

Arch Nemesis:

Somewhere in the characters past he has managed to hurt, humiliate or defeat a villain who took it a little harder and more personally than most to such an extent that they have sworn revenge on the hero whatever it takes.

(2pt): An Arch Nemesis of this level is someone of half the characters power level. They will show up or make their presence felt at least once every couple of adventures or so in some way. Usually an Arch Nemesis of this level will seek to humiliate or embarrass the character or set him up and lead him into danger where possible, while the more violently inclined will seek to strike at the characters friends and family as opposed to a direct confrontation with the hero himself, as the villain knows he will likely lose again.

(5pt): The character has an Arch Nemesis of roughly equal power level who will show up at least once per adventure in some fashion. At this level the villain will quite often developed intricate plans whose sole purpose is to hurt or expose the character. Villains at this level will often try to hurt the hero directly and are quite happy to fight toe-to-toe though prefer where possible to attack with a group to help ensure their victory.

(10pt): An Arch Nemesis of this type is twice the characters power level and will make their presence felt at least once every session. An arch nemesis of this sort has sworn his entire life to your destruction, but killing you is simply not enough for this kind of villain. For this kind of villain they will commonly seek to take away systematically everything that means anything to a hero, his name, his family, his job, his wealth, his reputation. And when they do confront the hero directly they inevitably make a big show of it, choosing to stage such conflicts in very public places for a number of reasons. First and foremost because they know the risk to innocents will keep the hero off balance, but also because they want the heroes defeat to be public so that everyone will know the villain beat him.

Life Bound:

Through some strange twist of fate the character with this weakness has found his well being tied to an object, person or place to such an extent that any harm done to the thing they are bound to, is suffered by the character too and should it be destroyed then so is the character.

(2pt): The characters lifeforce is bound to an item, person or place of their choice, any damage of one type (chosen by the character) done to the binding object is also suffered by the character too, although they receive any usual saves and immunities like normal. Thus a character who is bound to a house and has chosen fire as the damage he need watch for, but is also himself immune to fire, and suddenly finds the house is set on fire could only be knocked unconscious not killed by such an occurrence.

(5pt): The characters lifeforce is bound to an item, person or place of their choice, any damage done to the binding object from one source (chosen by the character) is also suffered by the character too, although they receive any usual saves and immunities like normal.

(10pt): The characters lifeforce again is bound to a person, item or place as with above but any damage of any sort done to the binding object is suffered by the character as if he was vulnerable and although they still get to make saves against any damage they do so with no bonuses at all just a d20 roll. Should the binding object be destroyed then so is the character who is bound to it.

Cursed:

Character with this weakness, are cursed in some fashion that has a dramatic impact on their lives. Such instances of this weakness include the likes of family curses, hexes, ancient curses on tombs, the evil eye of gypsies and so forth. Whatever the curses origin however, its effects are often sorely felt by the cursed individual in spite of it as they try to live their lives. All cursed characters find that the origin of their powers is related to the curse if not the sole reason for them and as a result can cause their powers to behave unpredictably until the cure is lifted.

(2pt): The character suffers from their curse in some way at least once per adventure, causing a single uses of their powers to fizzle with no effect (chosen by GM) usually at the least opportune moment.

(5pt): The characters curse is such that it affects them once per session, causing 1d4 uses of their powers to possibly work incorrectly (rolled secretly by the GM), and go off target scattering in a random direction (use grenade-like missile scatter table) instead of at the intended target. Powers with a personal range simply fizzle.

(10pt): Curses of this level are dangerous in the extreme. The GM should roll a d6 every time the character uses a power and on a roll of one, the power works in reverse. So for example a healing character would harm someone, an energy blast heals an enemy, a flying character falls, a force field traps the character instead of protects them, a draining character starts giving his attribute to a target and so forth. A cursed character of this sort can never be sure if he is going to help or hinder.

