWERS

SOUNDWAVE TRAVEL

Submitted By: (Unknown)

Date Posted: 11/24/2003

Effect: Teleportation 20"

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character can transform himself into pure sound and travel nigh-instantaneously to a location within 20" before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate, such as vacuums.

Game Information: Teleportation 20" (40 Active Points); Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4). Total cost: 32 points.

Cost Power

- | | |
|----|---|
| 32 | <i>Soundwave Travel:</i> Multipower, 40-point reserve; all Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4) |
| 3u | 1) <i>Short-Range Travel:</i> Teleportation 20"; Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4) |
| 1u | 2) <i>Long-Range Travel:</i> Teleportation 1", MegaScale (1" = 168"; +1/4); Not Into/Through Areas Where Soundwaves Cannot Propagate (-1/4) |

Total cost: 36 points.

OPTIONS:

1) Strong Power: Increase to Teleportation 25". 50 Active Points; total cost 40 points.

2) Weak Power: Decrease to Teleportation 15". 30 Active Points; total cost 24 points.

3) Speed Of Sound: The character can remain in soundwave form for up to a second, allowing him to

SPEEDSTER POWERS

OFFENSIVE POWERS

GRAB-AND-DROP

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: HA +8d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: A speedster uses this attack against a character or object he's Grabbed. He carries the target as he runs toward or past some large, durable object (typically a wall). At the right moment he lets the victim go so that the victim smashes into the wall, taking damage based not only on the character's STR but the character's velocity. The HA dice simulate the velocity damage; the GM may, if desired, require (or limit) the character to buying a number of HA dice equal to his Combat Movement velocity divided by 3 (similar to Move Through damage).

Game Information: HA +8d6 (40 Active Points); Extra Time (character must spend a Full Phase and make at least a Half Move; -1/2), Hand-To-Hand Attack (-1/2), Must Follow Grab (-1/2). Total cost: 16 points.

OPTIONS:

1) Strong Drop: Increase to HA +10d6. 50 Active Points; total cost 20 points.

2) Weak Drop: Decrease to HA +6d6. 30 Active Points; total cost 12 points.

RUBBLE BLAST

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Energy Blast 8d6, OIF (rubble of opportunity)

Target/Area Affected: One Hex

Duration: Instant

Range: No Range (see text)

END Cost: 6

Description: This power uses the turbulence created by the character's ultra-fast movement to attack an opponent. The character makes a Full Move

past or through a pile of rubble or like material. As he continues his move, the turbulence of his passage "picks up" a large section of rubble and carries it along in his wake. Then he moves past the target, stopping or turning at just the right moment so that the pile of rubble smashes into the target.

Game Information: Energy Blast 8d6, Area Of Effect (One Hex; +1/2) (60 Active Points); OIF (rubble of opportunity; -1/2), Extra Time (character must spend a Full Phase to make a Full Move that takes him past both the rubble and the target; -1/2), No Range (-1/2). Total cost: 24 points.

OPTIONS:

1) Strong Blast: Increase to Energy Blast 10d6. 75 Active Points; total cost 30 points.

2) Weak Blast: Decrease to Energy Blast 6d6. 45 Active Points; total cost 18 points.

SWEEPING UP

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Sweep Skill Levels: +10 vs. Sweep

Modifiers with All Attacks

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: By applying his super-speed, the character can easily hit several targets, or hit one target with multiple attacks.

Game Information: Sweep Skill Levels: +10 versus the Sweep OCV Penalties with All Attacks (30 Active Points); Costs Endurance (-1/2). Total cost: 20 points.

OPTIONS:

1) Improved Multi-Targeting: Increase to +16 versus Sweep OCV Penalties. 48 Active Points; total cost 32 points.

2) Lesser Multi-Targeting: Decrease to +4 versus Sweep OCV Penalties. 12 Active Points; total cost 8 points.

3) Ranged Multi-Targeting: The power applies to ranged attacks instead of hand-to-hand attacks. Change to Rapid Fire Levels: +10 versus Rapid Fire Penalties with All Attacks. 30 Active Points; total cost 20 points.

WHIRLING POWERS

The following powers are all appropriate for a character whose abilities derive from his ability to spin his body at tremendous speeds, as if he were a "human top" or "human cyclone." Many of the Speedster Powers in the USPD would also be logical purchases for this sort of character. (Note: *Spinning Dodge*, under the Speedster Defensive Powers would work nicely with the Whirling Powers)

WHIRLWIND ARMS

Submitted By: (Unknown)
Date Posted: 10/06/2003
Effect: Energy Blast 8d6, Double Knockback
Target/Area Affected: One character
Duration: Instant
Range: 5"
END Cost: 7

Description: The character spins his arms (or one arm) so fast that it creates a blast of air powerful enough to knock a nearby target head over heels.

Game Information: Energy Blast 8d6, Double Knockback (+3/4) (70 Active Points); Limited Range (5"; -1/4). Total cost: 56 points.

OPTIONS:

1) Strong Arms: Increase to Energy Blast 10d6. 87 Active Points; total cost 70 points.

2) Weak Arms: Decrease to Energy Blast 6d6. 52 Active Points; total cost 42 points.

3) Ongoing Whirlwind: The character can keep up the whirlwind effect as long as he needs to. Decrease to Energy Blast 6d6 and add Continuous (+1). 82 Active Points; total cost 66 points.

4) Cone Whirlwind: The whirlwind can affect everyone near the character. Add Area Of Effect (9" Cone; +1) and change Limited Range (-1/4) to No Range (-1/2). 110 Active Points; total cost 73 points.

WHIRLWIND DRILL

Submitted By: (Unknown)
Date Posted: 07/02/2003
Effect: Tunneling 4" through DEF 10 material, Only
Straight Down
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character spins himself at high velocity while pointing his feet downward. This turns him into a "human drill," able to create a hole downward through earth and rock. He can only drill straight down, though - and after digging the hole has to climb out it normally.

Game Information: Tunneling 4" through DEF 10 material (38 Active Points); Only Straight Down (-1/2). Total cost: 25 points.

OPTIONS:

1) Faster Drill: Increase to Tunneling 6". 42 Active Points; total cost 28 points.

2) Slower Drill: Decrease to Tunneling 2". 34 Active Points; total cost 23 points.

