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More POWER



PDQ
SYSTEM

A Truth & Justice superpowers supplement
by Tim Gray

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More POWER

**A superpowers supplement for
Truth & Justice**

Written and designed by Tim Gray

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INTRODUCTION

The aim of this supplement is not to be a definitive and exhaustive list of powers - which would be against the DIY ethos of *Truth & Justice* anyway - but rather to:

- show examples of using the T&J framework to generate a bunch of stuff, as a jumping-off point for you to do your own;
- act as a reservoir of ready-made building blocks to draw on.

It's based on the experience of adapting my *Legends Walk* setting to T&J. That's all about superheroes empowered by the gods, heroes and monsters of mythology. It has a definite flavour of its own, with conventional comics-type powers sitting alongside the unusual and even downright odd. A lot of that, of course, is its own thing that wouldn't be much use in other sorts of supers games, but it's been a really good workout in using the structures T&J provides. What you have here is a collection of those lessons and ideas brought back for more general use; and a list of useful powers to sit in your toolbox alongside those from the T&J rulebook.

SOME RULES IDEAS

Targeted damage

Normally, the player of a character that takes damage has free choice of which Qualities lose Ranks. However, some effects target a particular broad type of Quality, like "strength" or "perception". Ranks of damage must be taken first on any Qualities of that type. If they are reduced to Poor, any remaining damage can be allocated freely.

If the character has no specified Qualities of that type, the first Rank of damage gives them a suitable temporary Weakness agreed between player and GM (which must be figured into any relevant rolls), and remaining damage is applied normally. For instance, if strength is targeted you could gain "Weak as a kitten". These temporary Weaknesses disappear when they heal.

If the damage would generate a Story Hook, the player can use either the first targeted Quality or the first one they chose freely.

Lethality

The more violent comics of the late '90s onward emphasise that ordinary people caught in a crossfire between supers die, often messily. To reflect this sort of style you could rule that people with no

super-scale protection who get caught in a super-scale attack sufficient to zero them out are dead, and possibly mangled, incinerated or whatever depending on the level of overkill. Given that most bystanders are going to be statted up as simply Good [+2] Occupation, that's not difficult. This could be waived for dramatically important characters like the elderly aunt of one of the PCs. They can just be Seriously Messed Up and in need of story attention.

If you want to really emulate the callous high-body-count style simply treat minor nameless characters as walking street furniture, losing the protection from power damage that people normally have.

Plot protection

Some powers, like Precognition or other forms of divination, are often a worry because of their potential for wrecking a GM's storyline. However, T&J offers a neat solution: give them the Limitation "Cannot derail plot". That way, the GM can protect the story and the player isn't completely frustrated because they get a HP to use later.

You might have spotted a major caveat there. Of course "the story" is not just the GM's but the group's, so this shouldn't be invoked insensitively or too often. In general a player should always get some mileage out of their character's powers. T&J isn't labelled as a high-trust game for nothing!

THE POWER OF SUPER SCALE

One of the most powerful tools in *Truth & Justice* is the concept of super scale. It gives you a very easy way to define a power that is a normal human trait taken to a level above and beyond the experience of mere mortals. The box below summarises how it works. The rulebook gives a few common comics examples, like Super-Strength and Super-Intelligence.

The interesting thing, though, is that you can apply super scale to all sorts of traits, from basic physical attributes to social faculties to more offbeat things. It basically says that you can do that thing flawlessly under ordinary conditions; that ordinary situations, objects and minor characters are no obstacle; and that your peak performance is truly awesome.

Here are a few examples, all of which appear as full power write-ups later.

- Beauty - some combination of flawless looks and powerful chemistry, making you a social monster.
- Devouring - mainly for monsters - you can bite through and consume pretty much anything.
- Eloquence - a silver tongue for moving or persuading listeners.
- Super-Agility - flexibility and coordination - balancing on ledges and swinging on lines - a powerful defence.
- Super-Presence - courage, charisma and willpower - nothing confuses or dismays you.



A SUMMARY OF SCALE

This is a quick reminder of the difference between the normal and super scales, as seen in T&J (p4, p23, p60, etc).

- Super scale trumps a normal-scale challenge, with no dice rolling required. That might be an opponent with no applicable super-scale abilities, or an obstacle like jumping between buildings or solving an algebra problem. Similarly, a normal-scale attack can be completely negated by a suitable super-scale defence. (In practice, it's sometimes appropriate to have a roll but use Target Number instead of MOD, eg trying to control the actions of a main character.)
- Opposing super-scale effects cancel out to just their MODs, resolved normally.
- Interpolating from *Invulnerability* (T&J p43), extraordinary normal-scale effects or Qualities are a halfway house, though they shouldn't be common. They can partially leak through super-scale defences, resisted by MOD and inflicting Failure Ranks only. They can also partly block normal-scale damage, resisting with MOD and downgrading it to Failure Ranks.
- Most physically damaging powers do super-scale damage to normal-scale inanimate objects - in other words, most scenery breaks or goes boom when you zap it - but not to characters.
- Some super-scale abilities, when successfully applied against a normal-scale opponent, do [TN] extra damage. The most obvious example is Super-Strength, but because T&J uses abstract damage it could just as easily reflect someone being rendered into putty by your dazzling appearance.
- Some powers, notably energy zaps, can be temporarily boosted to do the extra super-scale damage against normal-scale characters by spending a Hero Point.

VULNERABILITIES AND BEING DIFFERENT

The rulebook suggests that Vulnerabilities can be all sorts of things: physical, mental, social, professional and so on. This is another very handy tool that gives you a standard framework you can use to support stuff you might want to feature prominently in your character's story.

The most obvious example is some physical substance or energy that's somehow toxic to the character, like Superman's Kryptonite. But in *Legends Walk* most of the suggested Vulnerabilities ended up being about taking the character further away from a normal human life - through changes in appearance, habits they developed and odd things that happened around them. This is a common trope in comics, where powers can often be accompanied by less welcome changes - for instance the Thing in Marvel's Fantastic Four. The flipside in T&J, of course, is that being a freak with a life of heartbreak gets you extra Hero Points to use for laying the smackdown on the first villain who makes a wisecrack about your horns being short. Handling Vulnerabilities the way T&J does means players will look for chances to play them up.

Some of LW's suggested Vulnerabilities are obvious physical changes like having blue skin or glowing in the dark, and these "Meta markers" would obviously affect social interactions with normal folks. Other markers are odd occurrences around the character - maybe the weather reflects changes in their emotions. More subtly, others affect the character's personality or behaviour patterns - which makes particular sense in that game, where characters' powers come from mythological entities like hot-tempered thunder gods and devious tricksters. Others still reflect a need for some substance or activity, like immersing yourself in water or consuming blood, with the character becoming weakened if the player or GM establishes that a while (defined vaguely, in story terms) has gone by without satisfying the need.