Dependants:

Not all heroes are without ties, indeed many have families and loved ones, people they care for and are directly responsible for. In the Supers genre these dependants are a common source of access for a villain to get at the hero, either through kidnapping or hurting them. Dependants as a weakness means the character has people he is directly responsible for however and not just related or acquainted too. For example a character may have an elderly aunt who relies on the hero to look after them, or the hero may have a wife and children and so forth. They are a means for someone to track the hero and identify him and people who can be used as leverage to get as hero to do things they would not normally or take risks they would normally avoid.

(2pt): The character has a minor dependant who relies upon them but is not a grave risk to the hero such as a beloved pet or roommate, parents who live in another city or state that the character visits or contacts irregularly maybe once a month or less. Any villain so inclined could make one attempt per month to identify the hero or his dependants at this level. Requiring a Gather Information check with a DC of 30 + characters PL. Of course once a villain discovers you identity he not only knows who you are but who means something to you.

(5pt): The character has a moderate dependant such as a wife and children or relatives within the same city, people he cares about and contacts or visits at least once a week if not every day. Any villain so inclined could make one attempt per week to identify the hero or his dependants at this level. Requiring a Gather Information check with a DC of 20 + characters PL. Of course once a villain discovers you identity he not only knows who you are but who means something to you.

(10pt): the character has major dependants, he could be a single parent, or with a disabled spouse or relative that relies upon them for care. Someone the character contacts perhaps numerous times per day and goes home to every day without fail. Any villain so inclined could make one attempt per day to identify the hero or his dependants at this level. Requiring a Gather Information check with a DC of 10 + characters PL. Of course once a villain discovers your identity he not only knows who you are but who means something to you.

Hunted:

A Character can make a number of enemies as they go through their daily activities and not only super villains are a potential threat, indeed a character can step on the toes of numerous organisations also from the media, law enforcement, government agencies through to criminal organisations and major corporations. Once a character has upset some of these people they inevitably try to find and apprehend the character, placing rewards on them, giving bad press, through to putting contracts on them or hiring bounty hunters.

(2pt): The character has upset someone of limited resources or influence, someone who wishes the character apprehended or humiliated but not harmed. As such the character's PR has suffered and they suffer a -1 penalty to all Reaction and Charisma related checks they make. Enemies that fall within this category are local newspapers, large businesses, local police enforcement.

(5pt): The character has upset someone of significant resources and with some influence, someone who although not set on harming the character is also not adverse to it should it be necessary in apprehending them. At least once per adventure some attempt to apprehend the character will be made. Such characters also face a smear campaign and also suffer a -3 penalty to all Reaction and Charisma checks they make. Enemies that fall within this category include national newspapers, national corporations, state law enforcement, dilettante's and senators.

(10pt): The character has upset someone of near limitless resources and with major influence, someone who uses the smear campaign as a means to justify their doing harm to the character. Enemies of this level have no interest in apprehending the character and simply want them removed. At this level at least one attempt on their lives will be made per adventure. Such characters also face a smear campaign and also suffer a -5 penalty to all Reaction and Charisma checks they make. Enemies that fall within this category include global media, international corporations, government agencies, celebrities and the fantastically rich.

Programmed (Constructs only):

A programmed character is someone by their very nature faces certain boundaries to their actions and they cannot by any means not even through sheer force of will overcome these boundaries while they exist.

(2pt): A character programmed to this level must choose three things that they either must do or definitely cannot do. For example a character may choose not to be able to hurt employees of a specific corporation, must protect the innocent, must obey the CEO of a named corporation. Whenever faced with situations where these rules apply they must abide by them. The parameters chosen need not be things that would commonly

come into play.

(5pt): A character programmed to this level must choose six things instead of three and one of the eight is chosen by the GM. The parameters chosen must be things that would come into play with relative regularity.

(10pt): A character programmed to this level must choose nine things instead of eight and two of these are chosen by the GM. The parameters chosen must be things that would commonly come up.

