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POWER3

CORRUPTS

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Requires the Mutants & Masterminds RPG for use



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TABLE OF CONTENTS

POWER EXTRAS & FLAWS

Ability Shift	6	Flaw.....	7
<i>Flaw</i>	6	Danger Sense	7
Absorb Knowledge	6	<i>Power Stunt</i>	7
<i>Extra</i>	6	Darkness Control	8
Absorption	6	<i>Power Stunt</i>	8
<i>Extra</i>	6	Density Mastery	8
<i>Flaw</i>	6	<i>Power Stunt</i>	8
Addictive Metabolism.....	6	Dimensional Doppelganger.....	8
<i>Power Stunt</i>	6	<i>Power Stunt</i>	8
Adhesion	6	Dimensional Shunt.....	8
<i>Extra</i>	6	<i>Power Stunt</i>	8
<i>Flaw</i>	6	Drain	8
Alternate Form	6	<i>Flaw</i>	8
<i>Extra</i>	6	Dream Control	8
Anatomical Separation.....	6	<i>Extra</i>	8
Animal Affinity.....	6	Element Control (Air)	8
<i>Extra</i>	6	<i>Power Stunt</i>	8
Armory	6	Element Control (Water)	8
<i>Flaw</i>	6	<i>Extra</i>	8
Astral Trap	6	Energy Blast (Cold)	8
<i>Flaw</i>	6	<i>Power Stunts</i>	8
Bane 7			
<i>Flaw</i>	7		
Bestow	7		
<i>Extra</i>	7		
Biophysical Manipulation	7		
<i>Extras</i>	7		
Catalyst.....	7		
<i>Extra</i>	7		
Clinging.....	7		
<i>Extra</i>	7		
Color Control	7		
<i>Flaw</i>	7		
Computer Projection	7		
<i>Extra</i>	7		
Confession Burn.....	7		
<i>Flaw</i>	7		
Consume	7		
<i>Extra</i>	7		
Coordinate	7		

Energy Blast (Electricity).....	8
<i>Power Stunts.....</i>	<i>8</i>
Energy Control (Chemical).....	8
<i>Power Stunt</i>	<i>8</i>
Energy Control (Light).....	8
<i>Power Stunt</i>	<i>8</i>
Energy Control (Magnetism).....	9
<i>Extras.....</i>	<i>9</i>
<i>Power Stunt</i>	<i>9</i>
Energy Control (Radiation)	9
<i>Power Stunt</i>	<i>9</i>
Energy Control (Sonic).....	9
<i>Power Stunt</i>	<i>9</i>
Energy Control (Vibration)	9
<i>Power Stunt</i>	<i>9</i>
Energy Form Projection.....	9
<i>Extra</i>	<i>9</i>
Falsify.....	9
<i>Flaw.....</i>	<i>9</i>
Fear 9	
<i>Flaw.....</i>	<i>9</i>
Flight.....	9
<i>Flaw.....</i>	<i>9</i>
Gas Generation	9
<i>Extras:</i>	<i>9</i>
Gestalt.....	9
<i>Flaw.....</i>	<i>9</i>
Growth.....	10
<i>Power Stunts.....</i>	<i>10</i>
Harvest.....	10
<i>Extra:</i>	<i>10</i>
Hyper-Breath	10
<i>Extra:</i>	<i>10</i>
Incorporeal	10
<i>Flaw:</i>	<i>10</i>
Jack of All Trades	10
<i>Flaw:</i>	<i>10</i>
Meld Creature	10
<i>Extra:</i>	<i>10</i>
<i>Flaw.....</i>	<i>10</i>
Mental Protection	10
<i>Flaw.....</i>	<i>10</i>
Miscommunicate	10
<i>Extra:</i>	<i>10</i>

Nano-Machines	10
<i>Flaw:</i>	<i>10</i>
Nemesis	10
<i>Power Stunt:</i>	<i>10</i>
Neural Control	10
<i>Power Stunt:</i>	<i>10</i>
Oathbinder	10
<i>Flaw:</i>	<i>10</i>
Order.....	11
<i>Flaws:</i>	<i>11</i>
Personal Dimension	11
<i>Flaw:</i>	<i>11</i>
Petrification	11
<i>Flaw:</i>	<i>11</i>
Plant Control.....	11
<i>Extra</i>	<i>11</i>
Possession	11
<i>Power Stunt</i>	<i>11</i>
Power Residue.....	12
<i>Flaw.....</i>	<i>12</i>
Power Scan	12
<i>Power Stunt</i>	<i>12</i>
Rage 12	
<i>Extra</i>	<i>12</i>
Reality Mastery.....	12
<i>Flaw:</i>	<i>12</i>
Sense Alteration	12
<i>Flaw.....</i>	<i>12</i>
Stage Magic	12
<i>Flaw.....</i>	<i>12</i>
Super Speed.....	12
<i>Power Stunts.....</i>	<i>12</i>
Swallow	12
<i>Flaw.....</i>	<i>12</i>
Threshold.....	12
<i>Flaw.....</i>	<i>12</i>
Weather Control	12
<i>Extras.....</i>	<i>12</i>
<i>Power Stunt</i>	<i>13</i>
Spirit Sense	12
<i>Flaw.....</i>	<i>12</i>