Options for using them

Mandatory Vulnerabilities

In *Legends Walk* characters empowered by monsters have to take one Average [0] Vulnerability as a mandatory freebie. You could adopt this if you want Vulnerabilities to feature strongly in your game - for instance to highlight the characters being misfits in some way. Otherwise players will be reluctant to spend scarce starting power Ranks on Vulnerabilities.

Targeted damage

You could use the optional targeted damage rule introduced earlier to give Vulnerabilities a more specific bite. If you're a Big Ugly Rock Monster, that gets triggered when you try to go to a bar and have a drink like you used to but now everyone moves away from you and whispers behind your back. That could deplete your Qualities generally, but it makes more sense to force it to target ones related to social interaction. So if you've gone into that bar with the aim of getting information by chatting to the locals, the Qualities you'd use to get a friendly reaction will be reduced. This works particularly well with the personality/behaviour ones, depleting some particular aspect of the character like judgment or composure when faced with some particular stimulus.

Example

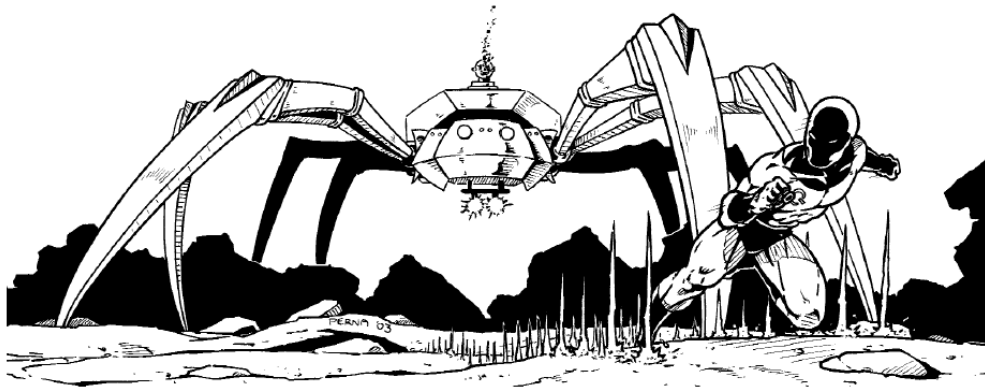
Thunder Eagle is a sample character from LW, empowered by Thor. He could take the Vulnerability:

- Proud - you lose your composure when challenged or taunted about your competence.

He gets into a situation where a villain is taunting him about not being a proper superhero because he's nothing without his fancy baseball bat and other "toys". The GM and player agree that this triggers the Vulnerability. Thunder Eagle is momentarily paralysed by a building rage that's not entirely his own, and because he has Good [+2] Proud takes 2 Damage Ranks. This is targeted damage, and as he doesn't have any composure-type Qualities to target the first Rank gives a temporary Weakness of Poor [-2] Unreasoning Rage and the second Rank is allocated normally. He also gains 1d6+2 Hero Points - put to good use as he throws his weapons aside and lunges at his detractor.

Sample Vulnerabilities

- **Adventure Magnet** - if anything notable's going on in your vicinity you'll get caught up in it somehow - usually when you're doing something important in your private life. Initial damage is probably due to getting caught in the fallout.
- **Bloodlust** - in a combat situation you tend to lose your reason and ethics.
- **Champion of the People** - you are bound by the need to help the poor and oppressed. May be triggered if you ignore a case of need, or if you go a while without seeking opportunities to help.
- **Easily Tricked** - your perception and discernment can be eroded when dealing with deception.
- **Glowing** - your body has a faint glow that makes it hard to pass as normal - it's particularly noticeable in the dark. This may be triggered when you're trying to be stealthy or unobtrusive, and targets those sorts of Qualities.
- **Horns** - they might be short and stubby like a goat's, relatively easy to conceal, ranging up to full-blown antlers. They mark you as different and might affect social interactions. (This is a good example of a Vulnerability that can tie in to a power or Quality you take; and also one that can be more pronounced as its Rank increases.)
- **Needs Water** - you need to immerse yourself in water regularly or suffer debilitating effects. (You could take a separate one for being vulnerable to attacks that dry you out, or roll them in together.)
- **Personal Code** - take the penalty if you break it. Flesh out what your particular code includes - eg keeping your word, not harming the weak, avoiding bad personal habits.
- **Scary** - people are uncomfortable around you - targets social Qualities for friendly socialising.
- **Too Brave** - when faced with a dangerous challenge this targets your judgment.
- **Ugly** - triggered in social situations where appearance is a factor. Usually targets social Qualities.
- **Unwanted Admirers** - you tend to attract attention wherever you go, bringing gifts, marriage proposals and sometimes obsession. This can mess up social situations and attempts at remaining unnoticed.
- **Wants (Something)** - if presented with an opportunity to get the thing, your judgment and composure can be eroded. Examples include Knowledge, Food or Drink, Wealth, Power and Sex. (Some such traits might normally be seen as Weaknesses like Greedy or Gluttonous. You could have either or both.)
- **Weather Signs** - minor weather changes happen around you when under emotional stress. This can freak people out and affect social interactions.



SIZE LEVELS

T&J doesn't define size levels very concretely, but that's quite useful for powers that change size and shape and for statting up opponents.

Ranks

Quality level. Our PDQ fantasy game *Questers of the Middle Realms* introduced **Large** and **Small** Qualities with the Ranks in the table below, extending away from human size. You can use these as ranges for statting natural creatures. They are **paired** Qualities, coming with a linked Weakness - eg Expert [+4] Large, Poor [-2] Large - that activates in different circumstances from the Strength.

Power level. In the comics a scale like that for Qualities seems to apply pretty widely for increased size. For shrinking there's more variation by style. Most go straight from normal-sized to a few inches tall or insect-sized. For a setting more rooted in reality that might be the normal limit, but in more outrageously conceptual universes supers can shrink to subatomic level and ride photons through phone lines. The table suggests a scheme for size Ranks, but of course you can tweak it to adjust the style (for instance raising the limit on Large Power to several hundred feet and compressing the lower scale).

Growth and Shrinking. You could just use the table as a reference guide for the rulebook's *Sizeshifting* power; or perhaps the desired size sets the target Rank, for a simple or complicated situation. (In comics, especially for Growth, characters take a Damage Rank if they try a size in excess of their power Rank.)

Fixed size. Permanent non-human size is a Quality bought by converting power Ranks (as for *Intense Training* - a power converts to MOD + 1 Quality Ranks, Average counts as 1), coming with the linked Weakness, and spending any "change" on related Qualities. Higher Ranks will make normal life pretty much impossible - maybe not a good choice for PCs.

Application

Size in combat. In PDQ an attack includes both accuracy and damaging power, and a defence includes both the ability to not get hit and the fortitude to soak up damage. However, conventional wisdom says that a large creature is easier to hit but harder to hurt, while a smaller creature is harder to hit but more fragile. To guide when Large and Small can help or hinder you might adopt the principle that in hand-to-hand combat power is more important but in ranged combat accuracy is more important. Alternatively you might say that if a character has the Qualities they apply whenever a case can be made!