Data (Constructs only):

A character with the Data weakness faces a bigger threat than most sentient constructs as their sentience is purely a matter of programming and as such all facets of their nature can be re-programmed. Essentially allowing someone else to change them radically provided they can overcome the characters natural defences and gain access to their CPU.

(2pt): A programmed character with this level weakness can have any points they have in skills be reprogrammed and spent by someone who gains access to their CPU. In addition one personality trait can be added or removed from the character or up to one hour of memories added or removed. The character must be helpless before such changes can be attempted and it requires a computers check DC 20 + the character PL in order to do so. Each attempt to hack the character takes one hour whether successful or not.

(5pt): A programmed character with this level weakness can have any points they have in skills and feats be reprogrammed and spent by someone who gains access to their CPU. In addition three personality traits can be added or removed from the character or up to one day of memories added or removed. The character must be helpless before such changes can be attempted and it requires a computers check DC 20 + the character PL in order to do so. Each attempt to hack the character takes twenty-four hours whether successful or not.

(10pt): A programmed character with this level weakness can have any points they have in skills, feats and mental attribute points be reprogrammed and spent by someone who gains access to their CPU. In addition five personality traits can be added or removed from the character or any amount of memories added or removed. The character must be helpless before such changes can be attempted and it requires a computers check DC 20 + the character PL in order to do so. Each attempt to hack the character takes 1d4 days whether successful or not.

Imaginary:

Imaginary characters do not belong entirely in this reality and as such can be disbelieved, once disbelieved the imaginary character finds it increasingly difficult to affect or interact with this reality in regards to things and events around them. An imaginary character could be a dream or nightmare made manifest or a cartoon for example, but the power of such beings exists only so long as you believe it is real. Of course someone must discover the character is imaginary or not entirely real first in order to disbelieve them.

(2pt): Once someone is aware the character is imaginary at this level they can attempt to disbelieve him or her. In order to do this they must make a Will save against a DC of 10 + the imaginary characters power level. If the check is successful they disbelieve the

imaginary character causing them to fade from this reality albeit slightly, in effect causing the imaginary character to make any attacks against them as if their opponents had one-quarter concealment. At this level the imaginary character can still interact with their environment when disbelieved though do suffer a –1 penalty on all skill checks requiring fine manipulation or brute strength. Once someone has disbelieved the character they thereafter receive a +2 bonus to disbelieve them again.

(5pt): Once someone is aware the character is imaginary at this level they can attempt to disbelieve him or her in the same way as laid out above. If the check is successful they disbelieve the imaginary character causing them to fade from this reality causing them to become ghostlike in transparency, in effect causing the imaginary character to make any attacks against them as if their opponents had one half concealment. At this level the imaginary character begins to have trouble interacting with their environment and suffer a –3 penalty on all skill checks requiring fine manipulation or brute strength. Once someone has disbelieved the character they thereafter receive a +2 bonus to disbelieve them again.

(10pt): Once someone is aware the character is imaginary at this level they can attempt to disbelieve him or her in the same way as laid out above. If the check is successful they disbelieve the imaginary character causing them to fade from this reality causing them to vanish from sight, effectively removing them from this reality, in effect causing the imaginary character to make any attacks against them as if their opponents had total concealment. At this level the imaginary character begins can no longer interact with their environment for the most part and is effectively incorporeal, vanishing from sight. Once someone has disbelieved the character they thereafter receive a +2 bonus to disbelieve them again.

Damned:

The character who is damned is someone who has in the past committed such an atrocious deed or act that the powers that be themselves have been infuriated and cast the character down in what is commonly referred to as a fall from grace. A character who has fallen from grace must seek redemption and until they find it they are largely at risk from threats around them that those who are not damned are not. Of course for a character to become damned they must have some ties to a greater power to begin with, typically this is a god or cosmic being of immense power, or in the case of villains a Duke of Hell or Satan himself.