NEW POWERS

Alternate Self.....	13
<i>Extras.....</i>	<i>13</i>
<i>Flaw.....</i>	<i>13</i>

Assimilation	13
<i>Power Stunts:</i>	<i>13</i>
<i>Extras.....</i>	<i>13</i>
Bedevil.....	13
Body Bank	14
<i>Extras.....</i>	<i>14</i>
<i>Flaw.....</i>	<i>14</i>
<i>Power Stunt</i>	<i>14</i>
Computer Intellect.....	14
<i>Power Stunts:</i>	<i>14</i>
Convert Minions	14
<i>Power Stunt</i>	<i>15</i>
<i>Extra</i>	<i>15</i>
<i>Flaw.....</i>	<i>15</i>
Crystallization	15
<i>Extras.....</i>	<i>15</i>
Disorder Psyche	15
Expand.....	15
<i>Extras:</i>	<i>16</i>
<i>Power Stunt</i>	<i>16</i>
Golem.....	16
<i>Power Stunt</i>	<i>17</i>
<i>Extras.....</i>	<i>17</i>
<i>Flaw.....</i>	<i>17</i>
Impart Power	18
<i>Power Stunt</i>	<i>18</i>
<i>Extra</i>	<i>18</i>
Karmic Theft	17
<i>Power Stunt</i>	<i>18</i>
Mental Ward	18
<i>Extras:</i>	<i>18</i>
Perfect-Tech.....	18
<i>Extras.....</i>	<i>19</i>
<i>Flaw.....</i>	<i>19</i>
Projective Sizing.....	19
<i>Extra</i>	<i>19</i>
Quicksand.....	19
<i>Power Stunt</i>	<i>19</i>
<i>Extras.....</i>	<i>19</i>
Reality Field	20
Soul Steal	21
Spirit Control	21
Spirit Storage	21
Two-Dimensionality	21
<i>Power Stunt:</i>	<i>21</i>
Voodoo Doll	22

Warform	22
<i>Power Stunt</i>	23
<i>Extra</i>	23
<i>Flaw</i>	23

NEW EXTRAS

Faith-Based.....	23
Practiced	23
Spray	23

NEW FLAWS

Device, Stationary	23
Disorienting	23
Energy Leak	23
Focused State.....	23
Slow Gain.....	23

NEW FEATS

Bitch Slap.....	24
Blindside	24
Blitz Strike	25
Combat Insight	25
Confirm Critical.....	25
Counter Grapple	25
Domino Attack	25
Engaging Conversationalist	25
Evasive Mind.....	25
Harder They Fall	25
Here's Mud In Your Eye!	26
Intuit Skill.....	26
Silhouette	26
Skill Supremacy	26
Speech Throwing	26
Swift Strike.....	26
Tactical Genius.....	26
Walking Library	26

SUPER-FEATS

Boomerang Attack	27
Debilitating Attack.....	27
Extended Synch Field.....	27
Lineage.....	27
Lingering Attack	27
Resilient	28
Spirit Vessel	28

Synch Field	28
The Beast In Me.....	27

NEW WEAKNESSES

Oathbound.....	28
Outside Power Source	28
Weak Constitution	28

COMBO POWER STUNTS

Acidic Gas.....	29
Body Bag.....	29
Chemical Gassing	29
Chemical Storms.....	29
Deadly Kiss.....	29
Detonate.....	29
Digital Illusion.....	29
Digital Virus	29
Diminishing Returns.....	29
Fly in Amber.....	29
Ground Vision	30
Holograms	30
Lightspeed	30
Live and Learn.....	30
Mind Bomb.....	30
Power Imprint.....	30
Private Property.....	30
Radiation Sickness.....	30
Rocket Punch	30
Snowblind	30
Superconductivity	30
Super Slick.....	30
Taser Punch	31
Transmit.....	31
Unlimited Arsenal.....	31

NEW MANEUVERS

Bait And Switch (I, T).....	31
Cable Reach (I)	31
Crack the Whip (I).....	32
Cross the Streams (A).....	32
Freight Train (Ar, I, T)	32
Grapeshot (A).....	32
Handholds (Ar, I)	32
High-Pressure Hose (A, I, PO)..	32

Hollywood (A, St).....	32
Instant Barrier (Ar, I).....	33
Instant Earache (A, PO).....	33
Orbital Punch (I)	33
Penetrating Punch (I)	34
Pinball Punches (Ar, I, T).....	33
Pinball Wizard (I, T)	34
Piton (I, S).....	34
Pull! (Ab, Ar, A, S)	34
Rolling 'em Out (PO, T).....	34
Scattershot (I, T)	34
Shake (I, PO)	34
Slingshot (A, PO)	34
Snuff the Candle (Ar, I).....	35
Speedboat (PO, T).....	35
Speed Shield (Ab, T)	35
Switch Targets (T).....	35
Ten Pin (I, S).....	35
Turbulence (Ar, I)	35

STRATEGY FEATS

All Guns Blazing	35
Backup	35
Castling	36
Focused Wedge.....	36
Follow Up.....	36
For the Greater Good	36
Masters of the Sky	36
Mind Link.....	36
Quipsters.....	36
Regroup	36
Scatter	36
Silent Strikers.....	36
Speed Breaker	36

POWER EXTRAS & FLAWS

This section includes new extras, flaws, and power stunts for existing M&M powers from both the core rulebook and Devil's Workshop's own sourcebook, Power Corrupted.

ABILITY SHIFT

Flaw

- **Full Power:** This power can only be used at the maximum power rank.

ABSORB KNOWLEDGE

Extra

- **Permanent:** All information that you absorb you can retain forever.

ABSORPTION

Extra

- **Acute Absorption:** This extra may be taken only if you can absorb one or more forms of energy (*as opposed to physical attacks*). With this extra, you may choose one energy type (*usually light, darkness, or fire/heat*) to absorb and process exceptionally well. When exposed to this energy type, even in non-damaging quantities (*bright natural light for light, shadow or night for darkness, an extremely hot day for fire/heat, etc.*), you may store energy from it. Every round you are exposed to the chosen energy type, you receive one point of stored energy that can be used just like any other Absorption effect. These stored points decrease at the normal rate.

Flaw

- **Increased Bleed:** Double the rate at which your stored energy is lost.

ADDICTIVE METABOLISM

Power Stunt

- **Addictive Other:** With a touch, you can make another person's metabolism addictive. This person receives Addictive Metabolism, though you are in control of when it takes effect.