3) Tougher Drill: Increase to DEF 15 material. 53 Active Points; total cost 35 points.

WHIRLWIND PUNCH

Submitted By: (Unknown)
Date Posted: 07/02/2003
Effect: HA +6d6
Target/Area Affected: 2" (One Hex Doubled)
Duration: Instant
Range: Touch
END Cost: 6

Description: As the character spins, he holds out his fists so that he "punches" anyone standing in his hex or the "ring" of hexes surrounding it. In the interest of common sense and dramatic sense, the GM may forbid a character from using this attack on targets standing beyond arm's reach (ex: such as people on the outer edge of the ring of hexes).

Game Information: HA +6d6, Area Of Effect (One Hex Doubled; +3/4), Personal Immunity (+1/4) (60 Active Points); Hand-To-Hand Attack (-1/2). Total cost: 40 points.

OPTIONS:

1) Strong Punch: Increase to HA +8d6. 80 Active Points; total cost 53 points.

2) Weak Punch: Decrease to HA +4d6. 40 Active Points; total cost 27 points.

3) Round And Round He Goes....: The character spins so quickly he can hit each of the targets surrounding him multiple times. Decrease to HA +4d6 and add Autofire (3 shots; +1 1/4). 65 Active Points; total cost 43 points.

WHIRLWIND THROW

Submitted By: (Unknown)

Date Posted: 07/02/2003

Effect: +30 STR, Only For Throwing

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: After he grabs a person or object, the character can whirl around at great speed and then let go of the character, throwing him much farther and harder than he otherwise could thanks to momentum.

Game Information: +30 STR (30 Active Points); Extra Time (Full Phase; -1/2), Only For Throwing (-1/2), Must Follow Grab (-1/2). Total cost: 12 points.

OPTIONS:

1) Strong Throw: Increase to +40 STR. 40 Active Points; total cost 16 points.

2) Weak Throw: Decrease to +20 STR. 20 Active Points; total cost 8 points.

WHIRLWIND TRAVEL

Submitted By: (Unknown)

Date Posted: 07/02/2003

Effect: Running +12"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: By slight changes of body orientation, the character can move across the ground at high speed when spinning.

Game Information: Running +12". Total cost: 24 points.

OPTIONS:

1) Faster Travel: Increase to Running +16". Total cost: 32 points.

2) Slower Travel: Decrease to Running +8". Total cost: 16 points.

WHIRLWIND VISION

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Increased Arc of Perception (360 Degrees) for Sight Group

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: When spinning, the character is able to easily see around himself in all directions.

Game Information: Increased Arc of Perception (360 Degrees) for Sight Group (10 Active Points); Only When Using Another Whirling Power (-1/4). Total cost: 8 points.

DEFENSIVE POWERS

CAN'T HIT ME

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: Desolidification, Only To Protect Against Damage, Character Must Move At Noncombat Velocities

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character moves so fast that, when he's at his maximum rate of movement, it's simply impossible to hit him with most attacks. But area-affecting attacks, even ones that don't necessarily hit him dead-on, can still hurt him.

Game Information: Desolidification (affected by any area-affecting attack that hits the character or that misses him by less than the radius in inches of the area) (40 Active Points); Only To Protect Against Damage (-1/2), Only Works If Character Moves At Noncombat Velocities (-1/2). Total cost: 20 points.

QUICKER THAN THE EYE**Submitted By:** Tom Lively**Date Posted:** 06/20/03**Effect:** Invisibility to Sight Group, Linked To Movement**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 0

Description: The character moves so quickly that it's extremely difficult to see him (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active.

Game Information: Invisibility to Sight Group, Reduced Endurance (0 END; +1/2) (30 Active Points); Linked to Movement (-1/2). Total cost: 20 points.

OPTIONS:

1) But I Keep Kicking Up Dust: The character leaves a trail of dust and debris that makes him easier to spot at short ranges. Apply Bright Fringe (-1/4). 30 Active Points; total cost 17 points.

2) And Machines Too: The character moves so fast it's also difficult to pick him up on Radar. Add Invisibility to Radar. 37 Active Points; total cost 25 points.

3) But It Takes A Lot Out Of Me: Remove Reduced Endurance. 20 Active Points; total cost 13 points.

SPEED TRAP**Submitted By:** Tom Lively**Date Posted:** 06/20/03**Effect:** Telekinesis (40 STR), Only To Stop Falling Items**Target/Area Affected:** One character**Duration:** Instant**Range:** No Range**END Cost:** 6

Description: The character runs around in a tight circle which creates a cushion of air beneath a falling object.

Game Information: Telekinesis (40 STR) (60 Active Points); No Range (-1/2), Only To Catch Falling Items/Persons (-1). **Total cost:** 24 points.

OPTIONS:

1) Strong Trap: Increase To Telekinesis (50 STR). 75 Active Points; Total cost 30 points.

2) Weak Trap: Decrease To Telekinesis (30 STR). 45 Active Points; Total cost 18 points.

3) I Can Catch 'Em All: The character can create a much larger air cushion. Add Area Of Effect (6" Radius; +1). 120 Active Points; total cost 48 points.

SPINNING DODGE**Submitted By:** (Unknown)**Date Posted:** 07/02/2003**Effect:** +6 DCV, Only While Moving**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 3

Description: As long as the character keeps moving, it's very difficult for attackers to draw a bead on him or clearly discern the outlines of his body.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-1/2), Only Works If Character Moved At Least 1" Using Whirlwind Travel In His Most Recent Phase (-1/2). Total cost: 15 points.

OPTIONS:

1) Strong Dodge: Increase to +8 DCV. 40 Active Points; total cost 20 points.

2) Weak Dodge: Decrease to +4 DCV. 20 Active Points; total cost 10 points.

MOVEMENT POWERS**MOVING THROUGH DIMENSIONS****Submitted By:** (Unknown)**Date Posted:** 10/06/2003**Effect:** Extra-Dimensional Movement**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 4

Description: The character can move so fast that he can attune the "dimensional frequency" of his body to another dimension, thus crossing from this dimension into that one. The GM may require the character to have Navigation (Dimensional) or some other Skill or source of knowledge to set the dimensional frequency to travel to a specific dimension.

Game Information: Extra-Dimensional Movement (any location in any dimension) (40 Active Points); Extra Time (1 Turn; -1 1/4). Total cost: 18 points.