(2pt): A character is damned at this level has had only a minor fall from grace, which can be rectified with the completion of a fairly involved task such as protecting a particular individual, retrieving a stolen artefact, thwarting the plans of a specific foe etc.. Until the character completes this task they find that their fall from grace interferes with their natural healing causing them to recover from stun and lethal hits at half the speed they would normally.

(5pt): Someone damned at this level has had a significantly more serious fall from grace, which can only be set right through the completion of numerous tasks likely spanning years in order to prove their atonement. Until the character has atoned properly they find that not only does it take twice as long for them to heal naturally but they also find that being within the presence of or contact with sanctified items or places causes them to be shaken unless they can succeed at a Will save DC 15.

(10pt): Those who have fallen from grace at this severity have committed the gravest of acts and require a lifetimes of atonement and dedication to putting them right, perhaps even several lifetimes. Until such individuals have atoned properly they find that not only do they not heal naturally at all but sanctified places and items affect them as if they were susceptible to them but the DC is only 10 +1 per minute of exposure.

Thrall:

Not everyone is master of their own destiny some unfortunate few are the thralls of other more powerful beings. A character who is a thrall is either a slave or servant of some greater being and can be coerced to do services for their master from time to time or act in ways they would not normally do. For some thralls the control over them is minimal but for others it is complete and so strong they cannot resist. The worst part of being a thrall is the fact you are conscious and aware of all you do while you are forced to act for your master, but helpless to resist.

(2pt): The character is thrall to some powerful being but fortunately they exert minimal control over the character. Occasionally around once per month the character will be coerced to do something while they sleep. They won't recall what exactly though will at the GM's discretion have vague flashbacks in dreams about the things they get up to while under the control of their master.

(5pt): At this level of thralldom the character is coerced into doing something around once every adventure. The character can attempt to resist the control with a Will save DC 10. Control of them rarely lasts more than an hour and control only ever occurs during the hours of darkness, and during that time they are fully conscious and aware of what they are doing but unable to prevent it. If the character is being forced to do something he would never normally do, such as kill someone or jump off a cliff he can make another attempt to resist control.

(10pt): Characters with this level of thralldom are completely the creatures of their masters will and around once every session their master will exert their control over the character, which can only be resisted for a short time with a DC 10 +1 per additional attempt each round. Control of the character at this level lasts only until the sun comes up the following day. The character again is conscious but powerless to prevent himself from acting during this time. At this level of thralldom the character is still able to make another attempt to regain control of himself if forced to do something he would never normally do, but all he buys himself is a little time as the saves for control begin again, the only safety he has is during the daylight hours.

Finite Powered:

A finite powered character quite simply put is someone whose abilities are running on a finite charge. Sooner or later the character will have used up all the power available to them and they will find themselves powerless once more. Such characters are commonly those who have had powers imbued to them from more powerful often cosmic beings, the energy they have been given is limited and will sooner or later be used up completely. However a finite powered character can also represent someone whose abilities manifest for a limited time after accidental exposure to some energy or chemical and so forth.

(2pt): A finite powered character at this point is unlikely to run out of power any time soon. The Gm at the beginning of each adventure should roll a percentile dice, if the roll

comes up 01% then the characters power has been used up and he loses access to all powers. The GM should not reveal the result of their roll until the character tries to use their powers of course.

(5pt): A finite powered character at this point has a 01-05% chance at the start of each adventure of their power running out.

(10pt): At this severity the finite powered heroes power will run out on a roll of 01-10% at the start of an adventure.

Haunted:

A haunted character is someone who is tormented and visited by a vengeful spirit who will trouble the character until properly exorcised or the reason for them keeping them from the afterlife is resolved, typically this involves righting some wrong the spirit caused in life. Haunted characters are often nervous and things tend to go wrong or get moved or break while they are around with no feasible means of explanation and so they themselves often end up blamed for the actions of the spirit. In worst-case scenarios the spirit can actually hurt those who around the character.