ADHESION

Extra

- **Sticky Feet:** You may use your Adhesion power to remain stable and anchor yourself in place. You have a number of ranks of Immovability equal to your Adhesion power rank.

Flaw

- **Focused Adhesion:** You must make a power check against a DC of $(10 + \text{your desired power rank})$ to use this power.

ALTERNATE FORM

Extra

- **Dual Form:** You possess two Alternate Form types you can activate at the same time; you gain all the benefits and drawbacks of these forms. Dual Form counts as three extras.
- **Reflexive Change:** You can change into your Alternate Form as a reaction whenever you are successfully struck by an appropriate attack. For example, if you have Alternate Form (*Fire*), any time you are successfully struck by an Energy Blast (*Fire*), you may take on your Alternate Form as a reaction. This requires a successful power check opposed by an attacker's attack roll. Reflexive Change takes effect just before you suffer damage, so Alternate Form effects, such as Immovability, Protection, and Incorporeal, are applied to the attack.

ANATOMICAL SEPARATION

Extra

- **Rearrange:** You can remove and then rearrange your body parts so as to better serve you in a given situation. An eye, for example, may be placed in the palm of a separated hand (*allowing you to see what goes on around it, if it leaves your vicinity*). Alternately, you may simply reconfigure your body to better function in certain circumstances. This ability can function in the same way as Ability Shift at your power rank.

ANIMAL AFFINITY

Extra

- **Smart Animal:** With a touch and a successful power check against a DC of $(10 + \text{the animal's PL})$, you may increase an animal's Intelligence ability score by a number equal to your Animal Affinity power rank, allowing for more complex (*and useful*) conversation. This extra only works on animals (*who must have Intelligence scores of 1 or 2*). Bonus Intelligence points are lost at a rate of one per minute.

ARMORY

Flaw

- **Centralized Power Source:** Your minions' equipment is somehow linked, all tied to a single source of power at your headquarters or base of operations, such as an orbital satellite or an energy broadcast platform. The source has an effective hardness equal to your Armory power rank. Destroying it renders all equipment useless.

ASTRAL TRAP

Flaw

- **Added Condition:** There is another way to free your victims from astral trap items in addition to simply breaking them. You must decide on a specific condition at the time the Astral Trap power is purchased. Any single astral essence you trap may be freed if this condition is

met. If you take this flaw twice, having the condition met frees all trapped astral essences.

BANE

Flaw

- **Baneful Aura:** Any creature possessing the template to which your Bane power applies knows upon seeing you that are dangerous to it. Also, with a successful Wisdom check against a DC of 15, such a creature becomes distinctly uneasy any time you are within 30 feet, even if you are hidden. It becomes impossible to catch such a creature flat-footed by surprising it (*though you can do so by other means, such as Bluff or Taunt skill uses or stunned Damage saving throw results*).

BESTOW

Extra

- **Shared Sense:** You may share senses with any creature transformed by this power, as per Shared Senses at your power rank.

BIOPHYSICAL MANIPULATION

Extras

- **Damage Transferal:** You can heal another character, using your own health, which replenishes almost immediately. You receive the Healing power, which counts as two extras.
- **Rotting:** With a touch (*which requires a successful melee attack against an unwilling target*), you can effectively overload a target's body, causing it to rapidly decay. The target receives a Fortitude saving throw against a DC of $(10 + \text{power rank})$ to resist the effects. If this saving throw fails, then the target is immediately fatigued and, at the end of a 24-hour period, receives the Disturbing weakness. Each following day, the target receives a new Fortitude saving throw against the original DC (*this DC is modified by -1 for each day after the first*). Once the saving throw succeeds, the target's body shakes off the rotting effects and once again takes on a semblance of normality. Rotting counts as two extras.

CATALYST

Extra

- **Boost:** You are able to increase one of your abilities temporarily, granting you the Boost power at your power rank by increasing the metabolizing of oxygen and food in your body.
- **Rust:** You are able to increase the rate of decay in metals, causing them to rust and weaken. You receive Disintegration at your power rank, usable only against metals.

CLINGING

Extra

- **Destructive Clinging:** Whether due to an ultra-hard grip or a corrosive adhesive secretion, you may damage materials you adhere to as you move. In any squares you travel

through, you may reduce a surface's hardness by one-half your power rank (*round down*). Each 5-foot square of a particular surface you cling to that is reduced to 0 hardness is destroyed as soon as you leave it.

COLOR CONTROL

Flaw

- **Limited Color Manipulation:** You must choose whether you have the ability to diminish or brighten a target's coloration (*you choose which when the power is purchased*). If you choose the ability to diminish or mute a target's coloration, you can only increase all relevant Hide checks. If you choose the ability to brighten a target's coloration, you can only increase Spot checks to detect it.

COMPUTER PROJECTION

Extra

- **Ghost in the Machine:** When you enter a computer system, your physical body disappears until your return.

CONFESSION BURN

Flaw

- **Merciful:** Your target's Level of Evil is always treated as one degree lower. That is, a target is always considered somewhat more moral than he should be. This power may not be used at all against an individual who has committed no evil deeds.

CONSUME

Extra

- **Forceful Expulsion:** Once you have consumed a material, you may shoot, spit, or otherwise propel the absorbed matter at a target within normal range. This counts as an energy blast (*usually kinetic*) with a power rank equal to your ranks in Consume.

COORDINATE

Flaw

- **Weakest Link:** Everyone in your link is only as confident as the least secure member. All linked characters see their Will saving throw bonuses reduced to that of the character whose bonus is lowest.

DANGER SENSE

Power Stunt

- **Affects Others:** Your ability to sense danger applies to allies within ($\text{power rank} \times 5$) feet of you. While they do not retain their dodge bonuses to Defense, and they still suffer Surprise Strike damage, you can sense other forms of danger to them, such as poisoned drinks.