OPTIONS:

1) Group Moving I: Instead of crossing the dimensional barriers by himself, the character can also move at great speed around a group of his friends, changing the dimensional frequency of the area he's running around so everything in it shifts into another dimension with him. Add x8 Increased Weight. 55 Active Points; total cost 24 points.

2) Group Moving II: Like Group Moving I, but the character can send other people into another dimension without going himself. Change to Extra-Dimensional Movement (any location in any dimension), x8 Increased Weight, Usable As Attack (+1) (110 Active Points); Extra Time (1 Turn; -1 1/4). Total cost: 49 points.

MISC. POWERS

QUICK CHANGE

Submitted By: Bob Greenwade

Date Posted: 06/23/03

Effect: Cosmetic Transform 2d6 (clothing into costume)

Target/Area Affected: One set of clothes

Duration: Instant

Range: Touch

END Cost: 1

Description: The character uses his ability to move at super-speed to change between his street clothes and his costume in the blink of an eye. He must have his costume with him, though it may be worn beneath his street clothing or packed in a container of some sort; he also needs a way to conceal his street clothes after he's changed.

Game Information: Cosmetic Transform 2d6 (clothing into costume, heals back through another application of this power) (10 Active Points); Limited Target (character's own clothes; -1/2). Total cost: 7 points.

STRENGTH & TOUGHNESS POWERS

OFFENSIVE POWERS

DISTANCE THROW

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: +40 STR, Only To Determine Throwing Distance
Target/Area Affected: Self
Duration: Instant
Range: Touch
END Cost: 4

Description: While most super-strong characters can throw things long distances, this character can hurl objects (or other characters!) much farther.

Game Information: +40 STR (40 Active Points); To Determine Throwing Distance (-2). Total cost: 13 points.

OPTIONS:

1) Longer Distance: Increase to +60 STR. 60 Active Points; total cost 20 points.

2) Shorter Distance: Decrease to +20 STR. 20 Active Points; total cost 7 points.

3) Effortless Distance: Add Reduced Endurance (0 END; +1/2). 60 Active Points; total cost 20 points.

4) Tiring Distance: Add Increased Endurance Cost (x2 END; -1/2). Total cost 11 points.

5) Stratospheric Distance: The character can throw things clear into orbit. Change to MegaScale (1" = 10 km; +1/2) for up to 60 STR (30 Active Points); Only Affects Throwing Distance (-2), Requires A STR Tricks Roll (-1/2). Total cost: 9 points.

DEFENSIVE POWERS

THUD

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: +20 PD, Only For Falls
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Thanks to the character's innate toughness, or the fact that he's become accustomed to falling for some reason, he suffers far less damage from falls than other people.

Game Information: +20 PD (20 Active Points); Only Protects Against Damage From Falls (-1). Total cost: 10 points.

OPTIONS:

1) Big Thud: Increase to +30 PD. 30 Active Points; total cost 15 points.

2) Little Thud: Decrease to +10 PD. 10 Active Points; total cost 5 points.

3) Thud Variant: Change to Physical Damage Reduction, Normal, 50%. 20 Active Points, total cost 10 points.

STRETCHING POWERS

DEFENSIVE POWERS

MISSILE GRABBING

Submitted By: (Unknown)

Date Posted: 06/20/2003

Effect: Missile Deflection

Target/Area Affected: One character

Duration: Constant

Range: 8"

END Cost: 2

Description: The character can reach out and grab relatively slow-moving physical missiles to keep them from hitting himself, or his friends. The range for this power depends on the character's inches of Stretching. As built, it assumes Stretching 8".

Game Information: Missile Deflection (non-gunpowder projectiles), Range (+1) (20 Active Points); Costs Endurance (-1/2), Limited Range (8"; -1/4). Total cost: 11 points.

OPTIONS:

1) Faster Brachiation: Increase to Swinging 15".
Total cost: 15 points.

2) Slower Brachiation: Decrease to Swinging 5".
Total cost: 5 points.

MOVEMENT POWERS

PERSONAL BRACHIATION

Submitted By: Bob Greenwade

Date Posted: 06/04/2003

Effect: Swinging 10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character uses his stretchable, malleable limbs as swinglines. He reaches out, grabs a branch, cornice, overhang, flagpole, or the like and swings swiftly to wherever he wants to go. The big difference between this type of Swinging and a version involving an external swingline is that it uses the character's own body - if someone attacks the "swingline," the character takes the damage.

Game Information: Swinging 10". Total cost: 10 points.

TELEKINETIC POWERS

OFFENSIVE POWERS

BULLET MANIPULATION

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Missile Reflection

Target/Area Affected: One character

Duration: Constant

Range: 225"

END Cost: 9

Description: The character exerts such powerful telekinetic control that he can alter the trajectory of physical missiles in flight, causing them to strike someone other than himself. He can do this both for physical Ranged attacks aimed at him, and attacks aimed at other people.

This power requires the GM's permission because it directly violates the rule that characters cannot use Missile Reflection at Range.

Game Information: Missile Deflection (all physical missiles) and Reflection (any target), Range (+1) (90 Active Points); Costs Endurance (-1/2). Total cost: 60 points.

OPTIONS:

1) Accurate Manipulation: The character is highly accurate, not just with his ability to deflect attacks, but his ability to target other people with them. Character also buys +10 with Missile Deflection and Reflection (30 Active Points); Costs Endurance (-1/2). Total cost: 20 points.

DEFENSIVE POWERS

MISDIRECTED AIM

Submitted By: (Unknown)

Date Posted: 10/06/2003

Effect: +4 DCV, Usable As Attack

Target/Area Affected: One character

Duration: Constant

Range: Self/200"

END Cost: 2/5

Description: The character uses his telekinetic powers to "nudge" attackers so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:

Cost Power

33 *Misdirected Aim:* Multipower, 50-point powers; all Costs Endurance (-1/2)

1u 1) *Self-Protection:* +4 DCV; Costs Endurance (-1/2)

3u 2) *Protection Of Another:* +4 DCV, Usable As Attack (+1), Ranged (+1/2); Costs Endurance (-1/2)

Total cost: 37 points

OPTIONS:

1) Strong Misdirection: Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.

2) Weak Misdirection: Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.