(2pt): The character is haunted by a troubled poltergeist when the character is around things go missing, typically small things like tickets, keys harmless objects. Also things have a tendency of being moved while none watches. The character may leave a room only to find all the chairs stacked on top of one another when they return. Although an annoyance the poltergeist is largely harmless.

(5pt): The character is haunted by a spiteful ghost, one which will interfere with the characters life, smashing plates and cups, slamming doors shut, puncturing tyres, causing a room to become cold or mist filled, lights to drift about and screams and moans to be heard. Haunting of this sort are not dangerous but are distracting and disturbing both and take a mental toll on a hero. Each morning they awake they must make Fortitude save DC 15 or awake fatigued.

(10pt): The character is haunted by a terrifying entity, a malicious spirit full and rage and spite that seeks not only to make the characters life a misery but to cause them physical harm. This ranges from bruises and scratches through to actual physical assaults and attacks. Once per adventure at this level the spirit will attack the character, which will be half the characters power level. A spirit even if defeated will return the next time fully healed to attack the character again.

Mental Disorder:

The character suffers from an unfortunate yet troubling mental disorder of some kind. This disorder has an affect on the characters actions; responses and outlook depending upon its severity and can provide a liability and even sometimes a life threatening risk.

(2pt): The character suffers from a minor disorder such as turrets or a mild anxiety, panic attacks, depression or a obsessive compulsive disorder, post traumatic stress syndrome, or if a younger character Attention Deficit Hyperactivity Disorder (or DHD as it is more commonly known). The disorder is not pleasant but can be for the most part handled or kept in check with therapy and regular medication. Although those who suffer with a mental disorder at this level lead relatively normal lives they suffer a –5 penalty to all charisma and reaction related checks from those who are aware of their disorder due to the stigmata attached to such conditions.

(5pt): The character suffers from more acute versions of those listed above or mild cases of those listed below. Characters with a mental disorder at this level are required to take their medication regularly to keep their disorder in check, failure to do so causes their symptoms to surface once more. During any day the character goes without medication have them make a Will save during any stressful situation DC 15 failure meaning they can only make a half action as their symptoms begin to kick in. they return to normal once the stress causing element has been removed or has ended but until they take their medication (medicine check DC 10 + cost of weakness) they remain prone to their conditions and must continue making the saves during stressful times.

(10pt): At this rank the character suffers from a serious mental disorder that can lead them to harm or even to do others harm such as Schizophrenia, Sever Anxiety attacks, Manic Depression (bi-polar), Dementia. At this level the failure of the character taking their medication can be serious indeed and they must make a Will save at the star of each day DC 15 + 1 per day since they last had there medication (medicine check DC 10 + cost of weakness). Failure meaning they relapse into their condition, which depending on the disorder can result in the character either being helpless (sever anxiety, dementia or depression for example), or becoming violent (manic depression, schizophrenia), it may even mean another personality comes to the fore that is completely different to the core personality of the individual. Either way the problems persist until the character receives medication.

Possessed:

Unbeknownst to many the characters powers are not his at all but those of a possessing spirit and the powers themselves can be stopped by means of an exorcism that drives the possessing spirit from the character. Depending on the strength of the possessing spirit it may be driven away for a considerable amount of time or return after a short time, but until it does the character is powerless. Possessing spirits inevitably have some task they wish the character to perform that relates to the events of their deaths and revealing those who were responsible.

(2pt): If presented by an item of faith or someone performs a rite of exorcism the character must make a Fortitude save DC 10 or lose the ability to use their powers for a round after which the possessing spirit returns.

(5pt): If presented by an item of faith or someone performs a rite of exorcism the character must make a Fortitude save DC 15 or lose the ability to use their powers for the duration of the encounter after which the possessing spirit returns.