Lifting. Large size enables you to lift at a Downshift on the Intensity Chart - eg a 100ft person can toss cars around as a simple situation.

Scale. Use common sense to decide how wildly different sizes interact (if at all). A size difference of two or more Ranks can turn an attack or defence from normal scale to extraordinary normal scale.

Size "reduction". In conflicts the effective rank of a creature's size may change due to damage or downshifting. Of course the creature doesn't actually change size: it's more a case of its size becoming a less important feature of the story.

RANK	LARGE QUALITY	SMALL QUALITY	LARGE POWER	SMALL POWER
Poor	-	-	8ft tall	2-3ft tall
Average	Human-sized	Human-sized	Around 10ft tall	A few inches tall
Good	Humanoid around 10ft tall, horse, bear	Humanoid 2-3ft tall, dog, cat	Around 30ft tall	Ant size
Expert	Humanoid about 30ft tall, rhino, elephant	Humanoid a few inches tall, mouse	Around 60ft tall	Speck of dust
Master	Humanoid about 100ft tall, whale	Humanoid up to an inch tall, insect	100ft tall and more	Subatomic scale

THEMED POWERS

Some of the wackiest and most creative powers can come about when you've got an overall theme for the character are looking for interesting riffs on it to turn into what they can actually do.

Let's look at some examples. Here's a good one: The Philatelist from the Second-String Supers setting in *Truth & Justice* (p. 89).

Stamp and Mail Powers. The character can literally do anything if it is related to stamps, stamp-collecting, or the postal system (pull rocket launchers out of mailboxes, mail oneself out of prison in a standard business envelope, cause all the stamps in 100 yards to burst into flame, etc). It's conceived as a Meta-Power, although the stuff that falls under it isn't as straightforward as, say, "vampire". The Limitation is that the character must steal (possibly consume) rare and valuable stamps (or vast amounts of common stamps) to energize his or her abilities.

That's pretty out there, and obviously wouldn't suit every game style. Here's another one that could be run similarly or a bit more restrained, from *Dial S for Superhumans* (Lectrix, originally submitted by Gwyn McVay, p. 15).

Cosmic Word is a strange power having to do with words, text, and literacy. The character can use this ability to correct (but not violently alter the meaning of) any written text in his or her presence, perform bibliomancy (divination by randomly selecting passages from books), temporarily instill or repress literacy in a target (enabling them to read - or not! - in a language of the character's choice), temporarily afflicting a target with aphasia, altering objects into homonymic objects, and so on.

In fact I did something a little bit similar to that one in the *Pantheon: China* supplement for *Legends Walk*. Characters empowered by the Chinese god of writing, literature and scholarship Wen Chang have, among the powers they can choose:

- **Alter Characters** - cause a nearby piece of writing to alter, changing its words and meaning.
- **Assess the Candidate** - get an idea of the mental abilities and education of a nearby person.

- **Characters in Motion** - cause a nearby object bearing or containing writing to move around, including flying through the air at modest speed.
- **Remote Reading** - access the content of nearby documents without seeing the text.
- **Universal Reading** - you can read and write the written form of any human language.

Hopefully you can see a different style in there - just a bit more rooted and less cartoony (that was the goal, anyway). *Legends Walk* was pretty much an exercise in coming up with themed powers. Sometimes a mythic figure comes with known specific abilities to convert, but often there's a lot of blank territory to fill in with powers that are interesting to play and fit the theme and style.

Things to think about

First, how are you going to frame the powers? You could have a single power for the theme, able to do a few different things. You'll have to judge the balance quite carefully there - at what point does it include enough disparate stuff that it needs to be a Meta-Power instead? I'd seriously consider ruling that *Stamp and Mail Powers* can only be one; and most of my list of writing powers above could fit happily under one. Remember that the consequences include making the character more vulnerable to losing their powers through damage to the Meta-Power, and the possibility of NPCs popping up with the same abilities. In the middle ground you could just have a number of separate powers covering different aspects of the theme. (That was my approach for LW, where character creation involves picking powers from a "menu" of possibilities.)

Second, what sorts of powers will fit? Here are some general categories to get you thinking.

- **Controlling** - making the thing behave or move as you want;
- **Changing** - altering its own shape or substance if it's a physical thing, or affecting it as a property of other things if it's more abstract (like the literacy bit of *Cosmic Word* above);
- **Perceiving** - knowing stuff about the thing, like its location or properties or history;
- **Resisting** - being immune to harm from that thing (eg if you're empowered by a fire god, fire won't hurt you - see *Immunity* below).





TRUTH & JUSTICE RULEBOOK POWERS LISTING

Here's a listing of the powers written up in the main powers listing. It doesn't include any that are only found in character write-ups. Those that are Qualities rather than Powers are in *italics*.

Power	Page	Power	Page
Adaptation	39	Precognition	46
<i>Armor</i>	39	Quality Theft	46
<i>Battlesuit</i>	39	<i>Quasi-Power</i>	37
Beam (of something)	40	Ray (of something)	47
Blast (of something)	40	Regeneration	47
Body of (something)	40	Shapeshifting	47
Bolt (of something)	41	<i>Sidekick</i>	47
Control (something)	41	Sizeshifting	48
Duplication	41	(Something) Powers	48
Flight	41	Sorcery	48
FTL Travel	41	Super-Armor	48
<i>Gadgets</i>	41	Super-Gadgets	49
<i>Gadgeteering</i>	41	Super-Gadgeteering	49
Healing	42	Super-Intelligence	50
Immortality	43	Super-Quality	50
<i>Intense Training</i>	37	Super-Senses	50
Invisibility	43	Super-Sidekick	50
Invulnerability	43	Super-Speed	51
Limitation	36	Super-Strength	51
Luck Control	44	Super-Vehicle	52
Meta-Power	38	Telepathy	52
Mind Control	44	Teleportation	52
<i>Minions</i>	44	Time Control	53
Phasing	44	Transformation	53
Power-Armor	45	<i>Vehicle</i>	53
Power Neutralization	45	Vulnerability	37
Power Theft	45		

POWERS LIST

2D Form

(Based on the Edgewise character originally submitted by Tintenfischer in *Dial S for Superhumans*.) The character can become two-dimensional at will, along any axis of their body. They look normal (though flattened) when viewed straight on, but their body is only a few micrometers thick so they're practically invisible if seen edge-on. They retain their overall mass and strength, and move pretty much as a normal body would - it's their projection in 3D space that changes. The power can be used for hiding, physical defence and getting into thin spaces. Possible Stunts include a precisely calculated shift as a super-scale dodge and attacking with a thin edge for super-scale damage.