MISC. POWERS

PSYCHOKINETIC LIMBS

Submitted By: Levi Mote

Date Posted: 06/04/2003

Effect: Extra Limbs

Target/Area Affected: Self

Duration: Constant

Range: 25"

END Cost: 1

Description: The character uses his psychokinetic power to manifest multiple "telekinetic limbs" with which to grab or manipulate objects. The limbs typically resemble arms or tentacles of glowing golden light, but the character can change that if he prefers. Typically the character can create no more than his EGO/5 limbs, but the GM may allow more

(perhaps +1 limb per point by which the character makes an EGO Roll).

Game Information: Extra Limbs (5 Active Points); Costs Endurance (to activate; -1/4). Total cost: 4 points.

OPTIONS:

1) Long Limbs Of The Law: The character's Psychokinetic Limbs can reach objects much further away than his ordinary limbs. Add Stretching 5" (25 Active Points); Limited Body Parts (Extra Limbs only; -1/4) (total cost: 20 points). Total cost: 24 points.

2) Effortless Psychokinetic Limbs: Remove Costs Endurance. Total cost: 5 points.

TELEKINETIC TOUCH

Submitted By: Bob Greenwade

Date Posted: 06/03/2003

Effect: Range (Touch Sense Group)

Target/Area Affected: Varies

Duration: Constant

Range: Self

END Cost: 0

Description: Some telekinetic characters can "reach out" with their powers and actually feel the environment around them.

Game Information: Range for Touch Sense Group (10 Active Points); Nonpersistent (-1/4). Total cost: 8 points.

OPTIONS:

1) Tiring Touch: The character must exert energy to use this ability. Add Costs Endurance (-1/2). Total cost: 6 points.

2) Targeting Touch: The character can literally feel where his opponents are at range, and target them with his powers, weapons, or the like. Add Discriminatory and Targeting for Touch Sense Group. 40 Active Points; total cost 32 points.

3) Feeling Around The Corner: With just a little effort, the character can extend his sense of touch around corners and along winding routes. Change to Clairsentience (Touch Group), Mobile Perception Point (25 Active Points); Perception Point Must Start In Line Of Sight And Can Only Travel Through Open Spaces (-1). Total cost: 12 points.

TELEPORTATION POWERS

OFFENSIVE POWERS

FLOAT LIKE A TELEPORTER, STING LIKE A BEE

Submitted By: Don Jensen
Date Posted: June 13, 2003
Effect: Stretching 8"
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 5

Description: The character has mastered the ability to teleport to a target within 8", strike, and teleport right back to where he was before the target has a chance to respond. Alternately, the character could teleport to some object within 8", pick it up, and teleport back to where he was standing.

Game Information: Stretching 8", Does Not Cross Intervening Space (+1/4) (50 Active Points); No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Instant (-1/2). Total cost: 25 points

OPTIONS:

1) Long Combat Teleport: Increase to 12" Stretching. 75 Active Points; total cost 37 points.

2) Short Combat Teleport: Decrease to 4" Stretching. 25 Active Points; total cost 12 points.

3) Easy Combat Teleport: Add Reduced Endurance (0 END; +1/2). 70 Active Points; total cost 35 points.

TELEPORTATION BOXING

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: Energy Blast 6d6
Target/Area Affected: 6" Radius
Duration: Instant
Range: See text
END Cost: 7

Description: The character teleports in and around a group of people, briefly appearing next to each one he's fighting to punch, kick, or otherwise smash him, never staying in one place long enough for anyone to

block his attack or strike back. When it's all done, the character teleports right back to where he was when he began the attack.

Game Information: Energy Blast 6d6, Area Of Effect (6" Radius; +1 1/4), Selective (+1/4) (75 Active Points); Extra Time (Full Phase; -1/2), Limited Range (center of Area must be within the character's Half Move using Teleportation at Combat velocity; -1/4). Total cost: 43 points.

OPTIONS:

1) Tougher Punches, Stronger Kicks: Increase to Energy Blast 8d6 and Area Of Effect (8" Radius). 100 Active Points; total cost 57 points.

2) Punier Punches, Weaker Kicks: Decrease to Energy Blast 5d6. Total cost: 62 Active Points; total cost 35 points.

3) I'll Just Be Going Now...: Instead of having to Teleport back to where he was standing when he started the attack, the character can Teleport himself somewhere else within 12" of the center of the Area, provided that location is within the range of his Combat move with Teleportation of the point where he began the attack. Add Teleportation 12", Trigger (ending of the Teleportation Boxing attack; +1/4) (30 Active Points); Linked (-1/2), Can Only Teleport To Points Within 12" Of Area's Center And Within A Teleportation Combat Move Of Starting Position (-1/2) (total cost: 15 points). 75 + 30 = 105 Active Points; total cost 43 + 15 = 58 points.

4) Wide-Area Boxing: Increase to Area Of Effect (12" Radius; +1 1/2). 82 Active Points; total cost 47 points.

5) Close-In Boxing: Decrease to Area Of Effect (3" Radius; +1). 67 Active Points; total cost 38 points.

TRADING SPACES

Submitted By: Bob Greenwade

Date Posted: 07/02/2003

Effect: Teleportation 15", Usable As Attack plus Teleportation 15", both Only To Trade Places

Target/Area Affected: Self and one other character

Duration: Instant

Range: 15"

END Cost: 8

Description: The character teleports a target to his own location, and himself to the target's location. While this "translocation" power has a wide variety of uses, in combat it's most often used when something bad is about to happen to the character - he "trades places" with the target right before the "something" occurs, thus escaping harm by putting his enemy in harm's way. This is generally done to switch places with an enemy when something bad is about to happen to the character, or sometimes when something good is about to happen to the target. Though the attack portion of this Power works at range, it can only work if the target is within range of the Teleportation; thus, it's only worth a +1/4 Advantage.

With the GM's permission, this power may be used to switch the places of two targets at range, using the Rapid Fire optional maneuver.

Game Information: Teleportation 15", Usable As Attack (does not affect characters with teleportation or dimensional powers; +1), Ranged (+1/2) (75 Active Points); Only To Trade Places (-1), Limited Range (15"; -1/4) (total cost: 33 points) plus Teleportation 15" (30 Active Points); Only To Trade Places (-1), Linked (-1/2) (total cost: 12 points). $75 + 30 = 105$ Active Points; total cost $33 + 12 = 45$ points.