DARKNESS CONTROL

Power Stunt

- **Shadow Manipulation:** You can manipulate and direct shadows within an area in feet equal to (*your power rank x 5*). This can provide a bonus to Hide skill rolls equal to your power rank. Furthermore, while in shadows, you receive the benefits of the Silhouette feat (*described in Feats, later*), even if you do not meet the prerequisites.

DENSITY MASTERY

Power Stunt

- **Puppet Master:** You can lower your density to become intangible, then stand in the exact same spot as another person and raise you density just enough to override the target's motor functions, physically controlling their actions. This functions as Possession at your power rank.

DIMENSIONAL DOPPELGANGER

Power Stunt

- **Anomaly:** Each time you take this power stunt, one of your doppelgangers has powers even more different from your own than usual. This doppelganger might be from an entirely different dimension, timestream or planet. Whatever the case, pp spent on any powers or skills may be completely reallocated to different powers and skills (*without this feat, only pp spent on Dimensional Doppelganger can be reallocated*), though ability scores and feats remain the same. Anomaly doppelgangers are not considered minions. They must still meet feat prerequisites in order to use them.

DIMENSIONAL SHUNT

Power Stunt

- **Timeless Space:** Objects and characters in your pocket dimension are held in a state of suspended animation, unaffected by time (*though characters may still attempt the Will check each round to escape*).

DRAIN

Flaw

- **Instant Recovery:** Instead of returning over time, an attribute drained by a power with this flaw returns all at once. For example, a character affected by Drain (*Strength*) +10 (*flaw: Instant Recovery*) would lose 10 strength in the first round, but be back to normal on the attacker's next round. This can be combined with the Slow extra to represent a snare with a limited charge, or with the Duration extra to represent a power that nullifies a certain attribute until deactivated/stopped.

DREAM CONTROL

Extra

- **Dreams Given Life:** You may bring to life creatures from the dreams of a sleeping individual within your power

range. This essentially functions as the Animation power, limited to creatures the target is dreaming of.

ELEMENT CONTROL (AIR)

Power Stunt

- **Pressure Radar:** You can detect changes in air pressure to detect individuals who might be invisible. You can interact with the world as though you had Blindsight, only your maximum range is equal to (*your power rank x 10*) feet.

ELEMENT CONTROL (WATER)

Extra

- **Dehydrate:** You can dehydrate a target, afflicting them as per the Fatigue power at your power rank.

ENERGY BLAST (COLD)

Power Stunts

- **Brittle:** By freezing an object, you can make it extremely brittle; with a normal ranged attack roll, you reduce the hardness of materials by your power rank.

ENERGY BLAST (ELECTRICITY)

Power Stunts

- **Electrolysis:** You can chemically cause decomposition by running an electrical current through a material. The most common effect of this is turning water in to its separate elements of hydrogen and oxygen. This functions as a very limited Transmutation effect.
- **Systems Failure Blast:** Vehicles that receive a stunned result on a Damage saving throw against your blast suffer two damaged vehicle systems (*as opposed to the usual one*).

ENERGY CONTROL (CHEMICAL)

Power Stunt

- **Bioluminescence:** You can create visible light that illuminates an area with a radius of up to (*power rank x 5*) feet.
- **Chemical Burn:** You may cause fire damage at normal range at your power rank
- **Hallucinogenic:** You can induce hallucinations in living creatures. These hallucinations can occupy an area with a radius equal to (*power rank x 5*) feet. This functions as the Illusion power. While maintaining this effect, you may not use the base Energy Control effect.

ENERGY CONTROL (LIGHT)

Power Stunt

- **I See You:** You can detect when someone is using powers that affect light, like Invisibility. To pinpoint such effects, you must make Spot rolls against a DC of 10, without cover or concealment modifiers, but with the -1 penalty for every 10 between you and the source. Against characters with appropriate light-warping Invisibility effects, this roll replaces the usual roll to make out the target.

ENERGY CONTROL (MAGNETISM)

Extras

- **Trashpile:** The target of the power actually begins to attract small metal objects. Affecting a target with this power stunt requires a successful ranged attack roll. If the roll is successful, the target must make a Reflex saving throw against a DC of $(10 + \text{power rank})$ or suffer as per the Slow power.
- **Hemoglobin Control:** You can seize atoms (*particularly iron, nickel, and the like*) in molecular bonds and use them to drag around larger molecules-- such as hemoglobin in blood. This functions as the Suffocate power at half your Energy Control (*Magnetism*) power rank.

Power Stunt

- **Fatal Attraction:** With this power stunt, you first wreath a target in positive charge, then yourself in negative charge. The target, instead of receiving damage from range, comes to the controller of the power. With this power stunt, you can manipulate a non-ferrous object (*such as a living person*) as per Telekinesis at your power rank, though only for the purposes of drawing it to you.

ENERGY CONTROL (RADIATION)

Power Stunt

- **Geiger Counter:** You can detect radiation in a specific area by making a Spot check against a DC of 10, which is unaffected by cover or concealment, though it does suffer a -1 penalty per 10 feet between you and a given source.

ENERGY CONTROL (SONIC)

Power Stunt

- **Quiet Time:** As a half action, you can mute the voices of any characters within (*your power rank x 5*) feet of you, perhaps preventing an opposing group from coordinating their actions. All targets must make Will saving throws against a DC of $(10 + \text{power rank})$ or be unable to speak, though all other sound in the area functions normally.
- **Echo:** You can magnify distant sounds (*out to Normal range*) to make them audible at your location. You receive a +1 Listen check bonus per power rank. This power stunt requires a half action to activate, though it can be sustained each round as a free action.
- **Turn up the volume:** You can increase faint sounds in order to perform certain delicate actions, like cracking a combination lock. You receive a bonus to Disable Device rolls equal to your power rank, limited to mechanical devices with audible components.