Alter Properties

This power gives very wide scope for rewriting reality. It can alter the properties of an object or being - making metal railings brittle, making fire burn without heat, rendering explosives inert, making a weak person strong or a fierce animal docile, or even conferring new skills, like being a great hunter. It doesn't change the target's shape or transform it into a different substance. (The railings, for instance, would still be iron - just weird iron.) The balance to this power is that its effects only last a short while before ordinary reality reasserts itself: use the Time column, with a maximum of one scene.

It works by **attaching** a desired Quality to the target. These attached Qualities are a bit odd: they range from Average to Master; can sit alongside any similar Qualities that already exist or overwrite opposing ones; can not absorb damage Ranks; and can be used by anyone around, not just the target (if that's a living being). So if you attach Expert [+4] Soft to the pavement, a character falling off a building

POWERS IN THIS BOOK

Power	Page	Power	Page
2D Form	9	Leadership	16
Alter Properties	9	Leaping	16
Animal Connection	10	Master of (Something)	16
Animal Powers	10	Pleasure	16
Aquatic	10	Poison Cloud	17
Beauty	11	Possession	17
Creation	11	Shield of (Something)	17
Delirium	11	Skill Mastery	17
Density Control	11	Smiting	18
Devouring	12	Spirit Travel	18
Dimensional Sanctum	12	Storm Aura	18
Dimensional Travel	12	Stretching	18
Disease	12	Summon Minions	18
Eloquence	13	Super-Agility	19
Energy Absorption (specify)	13	Super-Presence	19
Energy Feed (specify)	14	Super-Sense examples	19
Energy Pool (specify)	14	Telekinesis	20
Illusion	14	Unliving	20
Immunity to (Something)	15	Warp Creature	21
Intelligence	15	Werecreature	21
Knowledge of the Dead	15		

could add that to their attempt to resist damage. If you give someone Master Weak As A Kitten and then arm-wrestle them, you get to add 6 to your roll.

Attaching is basically simple: give the target the Quality you specify at up to your Rank in this power. If the target has a Quality that conflicts with this you must overcome its TN to succeed: then the opposing Quality is “switched off” while this effect lasts, as if it didn’t exist. Assume that everything is at least Average in being itself - for instance the pavement might not have Hard explicitly, but this is part of being a pavement so you still have to beat TN 7. (If you were trying to turn it orange, that’s not included so it’d just work.) An Average Rank in this power doesn’t let you attach an active MOD (unless you spend HP), but you can use it to switch an opposing Quality off - eg creating fire that burns without heat.

General restrictions:

- You can’t use it on yourself.
- Only one property change at a time, and the GM has final decision on what constitutes a property.
- In general you can’t confer powers; but you could come up with some wacky Qualities, like “Fate-proof”.

Animal Connection

This gives a special link with one or more particular animal type(s) - eg dogs, owls, horses. It’s a bit like putting your relationship with them on the super scale. You can assume an automatic friendly reaction if there’s no reason for it to be otherwise, and in any case they won’t harm you of their own volition.



There’s a basic empathic connection enabling you to request tasks around the level of a well-trained dog and gather basic information. Any rolls dealing with that animal type can use MOD.

You could require each animal type to be taken as a separate power; allow one type per Rank in the power; have a Meta-Power version enabling you to Stunt such interactions with any animal type encountered; or make it general by default and use Limitations to restrict it to specific types. This power differs from Control Animals in that it’s automatic; passive rather than active, and less domineering.

Animal Powers

You have MOD slots that can each contain, temporarily, a Rank of any Quality that might be possessed by an animal. These are minor changes to the body and senses, often accompanied by visible signs, not the whole-body changes provided by *Shapeshift* - eg making your fingers clawed but not growing wings. Some other examples: Strength, Quick Reactions, Wall Crawling, Sensitive Smell, Resist Toxins, Swimming.

Under stress, changing the Qualities in your slots takes an action of concentration per Quality. If you lose consciousness all slot contents are lost. Some versions might be restricted to a particular subset of animals.

Aquatic

This power enables you to survive and get about in water.

- You can breathe underwater, whether through gills or sheer magic.
- MOD counts toward swimming. (Master Rank equates to a speed of about 60mph, that of the fastest fish.)
- MOD resists cold and the pressure of the depths.

Stunts for this power can emphasise one of the above aspects. Maybe you can swim super-fast (not as fast as the speed column on the Intensity table though), or have the equivalent of Armor from pressure-resistant physiology, or can see in the dark.

Beauty

Your appearance is on the super scale. Through whatever combination of flawless looks and powerful chemistry, people can't help but be attracted or impressed (depending on circumstance and preference). Characters with this power are social monsters and tend to get what they want. For minor interactions with NPCs you can make the effect automatic; for attempts to control the behaviour of main characters it's probably better to use TN rather than MOD, making it potent but not unavoidable.

It can lead to difficulties too, like being pursued by unwanted admirers, maybe as a Weakness or even a Vulnerability. Story Hooks off the power could take that tack too - maybe Bobby Nelson was only caught in the crossfire because of his lovesick pursuit of Megawoman or something.

Creation

This gives you the power to create things out of thin air. The creations have the properties of a normal thing of their type but are ephemeral, lasting a scene and then dissipating. (Option: you can make one permanent by embedding some of your own life force, costing a Damage Rank and a Hero Point.)

Mechanically it works like *Intense Training*. If you succeed in the task you get [power MOD + 1] Ranks of Qualities to assign to your creation. The first Rank has to be spent to give it Average [0] (whatever it is), like an Average Sword. Further Ranks can add to that or develop special features (starting at Good).

Making inanimate objects is Average difficulty. Simple living things like plants and insects is Good. Higher animals (including humans, who start with a childlike mentality) is Expert. The default is to make it in your hand or at arm's reach - to make it further away brings one or more Downshifts, as might other things like unusual complexity or size.

There's plenty of scope for Limitations that restrict what can be created. You might decide that the power user has to have some level of knowledge of the things they make. You could limit the power according to its origin or theme: in *Legends Walk* the mythic Sources can only act according to archaic knowledge, so for instance no flu viruses.

Delirium

Distorts the target's senses, balance and coordination, like being drunk in a house of mirrors, and may bring their greatest fears and darkest impulses to the surface. Fundamentally it's an attack opposed by mental resilience, usually causing Failure Ranks.

This would be a very good candidate for the targeted damage rule suggested earlier, diminishing Qualities of coordination, discernment and mental balance.

Density Control

This is the ability to increase or decrease the mass of your body. Each has major benefits but some drawbacks. In general they duplicate the effects of other powers at up to the Density Control Rank (the user can decide how much oomph to put in). You'll have to decide whether they are parts of a single power or two separate ones.

Increased density has these effects.