(10pt): If presented by an item of faith or someone performs a rite of exorcism the character must make a Fortitude save DC 20 or lose the ability to use their powers for the duration of the session after which the possessing spirit returns.

Incurable Illness:

An incurable character suffers from some terminal conditions and is running on borrowed time. The greater the power of the weakness the less time the character has. In a comic context this would cover such individuals as those infected by the likes of the Legacy virus for instance. In a real life context it could mean the character had Aids or terminal cancer of some kind. A terminally ill character may grow sick from time to time but sooner or later they will inevitably expire altogether and shed the mortal coil.

(2pt): The characters condition is largely in remission or slow developing and as such doesn't really impede too often on the characters life, however they do occasionally have their off days as their illness slowly begins to progress. Once per month the character must make a Fortitude check DC 15 or lose a battle with their illness, the result of which is a permanent loss of a point of constitution. Should the characters constitution reach zero the character loses their battle with their condition and dies. Hero Points may not be used to guarantee a success on such checks.

(5pt): At this level the characters condition is mostly okay but is definitely more aggressive in its development. Once per adventure the character must make a Fortitude check DC 15 or lose a battle with their illness, the result of which is a permanent loss of a point of constitution. Should the characters constitution reach zero the character loses their battle with their condition and dies. Hero Points may not be used to guarantee a success on such checks.

(10pt): A character with an Incurable condition of this level is fighting a near daily battle with their condition and knows it is only a matter of time before they lose. Once per session the character must make a Fortitude check DC 15 or lose a battle with their illness, the result of which is a permanent loss of a point of constitution. Should the characters constitution reach zero the character loses their battle with their condition and dies. Hero Points may not be used to guarantee a success on such checks.

Dependency:

A dependant character suffers from some form of addiction or dependency the severity of which can affect their judgement and lead them into actions and situations they would normally never find themselves. A Dependency can be anything from a gambling problem, an eating disorder a drug addiction, sex addiction, alcoholism, and so forth.

(2pt): When confronted with the source of their temptation they must make a Will save DC 10 or give in to temptation and indulge themselves. Given suitable discouragement or after a single indulgence the character can usually regain control of themselves before things go too far.

(5pt): When confronted with the source of their temptation they must make a Will save DC 15 or give in to temptation and indulge themselves. The character typically indulges until removed from the source of their dependency, but for the week following their indulgence they suffer a -2 penalty to their checks to resist temptation.

(10pt): When confronted with the source of their temptation they must make a Will save DC 20 or give in to temptation and indulge themselves. At this level a character will indulge themselves until forcibly removed from the source of their dependency and after having failed to resist temptation must make a check each day following their indulgence with a -2 penalty on their check, with failure meaning they actively seek out the subject of their dependency again in order to indulge once more.

Pact:

A character that has a pact has been granted their powers from some outside force, occasionally a god, but more often an alien or extra dimensional being and in return the character has been asked to perform some service. The nature and risk involved in fulfilling this service depends upon the severity of the weakness. Pacts can take many forms from selling your soul, or sacrificing your first born through to recovering specific

artefacts or dedicating yourself to some faith or cause completely right down the line to simply passing a message to someone that you must find.

(2pt): A pact of this level is a minor request and typically requires a relatively minor service in return such as the sacrifice of a valuable item, the retrieval of some lost tome or the corruption of an innocent. A character typically has a fairly long time to repay the debt (Gm should roll a d20 each adventure, on a roll of 1 the debt is called) but once the debt is called the character either does what was asked or suffers as if by the unlucky weakness.

(5pt): Pacts of this level are fairly more serious in nature and require that some opponent of the force be removed, some important task be performed, or a number of lives be sacrificed to the power in question. A character typically has only so much time however before the debt is called (GM should roll a d20 each adventure and on a roll of 1-5 the debt is called) but once the debt is called the character either meets the terms of the pact or he is visited by a number of agents of the force equal to the characters power level of up to half the characters own power level in level themselves.