ENERGY CONTROL (VIBRATION)

Power Stunt

- **Hush:** You can distort or even mute a target's voice. This effectively negates vocal powers by directly affecting the target's larynx. An unwilling target receives a Fortitude saving throw against a DC of $(10 + \text{power rank})$.

- **The Shakes:** You can cripple gyroscopes, thus disabling any vehicles dependent on them (subs, aircraft). This, incidentally, also works against robots. Any appropriate vehicle or robot that suffers a stunned result on a Damage saving throw against your power halves its Speed rank for the purposes of determining Travel Speed, though tactical speed in unhindered. This is in addition to the usual vehicle system damage that comes with a stunned damage result.

ENERGY FORM PROJECTION

Extra

- **Disguise:** Your energy body may be altered to look exactly like any other body. You may add your power ranks to your Disguise skill. To discern the energy body's true nature, an observer must make a successful Spot check opposed by your Disguise check.

FALSIFY

Flaw

- **Forked Tongue:** Whenever you are telling the truth, making standard Diplomacy or Charisma checks, roll 1d20. On a roll of 1-5, you receive a penalty equal to your power rank.

FEAR

Flaw

- **Bully:** If a target successfully resists your Fear attempt, you must immediately make a Will saving throw against a DC of $(10 + \text{power rank})$, as though you were the target. You are affected as per the Fear power description.

FLIGHT

Flaw

- **Low Thrust:** Your carrying capacity is halved for the purposes of determining encumbrance when flying.

GAS GENERATION

Extras:

- **Foul Odor:** You produce a powerful odor that causes opponents to be Nauseated for the duration. Opponents must make a Will saving throw against a DC of $(10 + \text{power rank})$ to resist effects.

GESTALT

Flaw

- **Compromised Structural Integrity:** Whenever your gestalt suffers a lethal damage hit, you must make a power check, rolling the lowest Gestalt power against a DC of $(10 + \text{the damage bonus})$ or be forced to split up immediately.

GROWTH**Power Stunts**

- **Selective Parts:** You can grow specific parts of your body, for example growing your arms to a size based on your power rank. This might allow you one or, at most, two specific benefits, such as increased reach, super-strength, or faster speed, without increasing your size category.

HARVEST**Extra:**

- **Vitality Battery:** If you are not currently damaged, you can “store” harvested hits up to a number equal to your Constitution bonus or 5 (*whichever is less*). These stored hits bleed off at a rate of one per minute. If you are damaged before the stored hits are lost, you may, as a free action, use them to heal your own damage at a rate of one hit per round.

HYPER-BREATH**Extra:**

- **Spitfire:** By “hyper-spitting,” you may dampen an area with a radius equal to (5 x *power rank*) feet. This extra is treated in all ways like the Slick super-power.

INCORPOREAL**Flaw:**

- **Slow Phase:** Somehow, physical objects disturb your incorporeal state, though they still do not deal damage. Each solid object or structural element (*such as a wall*) you phase through uses up an additional 5 feet of Speed on your part. If you are successfully struck by a physical attack, you must make a power check against a DC of (10 + *the damage bonus*) or be affected as per the Slow power until the attacker’s next turn.

JACK OF ALL TRADES**Flaw:**

- **All Talent:** Your skill bonus for this power applies only to skills that may be used untrained.

MELD CREATURE**Extra:**

- **Doc Franken:** For four extras, you may use your ability to meld parts of multiple living beings together to create a powerful new creature. This functions as the Creature Creation power.
- **Pile It On:** For five extras, you may use organic matter to increase a target creature’s size. The target is affected by one rank of Growth for every rank of Meld Creature you possess. For this extra to work, however, you must have access to a significant amount of organic matter.

Flaw

- **Ugly Merge:** Your power causes severe disfigurement. Limbs appear very out of place, and flesh becomes discolored and unsightly. Individuals you heal with this power must take the Disturbing weakness, if they do not already possess it (*it does, however, provide additional pp*).

MENTAL PROTECTION**Flaw**

- **Limited- Telepathy Only:** Your Mental Protection only functions against Telepathy. If a telepath’s power rank is less than that of your Mental Protection, the Telepathy effect cannot affect you.

MISCOMMUNICATE**Extra:**

- **Hijack Signal:** For as long as you sustain this power, you can determine exactly how others interpret a communicating individual. Any characters who fail the communication saving throw hear (*or see*) exactly what you want them to.

NANO-MACHINES**Flaw:**

- **Vulnerable Nanites:** An energy type or power source shorts out your nano-machines. If successfully attacked by this energy type or power source, regardless of whether or not it was an area attack, your nano-machines become unusable for one round. This effect is cumulative with the normal Nano-Machine disadvantage, so if you are hit by an area attack composed of the energy type, your nano-machines become unusable for two rounds.

NEMESIS**Power Stunt:**

- **Defender:** You may choose to apply your power rank as a bonus to all saving throws against your nemesis’ abilities and attacks instead of to attack rolls, power checks, and skill checks.

NEURAL CONTROL**Power Stunt:**

- **Overstimulation:** You may overload a target’s nervous system, affecting him as per Stun at your power rank.

OATHBINDER**Flaw:**

- **Let’s Make a Deal:** In order to use Oathbinder on a target, you must abide by an oath as well, stated by the target at the time of the power’s use. The power only takes effect if both you and your target agree to the conditions willingly. If either you or your target breaks a given oath, the oath-breaker suffers damage as normal.



ORDER

Flaws:

- **Burden of Failure:** A locked roll ceases to function if it ever results in a failure. You must reactivate the power afterwards.
- **Unraveling Order:** On each round after the first that a number is locked, the effective roll is reduced by one.

PERSONAL DIMENSION

Flaw:

- **Dimensional Hazards:** Somehow, your dimension is occasionally invaded by one or more dangerous creatures. These creatures are hostile to you, and your ability to make dimensional alterations does not affect them at all. You must use your other abilities to defeat them. Any time your Personal Dimension power check roll results in a natural "1" one such hazard is loosed in your dimension, and will attack you upon your arrival. These creatures are created as though with the Animation power at your full Personal Dimension power rank.