- Resistance to damage with the equivalent of Super-Armor.
- Increased unarmed damage through the equivalent of Smiting (see below). You might allow this to cause super-scale damage to an opponent with a Hero Point according to the standard rules for powers.
- However, the character may damage and even shatter any surface they walk or stand on. Their current density increase MOD acts as a penalty for attempts to move stealthily and perform feats of physical flexibility and coordination like gymnastics.

Reduced density - in the comics, characters usually go straight to having no density at all, effectively the same as Phasing (often with Flight as a Stunt). It would be possible to have a different version where the character is almost weightless but still solid, with the ability to walk on very fragile surfaces (perhaps even water), maybe to perform great athletic feats due to the reduced strength/weight ratio, and with possible Stunts including gliding on air currents and rolling with blows. It's likely that unarmed damage would be reduced though.

Devouring

This one's mainly for monsters. You have Invulnerability against anything you eat. You're also on the super scale for chewing up inanimate objects, and can add MOD to bite attacks.

This one shows what wacky things you can do with super scale! In some styles of game perhaps the character can just about survive by consuming small items of various kinds, but needs meat to truly assuage their hunger.



Dimensional Sanctum

You can access a private pocket dimension that serves as refuge and storage space. The Area column suggests its apparent size. Its description is up to you - for instance a *Legends Walk* version was a Chinese palace of jade and gold. You should also decide whether it's unique to you, or whether the same power is possessed by several people who all access the same place (possibly leading to interesting interactions if they meet).

You can enter and leave as an Average action, with any items you can carry on you. It's also possible to send others here with a similar roll (Downshifted as usual for multiple targets at once). You have an intuitive understanding of the place, using MOD to navigate, but others can become lost. Items native to the sanctum usually can't be brought out - they stop working or dissipate. Sanctums don't usually have their own inhabitants - if yours does, you'll have to work out whether they are "real" intelligent beings.

- **Everywhere and Nowhere** - this possible Stunt works off the idea that the sanctum connects to many different locations on Earth, so by walking to the right part of it you can emerge in any part of the planet, though usually not a specific location (make a roll and use the achieved Rank as a guide for accuracy).

Dimensional Travel

GMs, allowing this in the game means that you want travel to other dimensional realms to feature in your game and that you have worked out at least some degree of metaphysics for your setting so that you know what sorts of places they might be. For instance, do you want a parallel universes model where characters can inadvertently end up in a

version of our world that's just slightly *wrong*, or do you want to stick to bizarre planes where the rules may be completely different?

Of course you could use a variant of the power that only links between our world and one other, so that the player can specify this other place. You could see *Dimensional Sanctum* above as a special case of that.

Travel ought to be a complicated situation - mainly to bring in a bit of tension when there is extra difficulty or the character has taken damage to the power. In a normal situation travel to a dimension they've visited before shouldn't be too hard - we're more interested in the trouble they can get into when they arrive! If you wanted, though, you could have a cosmic map showing which planes are "near" and "far" from each other, affecting transit difficulty accordingly.

There should always be the possibility of miscalculation or cosmic accident landing the character in the wrong destination. The GM could invoke a Story Hook or Revoltin' Development. You might also trigger it with double 1s on the travel roll.

Stunts would include sensing things about the dimension you're in. You could restrict it to self only with a Limitation, or require a Stunt for bringing other people along, or just allow that as a normal use based on the Intensity chart.

Disease

The ability to cause illness might be a suitable power for some styles of game. (It's important in *Legends Walk* as bringers of disease are common in world myths.)

Disease Ranks. Here's a scale of condition types with some suggested consequences.

Poor	inconvenient or embarrassing conditions such as itching, wind or an unsightly boil (possible Downshift for social tasks)
Average	mildly painful and/or distracting conditions like cramp, an ulcer or a cold (1 Failure Rank, Downshift for initiative and concentration)
Good	debilitating and/or painful conditions (1 Damage Rank, -MOD to initiative, Downshift to all activity)
Expert	incapacitating conditions posing a real threat to the character's health, meriting bed rest and medical attention (MOD Damage Ranks, -TN to initiative, -MOD to all activity)
Master	life-threatening conditions - medical attention required (TN Damage Ranks, no action possible)

To cause a disease or ailment decide what effect you wish to produce. The difficulty to cause it is the higher of the disease's Rank and the target's resistance. (If successful, effects are based on the power's MOD and TN.) Medical help can only tackle the symptoms, not effect a cure. Once the duration expires the subject starts recovering normally - the time this takes depends on what the effect was.

The power can be used on several targets at once, as long as all of them are the same kind of creature and all are afflicted with the same condition. To make the disease contagious so that it will pass from the subject to others gives an extra Downshift on the power roll, but anyone who catches it this way gets a normal version that can be treated medically.

To cure a disease use the Ranks for difficulty.

Eloquence

You can talk on the super scale. The character has special ability in using speech to move or persuade people, whether through enchanting stories, pep-talks before a battle, silver-tongued seduction or clever con-artistry.

You can automatically talk a minor non-super NPC into anything reasonable - ie won't cause them harm, violate deep principles or seem crazy. For more significant situations add TN rather than MOD for persuasion (instead of automatically dictating the actions of main characters).

Up to MOD times per scene you can make a rousing speech to give a group of people an Upshift to use in following a course of action you outline. (In a conflict situation it's used in the opening moves.)

Energy Absorption (specify)

This is the ability to absorb some form of energy without harm to yourself, store it and release it in the form of some useful effect. So you need to specify both ends of the process for your particular version.

- **Incoming.** Does it work on all forms of natural energy, or just one? Examples include kinetic, heat, electricity, cold and even perhaps exotic things like magic. How broad you make it depends on the style and power level of your game as well as your character concept. You could pin it down to one or two types, or set it broad and use Limitations to make exclusions.
- **Outgoing.** What effect does it produce? This needs to be a single specific power - effectively you've got that power but it needs frequent refuelling. Common examples are Super-Strength, a Blast or similar of the absorbed energy type, and Regeneration.

Your outgoing power is a sort of phantom Quality in its own right, with a Rank that goes up and down over time but can never exceed that of the Absorption power. It can zero out, becoming unusable if it drops below Poor and always disappearing at the end of a scene. You can take damage on it. It also gets downshifted one Rank any time you spend Hero Points on a use of it (so Stunting takes it out of you).

When a suitable attack comes in, you can use MOD to defend against super-scale attacks and TN against normal-scale ones. (Any that gets past your absorbing ability still hurts.) A normal-scale attack raises your outgoing power rank to the attack's Rank (subject to your power Rank cap); a super-scale attack takes you straight up to your maximum.



Energy Feed (specify)

This power lets you tap into a particular physical, emotional or metaphysical energy nearby, using it to restore and strengthen yourself. Examples include electricity, death and fear. At the end of each round during which that kind of energy is generated nearby, you can recover up to MOD Failure or Damage Ranks or, if you have no damage, gain 1 HP.

If there's an unusually large concentration of the energy - eg lots of people are affected or it lasts for a while - the GM may allow you to get 1d6+MOD Ranks or gain 1d6 HP instead of 1.