OPTIONS:

1) Long Trade I: Increase both powers to Teleportation 30" and Limited Range to (30"; -1/4). $150 + 60 = 210$ Active Points; total cost $67 + 24 = 91$ points.

2) Long Trade II: The character can trade position with virtually anyone he can see. Add MegaScale (1" = 1 km; +1/4) to both the inches and the Range of the first power and the inches of the second power. $90 + 37 = 127$ Active Points; total cost $40 + 16 = 56$ points.

3) Position Trading: The character and target not only exchange places, but also physical poses and

even velocity. Add No Relative Velocity and Position Shift to both powers. $112 + 45 = 157$ Active Points; total cost $50 + 18 = 68$ points.

4) Easy Trade: The switch takes relatively little energy. Add Reduced Endurance (1/2 END; +1/4) to both powers. $82 + 37 = 119$ Active Points; total cost $36 + 16 = 52$ points.

TRANSLOCATING PUNCH

Submitted By: Don Jensen

Date Posted: June 13, 2003

Effect: Teleport 10", Usable As Attack

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character has mastered the ability to teleport a target away immediately after striking him. When the target hits someone with a HTH attack (such as a punch or kick) he may, if he wishes, apert that person up to 10" away in any direction. The apertation occurs before the determination and occurrence of Knockback (if any), and so may enhance the Knockback effect in some way.

Game Information: Teleport 10", Usable As Attack (+1), Trigger (when character succeeds with a HTH Combat attack and chooses to Teleport target; +1/4) (45 Active Points); No Noncombat Teleport (-1/4). Total cost: 36 points.

OPTIONS:

1) Longer Translocating Punch: Increase to Teleportation 15". 67 Active Points; total cost 54 points.

2) Shorter Translocating Punch: Decrease to Teleportation 5". 22 Active Points; total cost 18 points.

3) Easy Translocating Punch: Add Reduced Endurance (0 END; +1/2). 55 Active Points; total cost 44 points.

DEFENSIVE POWERS

RETURN TO SENDER

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Teleportation 10", Trigger (when Thrown or Knocked Back)

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 3

Description: This form of defensive teleportation activates automatically whenever another person Throws the character or does Knockback to him. It Teleports him to any place of his choice with 10" of the hex into which he was Thrown or Knocked Back; this may even put him in a tactically advantageous position (such as right behind his attacker). In doing so it instantly re-orientes him, allowing him to get back to his feet without wasting any time.

Game Information: Teleportation 10", Position Shift, Trigger (when Thrown or Knocked Back; +1/4). Total cost: 31 points.

OPTIONS:

1) Farther Return: Increase to Teleportation 20". Total cost: 56 points.

2) Shorter Return: Decrease to Teleportation 5". Total cost: 19 points.

3) Easy Return: Add Reduced Endurance (0 END; +1/2). Total cost: 44 points.

4) Restricted Return: This form of Return To Sender only compensates for the Throw or Knockback - it returns him to the hex he was in when attacked. Add Only To Return Character To Starting Hex (-1/2). 31 Active Points; total cost 21 points.

TIME POWERS

DEFENSIVE POWERS

TEMPORAL POINT DEFENSE

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Missile Deflection (physical missiles)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character intercepts incoming physical missiles and instantly ages them until they disintegrate.

Game Information: Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-1/2). Total cost: 10 points.

OPTIONS:

1) Strong Defense: Character also buys +5 with Missile Deflection (total cost: 10 points). Total cost: 20 points.

2) Ranged Defense: Add Ranged (+1). 30 Active Points; total cost 20 points.

locations), Area Of Effect (One Hex; +1/2), Continuous (+1), Usable On Others (+1/4), Reduced Endurance (1/2 END; +1/4) (180 Active Points); Gate (-1/2). Total cost: 120 points.

OPTIONS:

1) Increased Capacity: The timegate can handle loads of up to 1,600 kg. Add x16 Increased Mass. 240 Active Points; total cost 160 points.

2) Increased Size: Like Increased Capacity, but the timegate can also handle extra-large objects or persons. Increase to x16 Increased Mass, and Area Of Effect (24" Radius; +1). 320 Active Points; total cost 213 points.

3) Effortless Gate: Increase to Reduced Endurance (0 END; +1/2). 195 Active points; total cost 130 points.

4) Tiring Gate: Remove Reduced Endurance (+1/4). 165 Active Points; total cost 110 points.

5) Restricted Gate: The character's timegate only leads to a specific time period. Change to Extra-Dimensional Movement (any single point in time, cannot physically travel between locations). 120 Active Points; total cost 80 points.

MOVEMENT POWERS

TIMEGATE

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Extra-Dimensional Movement, Gate

Target/Area Affected: One Hex

Duration: Constant

Range: No Range

END Cost: 8

Description: The character opens up a portal through the time-stream that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: Extra-Dimensional Movement (any point in the past or the future, cannot physically travel between

SENSORY POWERS

LOOK AROUND

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Increased Arc Of Perception (360 Degrees)

for Sight Group

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 1

Description: The character stops time around himself just long enough to look around in all directions and see what's going on.

Game Information: Increased Arc Of Perception (360 Degrees) for Sight Group (10 points); Costs Endurance (-1/2), Instant (-1). Total cost: 4 points.

MISC. POWERS

BEST POSSIBLE FUTURE

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: +2 Overall Skill Levels
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 4

Description: A character with this power can, whenever he chooses, stop time for half a second, scan forward into the timestream to evaluate the possible futures branching out from his current point in time, and choose the best one for him - thus making it more likely he'll succeed at tasks and actions he undertakes.

Game Information: +2 Overall Skill Levels (20 Active Points); Extra Time (Half Phase; -1/2), Costs Endurance (-1/2), Increased Endurance Cost (x2 END; -1/2). Total cost: 8 points.

OPTIONS:

1) Accurate Futurescanning: Increase to +4 Overall Levels. 40 Active Points; total cost 16 points.

2) Vague Futurescanning: Decrease to +1 Overall Level. 10 Active Points; total cost 4 points.

3) Future Imperfect: As one thing improves, another must worsen for chonal balance to be maintained. While the timeline the character chooses is of greatest benefit to him, its not quite so good for someone else. One of the character's friends in the vicinity (or, if there's no friend, a random person other than someone opposing the character) suffers problems at the same time the character's chances for success improve. Add Side Effect (someone in the environment other than the character or his enemies suffers -3 to one roll, chosen by the GM, always occurs; -1/2). Total cost: 7 points.