PETRIFICATION

Flaw:

- **Conditional Duration:** A set condition of your choice will release a target from your Petrification effect. An action, if performed on or near the target, will automatically free him from the effects of your power. This action should be determined when the power is purchased, and the GM must approve it.

PLANT CONTROL

Extra

- **Size Growth:** You can increase the size of a plant at your power rank, giving the plant the power Growth. Size Growth counts as four extras.
- **Warp Wood:** You can warp the wood of an object to make it unusable. You receive Shape Matter at your power rank, though it only affects wood.

POSSESSION

Power Stunt

- **Hostile Takeover:** You can absorb your target into your body and still use all of the individual's physical powers and ability scores.

POWER RESIDUE

Flaw

- **Backlash:** If you attempt to use a residual power that was originally used at a power rank greater than your Power Residue rank, you must make a stun Damage saving throw, with Wisdom as the key ability score rather than Constitution. The damage bonus is equal to the difference between the original rank of the power in question and that of your Power Residue power.

POWER SCAN

Power Stunt

- **False Reading:** Characters using Power Scan against you who fail their power checks may receive incorrect information. You may cause your PL to appear higher or lower (*your choice, chosen when the power is used*) to such characters by a number equal to your own Power Scan power rank. Furthermore, you may mask a number of powers and power sources equal to your Power Scan ranks. This power stunt is only available to characters who possess the Scan Interference extra.

RAGE

Extra

- **Unstoppable:** Your target receives one form of Immunity for each Rage power rank you possess.

REALITY MASTERY

Flaw:

- **Excessive Reality:** You can alter reality, but only in excess. For example, an attempt to become more muscular results in your becoming so muscular that it weighs you down; if you are permanently incorporeal individual attempting to be solid again, you might become absurdly obese and overweight. For the round that this power is active, the GM can assign you an appropriate weakness. Alternately, the GM may choose to reduce your other attributes in any combination, as long as the total pp value lost is equal to the total pp cost of your Reality Mastery power.

SENSE ALTERATION

Flaw

- **Disorienting Change:** The suddenness with which your power manifests often requires your targets to take a moment to refocus. Characters whose senses are sharpened by your Sense Alteration power must make Will saving throws against a DC of 10 + your power rank or be stunned for one round.

SPIRIT SENSE

Flaw

- **Spirit Vulnerability:** Incorporeal spirits can affect and interact with your physical body as though they were

solid. This allows them to touch, move, hold, grapple with, and attack you with ease.

STAGE MAGIC

Flaw

- **Bad Pockets:** Your hidden objects tend to get damaged, lost, or destroyed over the course of a battle, as your pockets, pouches, and similar hiding places come apart. Each time you take a hit of damage, choose one object on your person that is lost. The GM may then place the item anywhere within a number of feet equal to (*the attack's power rank x 5*), and a Search check with a DC of 15 is necessary to find the object again. If disabled by an attack, choose one item on your person. This item must make a Damage saving throw against the attack as well. GMs should be wary of players carrying around random, worthless objects just to have them be destroyed instead of their weapons or devices.

SUPER SPEED

Power Stunts

- **Dust Storm:** By waving your arms rapidly, you can create dust storm that fills the surrounding area and blocks vision as per Obscure at your power rank. This requires a half action each round to maintain.

SWALLOW

Flaw

- **Soft Containment:** Any time a swallowed victim successfully escapes, you must make a Damage saving throw against a DC of (*15 + the victim's Strength, Dexterity, or Wisdom bonus*). Which bonus is used depends on the victim's method of escape (*Strength check deals Damage equal to Strength bonus, Escape Artist or Reflex save deals Damage equal to Dexterity bonus, and Will save deals Damage equal to Wisdom bonus*).

THRESHOLD

Flaw

- **Lesser Threshold:** While acting after being disabled or knocked unconscious, you suffer a reduction to all physical ability scores equal to the number of hits of damage you have taken. This penalty only lasts as long as you are disabled or unconscious. The penalty is in addition to any impairment penalties if the optional impairment rule is used.

WEATHER CONTROL

Extras

- **Artic Blast:** You can create frigid blasts of cold air that act as Energy Blast (*Cold*) at your power rank.
- **Blizzard:** You can trap opponents in a Snare composed of snow and ice at your power rank.

Power Stunt

- **Monsoon:** You can call down a powerful rainstorm that can be used to put out fires. With normal fires you can extinguish one 5-foot square of flame per power rank. Against fire created by a power, you must beat the power-user in an opposed power check. If you win, the flame is extinguished in an area of up to one 5-foot square per power rank.

NEW POWERS

The following powers are provided to expand the scope of abilities available to M&M characters. They are designed to easily fit into most super-powered campaign styles.

ALTERNATE SELF

Cost: 3

Action: Half

Range: Personal

Duration: Sustained

You can temporarily assume new powers in place of your old ones. You may accomplish this by altering your own DNA, rewriting your personal timeline, or even switching places with an alternate universe version of yourself. No matter how your power operates the effects are the same; you may “rewrite” one of your existing powers, replacing it with an entirely new power of your choice. This requires a successful Wisdom check against a DC of 10, and the maximum number of power ranks you may replace in this manner is limited to your ranks in Alternate Self. The total cost in pp of the new power cannot exceed that of the power it replaces; if the cost/rank of the new power exceeds that of the old, the total number of power ranks gained must be adjusted accordingly.

Example: Mr. Maximum is battling the walking blizzard known as Hoarfrost, along with the icy menace's minions, the Snowmen; knowing that Hoarfrost and his cohorts are vulnerable to heat-based attacks, the swift-thinking Mr. Maximum uses his Alternate Self power to change his protective Force Field into a blazing aura of intense heat. As he has purchased 12 ranks of Alternate Self, he may convert up to 12 ranks of the Force Field power (with a total pp cost of 12) into 6 ranks of Energy Field (heat) (which also has a total pp cost of 12), provided he makes his Wisdom check.