If a group of minions has this power and they're being taken out as a complicated situation rather than tracking damage Ranks, give them a group HP pool to draw from as needed to make them a tougher challenge.

Energy Pool (specify)

You have access to a reservoir of some kind of energy that you can use to boost some kinds of actions, getting an Upshift up to MOD times per scene. (Use ticks to record how many times you've used it. If damage downshifts the power below that, you're out of juice.)

When you take this power decide what its nature is, what it can be used for and any extra details that go along with your version.

Examples

- Fury - seething vitality used for actions of physical vigour or effort.
- The Power of the Land - used for physical or mental effort (not finesse). Gets Downshifted in sterile or polluted locations.

Illusion

These are sensory impressions of things that aren't actually there. They might be physical images and sounds, or exist purely in the minds of "observers". Some illusions have a duration but can only change if the caster concentrates; others require active concentration all the time and disappear if their creator loses consciousness.

Influencing actions. The primary use of illusions is for changing the behaviour of the targets. People will treat them as real if they're plausible and well-crafted - we're not used to questioning our perceptions. For instance, if one end of a corridor seems to be on fire you're probably going to head the other way rather than hanging around to see if it's real.

Shock and fright. It's possible to craft an illusion specifically to look frightening, so that it becomes a mental attack causing Damage Ranks. This needs to be done carefully, because if a victim spots that it looks fake you could be in trouble (this is more likely if the victim manages to withstand the initial shock). If it's of a real-world thing the illusionist hasn't ever witnessed personally, the GM should feel free to impose a downshift.

Physical damage. You can make an illusion that appears to cause physical damage, like a sword-wielding knight. However, that can only inflict Failure Ranks - it's shock rather than actual trauma. Plus, if

the victim is still conscious they're pretty much bound to realise that their attacker isn't solid (call for an Average intelligence-type roll if you really want).

Doubt and disbelief. If a target realises that what they're confronting is illusory, they'll no longer allow it to influence their actions. The GM must judge when that happens. There must be some reason for it - some clue that all is not as it seems. This could be absolutely obvious ("Hey, I've got a sword sunk in my chest and I'm not dead!"), or it might be a hint calling for a complicated situation roll to see if they catch on (usually of perception and intelligence versus the power plus any appropriate Qualities). The target probably still experiences the illusions, and might still be frightened by them, but can apply willpower-type Qualities to resist actively, taking only Failure Ranks (and no more than one at a time from "physical" damage). Of course, it's unfortunate for a doubting victim if the threat turns out to be real after all...

Here's a riff on the Illusion power, created for the ruler of the Chinese hell in *Legends Walk* and reminiscent of at least one major comics character.

- **Hell Vision** - forces a mental illusion on the target, in which they experience one or more horrible punishments appropriate to the misdeeds they've committed in life. On the initial attack the target must resist TN with Qualities like willpower and virtue. If they fail they take the difference as Damage Ranks and are locked in the illusion, unable to take action and usually writhing in agony. Each round thereafter they make a similar roll to attempt to break out. On the user's side it's limited to Rank time with a maximum of one scene. Victims sometimes find this a life-changing experience, especially if they're easily swayed.

Immunity to (Something)

This gives *Invulnerability* to one specific kind of thing - eg Fire, Mind Control, Poison. In a nutshell, it puts you on the super scale for resisting that thing: ordinary instances of it don't bother you at all, but extraordinary instances might slow you down temporarily and super-scale instances can sting a bit.

So if you have *Immunity to Fire* and face a Meta with flame-throwing powers, you can simply laugh off their attacks - unless they spend a Hero Point to super-scale one, in which case your Immunity acts as a

super-scale defence and you're just looking at opposing MODs.

Why use this rather than the more versatile *Invulnerability*? If you're maximising the effectiveness of a character, you wouldn't; but you might if matching a particular style/theme of your setting is important to you. In *Legends Walk*, for instance, blanket *Invulnerability* is rare but it's quite common for a god of a thing to bestow immunity to that thing (fire, death powers, etc). You could do it a different way by applying a Limitation to *Invulnerability*, but excluding the majority of a possible penumbra rather than a small part of it seems a bit off.

Some versions of this power specify a wider area of immunity. Usually that's because the primary area is a bit less useful than most Immunities, so a secondary area is added that doesn't give super scale but adds the MOD (minimum 1) for resistance. One common example is *Sun Immunity*, which gives full Immunity against light and MOD resistance against heat.

If a threat consists of more than one type of damage, break it down into proportions using any Quality Ranks as a guide and apply the Immunity to nullify or resist appropriately. For example an explosion consisting of fire and flying metal could have its damage halved for someone Immune to Fire.

Intelligence

This power is used to upgrade objects or non-human creatures to human-level mental functioning, possibly conferring the power of speech too. You only ever use it at Average - once they have it you can use Qualities to fine-tune aptitudes and personality. (For a different style of game you might allow the crossover to full intelligence with a handwave and a Quality or two.)

Knowledge of the Dead

You can access the memories of dead souls, learning things that a person knew when they were alive. The power requires some sympathetic link to the deceased - their body is the best, but a treasured possession, loved one, favourite place or scene of death can be used with a Downshift. The GM assigns a difficulty Rank based on the amount and detail of information sought (or you can make a MOD roll, see what Rank's TN you achieve and narrate accordingly).

Leadership

This is a Super-Quality. It doesn't put the character on the super scale for anything, but it gives them some useful bonuses when leading a group of people.

The prerequisite for any of these is that the leader must be able to communicate with their team, and team members must accept their leadership. All benefits are supplied for a use specified by the leader, and if the follower doesn't do that thing they don't get the benefit.

The leader's influence works on two levels: one for the overall situation, which can be established beforehand, and the second for specifics that come up as the situation develops, which require an action for communication.

- **Inspiration.** Up to MOD times per scene you can make a rousing speech to give an individual or group an Upshift to use in following a course of action you outline. (In a conflict situation it's used in the opening moves.)
- **Tactics.** Your briefing can give all of your team +MOD to initiative for the situation. However, if the situation changes substantially ("Where'd those giant robots come from?!") this stops until you take time to give a new plan. (You get this bonus when you're working solo too.)
- **Cameraderie.** You can give a team member up to MOD of your Hero Points for immediate use.

The GM should also feel particularly free to alert players of such characters to plans that are stupid given available information.

Leaping

You can jump great distances. We'll suggest two versions, to fit different styles.

Restrained version. Top athletes can push themselves to jump around 6 feet high and 25 feet long. For you, that's a comfortable baseline. Multiply those distances by MOD (Average=1) to get your basic jump range.

Over the top version. Just use Range from the Intensity Chart for jumping distance - at Master Rank that goes to 5 miles!



It should certainly be possible to do a Leaping Stunt off Super-Strength. If you have both powers, it gets pretty impressive: you can multiply your base Leaping distance by the Strength Stunt MOD.