VIBRATION POWERS

DEFENSIVE POWERS

BLURRED DEFENSES

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character's vibrations cause his body to blur enough that opponents have a hard time getting a clear enough view of his defenses to find weaknesses in them.

Game Information: Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-1/2). Total cost: 13 points.

OPTIONS:

1) Greater Blurring: Increase to Lack Of Weakness (-15). 30 Active Points; total cost 20 points.

2) Lesser Blurring: Decrease to Lack Of Weakness (-5). 10 Active Points; total cost 7 points.

3) Easy Blurring: Replace Costs Endurance (-1/2) with Nonpersistent (-1/4). Total cost: 16 points.

4) Unstoppable Blurring: Remove Costs Endurance (-1/2) and add Inherent (+1/4). Total cost: 25 points.

5) Tiring Blurring: Add Increased Endurance Cost (x2 END; -1/2). Total cost: 10 points.

WATER POWERS

OFFENSIVE POWERS

CRASHING WAVE

Submitted By: Bob Greenwade

Date Posted: 10/06/2003

Effect: Energy Blast 7d6

Target/Area Affected: 14" Line

Duration: Instant

Range: 50"

END Cost: 7

Description: The character creates a huge wave of water that washes over a long area, smashing into everyone in it. Unlike most Area Of Effect (Line) powers, the Line in this case shouldn't point away from the character, it should strike perpendicular to him.

Game Information: Energy Blast 7d6, Area Of Effect (14" Line; +1) (70 Active Points); Limited Range (50"; -1/4). Total cost: 56 points.

OPTIONS:

1) Strong Wave: Increase to Energy Blast 10d6. 100 Active Points; total cost 80 points.

2) Weak Wave: Decrease to Energy Blast 5d6. 50 Active Points; total cost 40 points.

3) Big Wave: Increase to Area Of Effect (56" Line; +1 1/2). 87 Active Points; total cost 70 points.

4) Easy Wave: Add Reduced Endurance (0 END; +1/2). 87 Active Points; total cost 70 points.

5) Powerful Wave: Add Double Knockback (+3/4). 96 Active Points; total cost 77 points.

JUMP IN THE LAKE

Submitted By: Lance Wroblewski

Date Posted: 11/24/2003

Effect: Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can absorb an existing body of water into his own form, adding to his mass and height. He must exert END to maintain the extra mass.

Game Information: 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); Requires A Large Body of Water (-1). Total cost: 22 points.

OPTIONS:

1) Jump In The Ocean: Increase to 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; total cost 30 points.

2) Jump In The Pond: Decrease to Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide). 30 Active Points; total cost 15 points.

3) Easy Jump In The Lake: Once a character has absorbed the water, he doesn't have to spend END to maintain the extra mass. Add Costs Endurance Only To Activate (+1/4). 56 Active Points; total cost 28 points.

MOVEMENT POWERS

PIPELINE TRAVEL

Submitted By: James Arama

Date Posted: 11/24/2003

Effect: Teleportation 10"

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 2

Description: The character can transform himself into water, travel through pipes or easily-porous substances, and then reform his body up to 10" away. Unless he has some other power that allows him to remain as a mass of water (such as Water Form, USPD 246, or Body Of Water, USPD 248), he reverts to normal form at the end of the Teleportation, which may have deadly consequences

(if necessary, the GM can use the Teleportation Damage Table on page 240 of the HERO System 5th Edition rulebook to represent what happens when the character becomes flesh and blood inside a tiny pipe or the like).

Game Information: Teleportation 10" (20 Active Points); Only Through Water, Objects Meant To Carry Water, Or Easily-Porous Substances (-1/2). Total cost: 13 points.

OPTIONS:

1) Strong Power: Increase to Teleportation 20". 40 Active Points; total cost 27 points.

2) Weak Power: Decrease to Teleportation 5". 10 Active Points; total cost 7 points.

WEATHER POWERS

MISC. POWERS

AMBIENT WEATHER ENHANCEMENT

Submitted By: Bob Greenwade
Date Posted: 06/23/03
Effect: Succor Weather Powers 6d6
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can enhance his weather manipulation powers when he creates an effect that's already present - he can increase his wind powers if it's already windy, his lightning powers become stronger during a thunderstorm, and so forth. The GM may, in his discretion, limit the number of Succor dice the character can apply based on the severity of the ambient weather (e.g., a light breeze would only allow the character to add 1d6 to his wind powers).

Game Information: Succor Weather Powers 6d6, any four Weather Powers at a time (+1), Reduced Endurance (1/2 END; +1/4) (67 Active Points); Only Works On Weather Effects Similar To The Ambient Weather (-1), Self Only (-1/2). Total cost: 27 points.

OPTIONS:

1) Strong Enhancement: Increase to Succor Weather Powers 8d6. 90 Active Points; total cost 36 points.

2) Weak Enhancement: Decrease to Succor Weather Powers 4d6. 45 Active Points; total cost 18 points.

3) Tiring Enhancement: Remove Reduced Endurance. 60 Active Points; total cost 24 points.

4) Tireless Enhancement: Increase Reduced Endurance to (0 END; +1/2). 75 Active Points; total cost 30 points.

5) Automatic Enhancement: As Tireless Enhancement, but also add Persistent (+1/2). 90 Active Points; total cost 36 points.

WOOD & PLANT POWERS

DEFENSIVE POWERS

PHYTOTOXIC IMMUNITY

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Life Support (Immunity to phytotoxins)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is immune to all phytotoxins - that is, all poisons derived from plants.

Game Information: Life Support (Immunity: phytotoxins). Total cost: 5 points.

sufficient plant material, he could hurt himself (roll on the Teleportation Damage Table on page 240 of the HERO System 5th Edition). This makes it fairly easy for him to Teleport to most outdoor locations, but much harder to Teleport inside buildings.

Game Information: Teleportation 20" (40 Active Points); Only Through Plants (-1). Total cost: 20 points.

OPTIONS:

1) Big Steps I: Increase to Teleportation 30". 60 Active Points; total cost 30 points.

2) Big Steps II: Add x8 Noncombat. 50 Active Points; total cost 25 points.