Extras

- **Additional Power:** For each application of this extra, you may simultaneously affect one additional power using Alternate Self.
- **Feats:** For every rank of Alternate Self, you may trade-in one of your existing feats for one new feat.
- **Skills:** You may replace ranks of an existing skill with ranks of a new skill.

Flaw

- **Alternate Behavior:** Using this power induces odd behavior on your part, as some facet of your personality

changes. The GM may assign you a Quirk of his choice, in effect for the next 24 hours.

ASSIMILATION

Cost: 7

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Fortitude

You can convert other living beings into nearly identical clones of yourself with but a touch, and everyone they come in contact with is likewise changed. You must make physical contact to affect a subject, and the individual targeted resists your power with a Fortitude saving throw. If the saving throw fails, the individual is transformed into a duplicate of yourself. While you sustain this power, anyone else that one of your clones comes into contact with is also subjected to the effects of Assimilation, and must succeed on a Fortitude saving throw against your power rank or be likewise transformed. The maximum number of clones you may have is equal to your power rank.

The affected individual assumes your physical appearance (*including your current set of clothing*), your general memories (*name, knowledge of your physical/mental capabilities, language skills*), and behavioral/ethical system. The affected character gains all of your powers, but the maximum number of ranks gained in each power is limited both by your ranks in Assimilation and the transformed individual's own PL. You have no mental control over the subject, but the cloned individual has an attitude of Helpful (*see M&M, p.148.*) towards you and must make a Will saving throw to resist any suggestions you give. Suggestions that strongly conflict with the individual's normal system of beliefs grant a +5 bonus to the saving throw. Cloned individuals cannot spend Hero or Villain Points on their own, but you may spend your own Hero Points on their behalf.

Power Stunts:

- **Combine/Split:** You may treat your clones as if they were duplicates, folding them into your own body as a free action. Re-releasing clones requires a half action on your part. You may absorb/release any number of clones per round, up to your power rank.

Extras

- **Match:** Your clones are an exact copy down to the genetic level, sharing your retinal patterns, fingerprints, and blood type. They also share all your personal memories, including your most guarded secrets. Such clones are more susceptible to your suggestions, and suffer a -5 penalty on Will saves to resist any orders you give them.
- **Mental Link:** You are telepathically linked with all your clones, and experience/know everything they are doing. You do not gain access to any of their original memories.

BEDEVIL

Cost: 2

Action: Half

Range: Sight
Duration: Sustained
Saving Throw: Will

The Bedevil power lets you distract your opponents, imposing minor combat penalties and possibly disrupting the use of their powers. Your power may take the form of a cloud of stinging insects, globes of light that swirl around your foes, or even a cacophony of voices that mock your opponents. You may attempt to use the Bedevil power on any target within your line of sight. A target that fails a Will saving throw suffers a -2 penalty to attack rolls, Reflex saving throws, and Defense.

Additionally, the target must make a Concentration skill check every round to maintain any power whose duration is listed as Concentration or Sustained. The DC for the check is equal to $(15 + \text{your power rank})$ for powers with duration of Concentration, and $(10 + \text{power rank})$ for Sustained powers. Failure indicates the power cannot be used or maintained for that round, though the character can attempt another Concentration check to restart the power the following round. The DC for the skill check increases by +1 each round the subject is affected by the Bedevil power. If the target successfully makes its Will saving throw, the power has no effect.

BODY BANK

Cost: 5
Action: None
Range: Personal
Duration: Permanent
Saving Throw: N/A

You can replace your own limbs and organs, choosing replacement parts that better suit your perceived needs. By doing so, you may simulate the effects of any power with a cost of 4 pp/rank or fewer at your Body Bank rank. You may also choose instead to duplicate one super-feat per rank. However, only powers that are related /dependent upon your physical form are permitted—super-strong limbs, wing-grafts that provide the power of flight, X-ray eyeballs, and the like; the GM is the final arbiter of what powers may be selected. You may only exchange body parts between game sessions, and only if you are free to visit your literal “body bank,” where you grow or store your replacement parts. You are not necessarily a grave robber; you might, for example, clone super-powered parts from superhuman cell you have harvested.

Successive amputations and grafts have made you largely immune to pain and shock, and your power rank is added to rolls made to recover from being disabled. If you lose a limb or organ, you can replace it with a successful power check (DC 30). If you fail, you may make another attempt each time you use your power to attach new body parts, gaining a cumulative +1 bonus each time until you are successful.

Extras

- **Home Grown:** You have no need to cultivate or scavenge body parts. You can voluntarily cause your current body parts to wither and fall off, and new ones to grow in their place. You can change body parts between game sessions

even if you are imprisoned or otherwise prevented from returning to your home base.

- **Miracle Grow:** You can replace body parts during an adventure by taking a half-action and spending one Hero Point. You must have already bought the Home Grown extra to purchase this one.

Flaw

- **Ghoul:** You can only replace your body parts with those of other beings who are either still alive or recently (*no more than ten minutes*) deceased. Replacing your body parts in this manner requires a full-action, one Hero point, and an indescribably gruesome act on your part.

Power Stunt

- **Self-Mutilation:** You horrify and disgust an opponent by rending your own body parts; this allows you to use the equivalent of the Startle feat on a target.

COMPUTER INTELLECT

Cost: 4
Action: None
Range: Personal
Duration: Permanent

You are able to use your superior reasoning and intuitive abilities to deduce facts and make logical projections beyond the scope of most normal individuals. You can add your Computer Intellect power rank to any Concentration, Listen, Sense Motive or Spot checks.