Master of (Something)

This power boosts your ability across a cluster of similar skills, adding TN to relevant tasks. It's not actually super-scale, but a sort of halfway house, allowing you to be very good at what you do. Being a power also opens up Stunts. (It's a bit like a standardised version of T&J's Super-Quality.)

It could be a wide skill cluster, or a small one, or even just one skill. Examples include Master of Weapons; Master of Lore (knowledge skills); Master of Archery.

Pleasure

The ability to induce sensations of pleasure in the target, usable in several different ways.

- **Buzz** to make someone more friendly and sociable. A successful power use against their mental resistance gives an Upshift for everyone's social-type rolls involving the target for a scene (but cancelled if the target is harmed).

- **Balm** - a restorative effect removing MOD Failure Ranks.
- **Overload** - an attack causing Failure Ranks.

Poison Cloud

Usable once per round to produce a cloud of toxic gas of suitably ominous colour, often black or green. It's a TN Damage hazard each round of exposure. (Other versions might require resisting the TN to avoid some consequence like paralysis.) Initially it covers an area corresponding to the user's size: Poor for human-sized and smaller, up to Good for really big creatures. Each round it gains one Area Rank and loses one Damage Rank until it's dispersed (zeroed) or can't spread any further. Some powers can disperse it faster, as an all-or-nothing test or a reduction of its intensity. The user is immune.

Possession

You can phase into another body, taking complete control. On a living person you must overcome their mental resistance. They may then attempt to cast you out and regain control up to once per round if a personality Quality or Motivation comes into play because of the situation or they spend a Hero Point. (So for average Normal NPCs this won't happen often.)

There could be variants on what can be possessed, eg an animal or a reasonably fresh corpse (which has no resistance but only lasts Rank duration).

Shield of (Something)

You can project some sort of energy field that protects those inside it from harm. Specify its characteristics with the descriptor, eg Shield of Invisible Force. (You could potentially have shields of other sorts of things too, and variants of this power that are Stunts of other powers like control of the elements.)

Using the normal power rules in reverse:

- The shield can stop any damage from routine normal-scale events.
- Against powers, use its MOD as a defence in the normal way.
- Super-scale harm will smash through, shattering the shield, unless the user spends a Hero Point to reinforce it (in which case the MODs come into play as before).

The size of shield that can be produced comes from the Intensity Chart. You might also use the time column for a variant that persists after you create it, but in most cases this power requires active concentration to keep it going - so doing anything else at the same time requires the Rank reduction for multiple actions. Damage taken while using a shield will often reflect the strain of withstanding the assaults upon it.

Skill Mastery

This is the ability to gain access to any ordinary skill for up to a scene. You have MOD slots (Average = 1) that can each contain one Rank of any skill-type Quality - this is added on to any abilities you already have. Under stress, changing the skills in your slots takes one action of concentration per separate skill. If you lose consciousness all slot contents are lost.

Some versions might restrict the kinds of skill that can be drawn on, eg Limitation: Archaic Skills Only.



Smiting

This power allows the user to strike with mighty force. In *Legends Walk* it was used mainly as a power imbued into objects like Thor's hammer. It could also be used as the basis for an attack - with an item or not - that does extra damage against a particular type of target (like *Dragon-slayer* or perhaps *Smite Evil*).

- Against inanimate targets it does super-scale damage, shattering or cutting through ordinary objects (as T&J superpowers normally do).
- Against living targets it adds MOD (minimum 1) to damage on a successful attack.

Spirit Travel

You may separate your spirit form from your body and travel the physical world as if you had [Rank - 1] Flight*. You are invisible and incorporeal, unable to interact physically with the world - although some powers work (using mental abilities instead of physical ones where appropriate, eg Presence or Willpower as Strength).

Those with superhuman senses might perceive you, and you're vulnerable to abilities affecting minds or spirits. It is Good difficulty for observers to tell that your physical body is still alive. You can Stunt to manifest a ghostly image and voice for a short while.

Storm Aura

This defensive power surrounds you with a 10ft radius area of dark clouds swirling in strong winds, lit by the occasional flash of lightning and accompanied by rumbles of thunder.

The winds act to force others out of the area, requiring a test against TN each round to enter or remain. MOD can be used for other things, like opposing perception and ranged attacks and adding to intimidation.

Activating the power takes an action, and it requires a proportion of your concentration to keep going, so if that's lost it might cease (possible concentration check if confused or distracted).

Stretching

You can elongate and deform your body at will. You always remain recognisably yourself unless you use an appropriate Stunt, but can extend your limbs, flatten your torso and so on. To what extent this obeys conservation of mass depends on the style of your game. Some elastic heroes have something closely akin to Shapeshifting - you might want to use a hybrid of that power and this one, or make one a Stunt of the other.

The Intensity chart numbers don't really work for this power. Here are the most common uses.

- **Reach.** You can interact with items and opponents throughout the nearby area (in between Middling and Far).
- **Access.** You can squeeze through small gaps - a roll against an appropriate difficulty might be required.
- **Grappling.** You can grab opponents by wrapping limbs or your entire body around them. This is an attack causing Failure Ranks. They have to actively break free before they can do much else (using this power as TN), but maintaining the hold takes some of your concentration so the multiple action rule might come into play.
- **Resilience.** You have super-scale resistance to blunt kinetic attacks, like being punched or forming a canopy to stop flying debris. Sharp objects and energy affect you normally - though you could have a version where your altered physical make-up gives some protection there too. Decide where bullets fall in this according to your game's style.

Summon Minions

This is the power to summon supernatural servants to do your bidding - usually to fight! They appear for a brief period, clothed in whatever fleshly or other form is appropriate, and then return when their task is done (or they're dispelled). What they actually are depends on the metaphysics of your particular game.

Summoning minions takes an action of concentration, and MODx2 minions appear (eg 2 at Average) ready to do your bidding. However, this ability is Downshifted for the scene each time you use it as some of your life force is needed to give them substance (to a minimum of Poor, where you

can only call one at a time). The minions last a scene, or until dismissed or destroyed - at which point they fade away. In general fighting them will be complicated rather than conflict. Some versions might let you Downshift a summoning to give them extra funky stuff.

Minion stats. They follow a standard template, though you can flex things around a bit.

- A Good [+2] occupation, like Warrior or Guard.
- Two more Good Qualities to reflect innate talents or learned skills, eg Strength, Fierce, Athletics. The common “attributes” (see box in *Character creation*) are good inspiration, or they might be specialisms of the occupation or unrelated “hobby” skills.
- Most types also have a couple of Good powers, usually passive stuff like Immunities or enhanced senses. Try to think of powers, but if you really have trouble coming up with any convert them to Quality Ranks.

Here’s an example.