(10pt): Pacts of this level are so significant they will take a lifetime to pay and commonly require a service for the power to be met once per month. Failure to perform this service has the character visited by a greater agent of the force of equal power level to the character.

Host Dependency (For Symbiotic characters):

Not all characters are the host in a symbiotic relationship indeed some are the symbiote itself. And as a host can suffer from prolonged separation with the symbiote, the symbiote itself is essentially very vulnerable and limited without a host in what it can do and how it can interact with its environment.

(2pt): The symbiote finds being without a host difficult and tiring and they are left to move under their own steam, which they are not really designed to do for prolonged periods of time. A symbiote without a host must make a Fortitude DC 10 check or begin their day Fatigued.

(5pt): The symbiote finds being without a host difficult as it essentially exposed completely to their environment and they suffer a susceptibility to some form of energy like sonic, heat, cold and exposure to this form of energy poses a serious threat to them while they are without a host. Once the symbiote is joined with a host however they no longer suffer from the susceptibility.

(10pt): While without a host the symbiote suffers as though by Vulnerable and slowly begins to die unless they can find a host to join with first.

Without a host the symbiote instantly becomes formless blob like shifting mass unable to hold any form on its own. As if affected by the Alternate Form - Semi Solid with the uncontrolled Flaw. In this form they are limited to movement only unless they also have the Additional Limb (pseudo pod) super feat. the symbiote cannot assume any shape or form though can try to grapple someone in order to attempt to join with him or her.

Symbiotic Dependency (For Symbiotic characters):

There are those individuals in the world whose extraordinary abilities come largely from their symbiotic relationships with certain creatures, be they alien, extra dimensional or just unknown. Those who share these symbiotic relationships frequently find that after

time they become addicted to the experience and find it increasingly tough and even sometimes life threatening to be separated from their symbiote.

(2pt): The character finds it distracting to be separated from the symbiote and suffers a –1 penalty to all skill checks while separated unless they succeed a DC 10 concentration check at the beginning of each day as the character is distracted and unable to concentrate.

(5pt): The character suffers extreme anxiety while separated from his symbiote and at the start of each day must make a Will save DC 15 or be panicked and run away from the situation in an attempt to try and desperately find the symbiote. The character must make a Will save each round in order to regain composure or they remain panicked and keep frantically searching.

(10pt): The character grows so accustomed to being joined to a symbiote and enjoying the benefits such a joining provides that they grow addicted to it suffering severe panic attacks and withdrawal when removed from the symbiote for prolonged periods. The character must make a Will save DC 10+PL of symbiote for each day that he remains out of physical contact with it, failure results in the character being shaken, suffering –2 penalty on attack rolls, saving throws, skill checks, and ability checks and suffering 1d2 temporary Constitution damage. They are also driven to actively seek out the symbiote in order to rejoin with it. He remains shaken until reunited with the symbiote and will lose a point of constitution each day he remains separated until finally falling into a coma when their constitution reaches 0, such a coma persists until the host and symbiote are reunited or the character succeeds at a Fort save DC 10 + PL of symbiote - number of days in a coma as the character undergoes radical withdrawal. Even after having withdrawn from a symbiotic Dependency the character suffers the symbiotes PL as a penalty on all reaction, skill or save checks to avoid being persuaded or influence by the symbiote to rejoin with it ever after.

Implanted:

The character is implanted with some device that poses some kind of threat or risk either to their safety or ability to defend them from harm. Commonly such devices are used as a means of control either by an individual to ensure the loyalty of his companions or more commonly by an organisation to control their employees.

(2pt): The character is implanted with something that doesn't necessarily pose a direct physical threat but does allow someone to externally keep track of the character.

(5pt): The character is implanted with something which can either negate the characters ability for a short period of time or attempt to disable them with an amount of stun damage.

(10pt): The character is implanted with something that can either negate their abilities indefinitely or cause lethal damage of enough to kill the character.