3) Big Steps III: The character can travel the Worldroot Path for many miles, though he still needs a way to perceive his target location. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 80 Active Points; total cost 40 points.

4) Short Steps: Decrease to Teleportation 10". 20 Active Points; total cost 10 points.

MOVEMENT POWERS

THE WORLDROOT PATH

Submitted By: Levi Mote
Date Posted: 06/04/2003
Effect: Teleportation 20", Only Through Plants
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: This power, suitable for characters whose bodies are made of or formed from vegetation, allows the character to travel instantly from one place to another - provided his target location has enough plants or plant matter to allow him to re-create his body at the target location. Visually, the character's existing plant body collapses or returns to its normal vegetative state, and he reforms using the plants at his target location.

To use this power safely, the character needs a way to perceive whether the target location has enough plants for him to use it safely. If he can't see the target location, and lacks an appropriate Enhanced Sense (such as Detect Plant Life), he can try to Teleport anyway - but if the target location lacks

MISC. POWERS

NATURE'S BOUNTY

Submitted By: Bob Greenwade
Date Posted: 10/06/2003
Effect: Life Support (Diminished Eating: character only has to eat once per week)
Target/Area Affected: Up to eight people
Duration: Constant
Range: No Range
END Cost: 1 to activate

Description: The character can cause a small feast of vegetables and fruits to spring forth - enough to feed eight people for a week (assuming the food is kept fresh), or a larger/smaller group for a proportionately shorter/longer time.

Game Information: Life Support (Diminished Eating: character only has to eat once per week); Usable Simultaneously (up to eight people at once; +1) (2 Active Points); Costs Endurance (to activate; -1/4). Total cost: 2 points.

PHOTOSYNTHESIS

Submitted By: Bob Greenwade
Effect: Life Support (Self-Contained Breathing, Diminished Eating)
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: The character is a plant himself, and so survives by photosynthesis. He breathes through all parts of his body, and requires relatively little food.

Game Information: Life Support (Diminished Eating: only has to eat once per week), Inherent (+1/4) (total cost: 1 point) plus Life Support (Self-Contained Breathing), Inherent (+1/4) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1) (total cost: 6 points). Total cost: 7 points.

MISCELLANEOUS POWERS

IMBUE POWER

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: Energy Blast 8d6 or RKA 2 1/2d6, OIF (small objects of opportunity)
Date Posted: 10/06/2003
Target/Area Affected: One character
Duration: Instant
Range: Range by Strength
END Cost: 4

Description: A character with this power can imbue small objects - pebbles, playing cards, figurines, and the like - with deadly energy. After he fills them with energy, he throws them at the target. At high power, an imbued object can kill; at lower levels of power it's potentially deadly, but far more likely to simply stun the victim.

Game Information:	
Cost	Power
23	<i>Imbue Power:</i> Multipower, 40-point reserve; all OIF (miscellaneous small objects of opportunity; -1/2), Range Based On STR (-1/4)
2u	1) <i>Low Power:</i> Energy Blast 8d6; OIF (-1/2), Range Based On STR (-1/4)
2u	2) <i>High Power:</i> RKA 2 1/2d6; OIF (-1/2), Range Based On STR (-1/4)

Total cost: 27 points.

OPTIONS:

1) Strong Imbuing: Increase reserve to 45 points, Slot One to Energy Blast 9d6, and Slot Two to RKA 3d6. Total cost: 32 points.

2) Weak Imbuing: Increase reserve to 30 points, Slot One to Energy Blast 6d6, and Slot Two to RKA 2d6. Total cost: 21 points.

MATTER EATER

Submitted By: Bob Greenwade
Date Posted: 06/04/2003
Effect: Life Support
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: The character can eat anything he wants to without feeling sick, getting poisoned, or suffering any other ill effects.

In game terms, the ability to eat anything is bought as Diminished Eating, since it frees the character from the need to find normal food and drink. The character can still starve if somehow deprived of all access to any physical matter.

Game Information: Life Support (Diminished Eating: no need to eat; Immunity: all ingested poisons, diseases, and drugs). Total cost: 13 points.

REPLICATIVE CLONING

Submitted By: (Unknown)
Date Posted: (Unknown)
Effect: Major Transform 20d6 (other person into duplicate of self)
Date Posted: Unknown
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 0

Description: A character with this power can touch another person and transform that person into an exact duplicate of himself. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. To effect the change, he must maintain contact with the victim for an Extra Phase; if the victim breaks contact during that time, the power fails to work. The Transform heals back through another application of this power.

Game Information: Major Transform (person into exact physical duplicate of character), Reduced Endurance (0 END; +1/2) (450 Active Points); No Range (-1/2), Extra Time (Extra Phase; -3/4), Concentration (0 DCV throughout; -1), All Or Nothing (-1/2), Limited Target (humans; -1/2), Linked (to Mental Transform; -1/2) (total cost: 95 points) **plus** Major Transform (person into exact mental duplicate of character), Based On Ego Combat Value (Power Defense applies; +1), Works Against EGO, Not BODY (+1/4), Reduced Endurance (0 END; +1/2) (825 Active Points); No Range (-1/2), Extra Time (Extra

Phase; -3/4), Concentration (0 DCV throughout; -1), All Or Nothing (-1/2), Limited Target (humans; -1/2) (total cost: 194 points) **plus** Major Transform (person into exact spiritual duplicate of character), Reduced Endurance (0 END; +1/2) (450 Active Points); No Range (-1/2), Extra Time (Extra Phase; -3/4), Concentration (0 DCV throughout; -1), All Or Nothing (-1/2), Limited Target (humans; -1/2), Linked (to Mental Transform; -1/2) (total cost: 95 points). Total cost: 384 points.

TRUE UNIVERSAL TRANSLATOR

Submitted By: (Unknown)

Date Posted: (Unknown)

Effect: Universal Translator and related

Detects

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: While Psychic Translator and Linguistic Savant (*UNTIL Superpowers Database*, page 165) are potent abilities, they suffer from the standard restrictions on the Universal Translator Talent. Not so this ability, which allows a character to discern the communicative meaning or intent in virtually anything.