- Summon Minions: the Einheriar, ancient Norse warriors back from the dead. They appear pale and not quite solid, with old clothes and weapons. You may reduce the number to equip the warriors with ghostly horses that can run through the air, but don’t fight separately. Good [+2] Warrior, Good [+2] Strength, Good [+2] Presence, Good [+2] Unliving, Good [+2] Super-Armour (from ghostliness).



Super-Agility

This puts you on the super scale for physical flexibility and coordination. Ordinary stuff like balancing on ledges, swinging on lines and bouncing around the rooftops is trivial; dodging bullets and plucking arrows out of the air takes a little more effort.

It’s a powerful defence: your dodges can oppose super-scale attacks, and add TN rather than MOD against non-super minions. It does not add to standard attacks. The GM should decide whether it can count for initiative in physical conflicts.

Super-Presence

You are on the super scale for courage, charisma and willpower. Minor normal scale events are simply incapable of confusing or dismaying you, and in ordinary situations your reasonable commands or suggestions are followed without question. (If trying to dictate the actions of major characters, use TN on a roll rather than an automatic success.)

- Add TN to damage on successful mental or social attacks.
- You can sacrifice levels like an armour power to negate damage from a mental attack.
- You can Downshift the power for a scene to get an Upshift on a task of physical or mental effort.

This is quite high-powered, strong in both offence and defence. However, the supers genre tends to be much more focused on physical conflict so it’s less of an issue than if Strength and Endurance were combined. You could choose to split the charisma and willpower aspects.

Super-Sense examples

Here are a few suggestions from the weirder end of the spectrum.

With information-gathering abilities like these the GM can call for a roll, with the result compared to TNs to see what level of detail you get up to. Alternatively, if the character is after information that exists at a certain difficulty level you can use that as the TN (and potentially make it a simple contest).

- **Destiny Sense.** You can feel a person, thing or event's importance in affecting the flow of future events, and also whether any probability-affecting powers are active on it. You could probably Stunt some sort of combat awareness as you can for *Precognition*.
- **Judgment.** This allows you to detect the proportions of "good" and "evil" in a person's soul, and their general nature. For instance a serial killer would show up as "murder", but most people would just have lots of little nameless bright and dark blotches. These are judged from a fairly absolute perspective, saying nothing about possible reasons for actions, eg killing an abusive husband would still be a dark stain of "murder".
- **Read the Walls.** Things that occur in a building move and change its elements, and you can access this information. Use the Area and Duration columns for the distance and history you're able to scan. Impressions are always general and uninterpreted, eg buildings don't "get" detailed images or sounds but will pick up numbers and size of people, shouting, blood, lightning bolts etc. As you look further back, only the more significant events are retained. You can spend HP to boost duration units - minutes to hours to days to years to centuries - but each boost Downshifts Area and reduces detail.
- **Sense Secrets.** (From *Dial S for Superhumans*, p22.) It can reveal any specific thing the character is seeking that is present but "not visible to the naked eye" - blood traces, body fluids, hidden traps, secret compartments, germs, electrical wiring, magnetic fields, invisible foes, etc.
- **Time Sense.** You always know what time it is (eg if you recover from unconsciousness you'll know how long you were out). You can detect fluctuations in the normal flow of time, eg due to time-based powers. You can sense the amount of time that's accreted on something, to get an idea of its age. A possible Stunt is Time Tracking - a very limited pre- and post-cognition on a given person or object, giving an Upshift on relevant tasks up to MOD times per scene.
- **Wisdom of the Great Balance.** (From *Dial S for Superhumans*, p17.) Allows the character to figure out an appropriate act in order to "balance out" something that has happened, in order to minimize, neutralize, or reverse its effects.

Telekinesis

You can move objects with the power of your mind. It works pretty simply, using the Intensity chart for the mass you can lift and your operating range. However, you must be able to sense the objects you're affecting so usually the range is limited to sight. If you stop concentrating you lose control of the objects - so you're fairly likely to be using the multiple action rules.

Possible Stunts include moving yourself through the air as flight; firing bolts of raw telekinetic energy; and raising a shield that works against all incoming objects.

Unliving

You stand apart from the basic processes of life - no longer needing to eat, drink, excrete, sleep or breathe. You can use TN to resist compulsion to do these things.

This could link with a Vulnerability flagging up as a story element that you can't do some or all of these any more, even if you want to.



Warp Creature

You can change animals or people into monsters, usually by altering their size or giving them features of other animals. These creatures are generally loyal to you, though some might be unruly or have their own agenda (you can add MOD for leadership/control if necessary).

Mechanically, it works like a version of Super-Sidekick that you add on to the base creature: (TN - 1) MOD points of Qualities, [MOD] MOD points of powers (Av = 1), one Poor [-2] Weakness. (The powers can convert to Quality Ranks instead if you like.) The default applies to one target at a time, but you can apply the same change to extra targets for downshifts as usual. It's normally temporary, lasting [Rank] Duration, but you can Stunt a permanent change (normally investing at least 1 HP). The GM should decide whether PCs are exempt from being (ahem) permanently warped!



Werecreature

(This is generalised from Ratburglar's *Wererat* power, T&J p87.) The character is some sort of werecreature, able to transform between human and bestial forms at will. (They might also change against their will in certain circumstances, reflected with Limitations like Cannot Take Human Form Under Full Moon.) They might become an actual animal - most old werewolf legends are like this - or take on the hybrid beast-person form popular in more recent fiction, or they might be able to do both.

In bestial form they have a number of powers, including some or all of the following list.

- Regeneration
- Super-Senses
- Super-Strength
- A link with animals of the were-type, eg Control Animals or Animal Connection (see above)
- Intense Training (taken once as a sub-power) for animal abilities that are properly Qualities rather than powers, like Claws, Teeth, Strength, Quick Reactions or Fast Healing

This is an example of the themed powers discussed earlier. It's probably best to treat it as a Meta-Power, with the Rank of Werecreature itself used for shapeshifting if it's ever needed. Alternatively you could do it as a basket of separate powers. It might even be a single power conferring more limited benefits, effectively a version of Shapeshifting that trades flexibility for extra benefits, eg that set of Intense Training Qualities.

Silver is often the bane of werecreatures. You could model this with a Limitation so that their powers don't work against silver (eg no regenerating from wounds or breaking through silver bonds with Super-Strength). You could also use a Vulnerability for extra damage from silver attacks - particularly suitable as a component of a PC werecreature's Meta-Power, generating handy Hero Points. Or, indeed, you could do both.

From the author of *Legends Walk - Truth & Justice Edition* comes this resource for adding new powers to any T&J game.

- Brief notes on some rules options you might like to try.
- Mini-articles about the versatility of Super Scale and Vulnerability as tools, handling size in the game and constructing themed powers.
- Over 40 power write-ups - some familiar, some widely applicable and some just a little bit quirky.

Requires the Truth & Justice corebook to play.

Note that some material previously appeared in Legends Walk - Truth & Justice Edition.



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