Game Information:

Cost	Power
20	Universal Translator
5u	<i>Lie Detector:</i> Detect Spoken Falsehood (INT Roll) (Hearing Group), Range
10u	<i>Body Language I:</i> Detect Body Language Falsehood (INT Roll) (Sight Group), Range
10u	<i>Body Language II:</i> Detect Subject's Current Emotional State (INT Roll) (Sight Group), Range
15u	<i>Read Symbolism:</i> Detect Symbolic Meaning (INT Roll) (Sight Group), Range
19u	<i>Decipherment:</i> Cryptography INT +8
11u	<i>Math:</i> SS: Mathematics INT +8

Total cost: 90 points.

HOW TO CONTRIBUTE

Modified from what was originally posted on the Hero Games Website

Do you have a superpower you'd like to contribute to the online supplement for *The UNTIL Superpowers Database*, our book of pre-generated superpowers for *Champions*? If so, we'd love to have it! We'll post it here on the Database webpage and give you credit for it.

To keep the process as simple and safe as possible for you and for us, here are the rules:

1. You have to use the standard Database form for writing up your power. Copy and paste the below format. Take a look at any power in either of *The UNTIL Superpower Databases* for an example.

(Name of Power) Submitted By: Date Posted: Effect: Target/Area Affected: Duration: Range: END Cost: Description:
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2. Before you submit a power, please review *The UNTIL Superpowers Database* and this Database to make sure they don't already have the same power, or a substantially similar one. We won't publish duplicates of powers, or powers we don't feel are sufficiently distinct from existing ones.
3. You must include your *real name* (not a screen name) and an e-mail address with your power. We will not publish your e-mail address, but we may need it to confirm your submission. We will publish your name along with the power to give credit where credit is due, unless you tell us you would prefer that we didn't do that.
4. All powers submitted to Hero Games become the property of Hero Games, whether we choose to publish them or not. In the event we ever collect these powers into a book and publish it, you will not be entitled to any payment, free copies of the book, or other compensation. However, we will acknowledge you as a contributor to the book on the Credits page of that book.

All clear? OK, great! Here's how you submit a power:

1. Copy the above format.
2. Write up your power using the form. Don't forget to include some options for the power, if that's appropriate. Typical options include a stronger version of the power, a weaker version of the power, and versions of the power with various Advantages added or Limitations removed.
3. E-mail your superpower to Line Developer Steven S. Long at SteveL@herogames.com. Write "Superpowers Database Submission" as the subject of your e-mail.

So, what are you waiting for? We're looking forward to seeing your submissions!

INDEX

A Breath of Fresh Air (Variant)	5	Matter Eater	72	Whirlwind Drill	53
Acidic Point Defense	3	Miniaturization Point Defense	47	Whirlwind Punch	53
Acid Tunneling	3	Miraculous Healing	11	Whirlwind Throw	54
Against All Odds	37	Misdirected Aim	43, 59	Whirlwind Travel	54
Against All Odds (Variant)	38	Missile Grabbing	58	Whirlwind Vision	54
Ambient Weather Enhancement	69	Molecular Adhesion	41	Worldroot Path, The	70
Anticipation	31	Molecular Incohesion	40	You're Feeling	
Arc Welding	24	Morphean Assault	48	Veeerrrry Sleepy...	48
Been There, Done That	45	Moving Through Dimensions	55	Zootoxic Immunity	6
Best Possible Future	65	Mutating Exterior	46		
Biochemical Assault	7	Nature's Bounty	70		
Bioelectric Touch	6	Neurokinesis	8		
Black Hole Body	49	Nice Try, Little Man	47		
Blink Desolidification	19	Obscuring Shadows	17		
Blurred Defenses	66	Oxygenated Skin	9		
Body Heat Control	9	Oxygenation	4		
Bone Growth	10	Perceive Psionic Traces	43		
Bone Warping	7	Personal Brachiation	58		
Bone Wracking	7	Photosynthesis	71		
Boulder Riding	23	Phytotoxic Immunity	70		
Bullet Manipulation	59	Pipeline Travel	67		
Calm Demeanor	26	Pitfall	22		
Can't Hit Me	54	Planetary Shield	12		
Cloth Control	41	Plasma Blast	49		
Computer Brain	14	Power Boost	14		
Confront Your Inner Self	17	Precognitive Anticipation	45		
Controllable Chain Lightning	24	Psi-Blade	42		
Copy Machine	15	Psi-Darts	42		
Cosmic Wormhole	12	Psychokinetic Limbs	59		
Crashing Wave	67	Pushing Your Luck	39		
Crippling Depression	26	Quick Change	56		
Cyberkinetic Chauffeur	16	Quicker Than the Eye	55		
Danger Sense Dodging	31	Reality Awareness	13		
Desensitization	8	Replicative Cloning	72		
Detect Air Purity	4	Rescuer	39		
Disrupt Force Fields	30	Resilience	10		
Distance Throw	57	Resilient Senses	31		
Distance Distortion Zone	21	Return to Sender	63		
DNA Profile	10	Rubble Blast	52		
Empathic Projection Field	26	Sandstorm	23		
Encumbrance Field	19	Siren Song	50		
Eyes of Darkness	18	Social Chameleon	27		
Fire Walking	29	Solid Sound	50		
Floating on Air	4	Sonic Discomfort	50		
Float Like a Teleporter, Sting Like a Bee	61	Soundwave Travel	51		
Fly in the Amber	28	Speed Trap	55		
Freeze Flesh	33	Spinning Dodge	55		
Grab-and-Drop	52	Sticky Body	8		
Healing	10	Super Conductivity Field	33		
Healing Earth	22	Sweeping Up	52		
Human Lockpick	46	Telekinetic Touch	60		
I Can Hear You Breathing	32	Telepathic Time Stop	42		
Ice Slide Rescue	34	Teleportation Boxing	61		
I Just Happened to Notice...	38	Temporal Point Defense	64		
Imbue Power	72	Thud	57		
Infrared Communication	14	Timegate	64		
Ionize	25	Touch Off	25, 28		
Jump in the Lake	67	Trading Spaces	62		
Laser Point Defense	36	Translocating Punch	62		
Look Around	64	True Universal Translator	73		
Lucky Guess	39	Turnabout	35		
Machine Repair	16	Unfortunate Imprisonment	37		
Mass Judgement	19	Waking Nightmares	48		
Matter Creation Attack	40	Welding	28		
		Whirlwind Arms	53		