Power Stunts:

- **Leaps in Logic:** With a power check against a DC of 10, or $(10 + \text{target's PL})$ if applicable, you are able to make unreasonable intuitive leaps. This can be applied to the deduction of secret identities, vulnerabilities, previously non-displayed Power Stunts, and tactics.
- **Tactical Mastermind:** Any group under your tactical leadership gains a bonus to initiative equal your power rank.
- **Next Move:** Because of your ability to compute an opponent's movements, you can use your Computer Intellect power rank in place of your base Defense bonus.

CONVERT MINIONS

Cost: 4
Action: Half
Range: Sight
Duration: Special
Saving Throw: Will

You have an aura of command about you, allowing you to sway the followers of others, causing them to switch their loyalties to you. All those you wish to affect must be able to see, hear, and understand you, as you deliver a short but passionate speech explaining why they should abandon their cause and follow you instead. Any minions present must succeed on a Will saving throw to resist succumbing (*to ease play, the GM may decide to make one saving throw for all minions of the same PL, instead.*) The DC for the saving throw

is equal to $(10 + \text{your power rank} + \text{your Charisma modifier})$. You can affect up to $(5 \times \text{your power rank})$ minions at one time. If the minions' leader is physically present, the leader's Charisma bonus is added to their saving throws. Any minions who fail their saves temporarily become your loyal followers, adopting an attitude of Helpful towards you.

Converted minions remain loyal to you for one hour per power rank; after this time their attitude towards you changes to Indifferent, and they no longer serve you; they are immune to the effects of your Convert Minions power for the next 24 hours, but you may attempt other means to persuade them to stay (*Diplomacy checks, Mind Control, offers of Wealth, and so on*). The minions may choose to rejoin their former leader, but it should be noted that super-villains rarely welcome back wayward followers.

You may not affect Sidekicks or Duplicates with this power. Only followers purchased with the Minions feat are affected. You cannot affect minions whose PL is equal to or greater than your own.

Power Stunt

- **Mental Aura:** You do not have to speak to use your power, and even minions who could not ordinarily understand you are affected.

Extra

- **Enduring Loyalty:** Converted minions remain loyal to you for one day/power rank. If this extra is taken twice, the minions stay committed to you for one week/rank. Further applications of the Extra are subject to GM approval.

Flaw

- **Fickle:** The minions gained via the use of your power only remain loyal for one minute/power rank.

CRYSTALLIZATION

Cost: 7

Action: Half

Range: Normal

Duration: Permanent

Saving Throw: Will

You have the ability to shape the molecular bonds of normal matter into a crystal matrix of great strength. You can transform any material into a gemlike substance with hardness equal to your power rank. Crystal can be formed in any shape

you desire. You can create one five-foot square of crystal per power rank in a single round. If this power is used on a living target, inherent safeguards leave that target in a state of suspended animation; all life functions temporarily cease, but the target remains aware of its condition and surroundings. A crystallized life form must remain intact if the process is to be reversed. If the crystallized life form is shattered, the transformation is permanent.

Extras

- **Crystal Weapons:** You possess weapons made of your amazing crystal. You gain the Weapon power at your power rank
- **Crystal Objects:** You can create your crystal substance from nothing. You gain the Create Object power at your power rank

DISORDER PSYCHE

Cost: 4

Action: Half

Range: Touch

Duration: Continuous

Saving Throw: Will

You can disrupt the thought patterns of others, afflicting them with the symptoms of mental illness. This allows you to cause another character to acquire the Berserker or Quirk weaknesses. You must make physical contact and succeed on a power check to successfully affect a target. The DC of the power check depends on the severity of the mental disorder you are trying to cause: minor, moderate, or major (*see table below*.) The target's bonus to its Will saving throw is added to the final DC.

Although the power's effects do not fade on their own, any characters affected may attempt a new Will saving throw once each week to try and throw off any changes; the DC for the saving throw is equal to $10 + \text{power rank}$, increasing by +1 DC/week. A cure may be attempted using the Neutralize power, or via telepathic surgery (*make a Telepathy power check against DC 15*.)

EXPAND

Cost: 4

Action: Half

Range: Personal

Duration: Continuous

Saving Throw: N/A

TYPE OF CHANGE ATTEMPTED	CATEGORY	DIFFICULTY CLASS
Inflict mild form of Berserker weakness (<i>character loses temper easily, DC 15 to avoid.</i>)	Minor	DC 10
Inflict minor phobia or compulsion	Minor	DC 10
Inflict moderate phobia (<i>such as fear of heights, fear of the dark.</i>)	Moderate	DC 15
Cause very odd behavior (<i>always dressing and speaking in Elizabethan fashion.</i>)	Moderate	DC 15
Cause extremely odd or restrictive behaviors (<i>avoid all physical contact; never speak to members of opposite sex.</i>)	Major	DC 20
Inflict severe form of Berserker weakness (<i>as described in M&M, p. 106.</i>)	Major	DC 20



The fat cells of your body have superhuman expansive properties, allowing you to enormously increase your girth and weight at will. Each rank of Expand grants you one rank of Immovability and one rank of Protection vs. kinetic attacks only. In addition, you may add your power rank to all rolls made to break holds or physical restraints (*chains, ropes, and so on*), as your body literally swells outward. Physical attacks directed against you that fail to do damage bounce backwards; projectiles such as bullets tend to ricochet away relatively harmlessly, but heavier objects (*including characters who try to bull rush you or ram you while flying*) are sent backwards five feet per rank of your Expand power. Individuals or objects may collide with others as a result, causing or taking damage from the impact. Characters who strike you unarmed or with hand-held weapons and fail to do damage also suffer the rebound effect-the reverberations from the attack bouncing off your super-tough flab can throw them off balance. They must succeed on a Strength or Dexterity check (*whichever is higher*) against a DC of your power rank +5 or become flat-footed for the next round.

Using this power causes you to gain 50 lbs per rank, and the weight gained counts against you as encumbrance. As your strength does not automatically increase to compensate, you may experience penalties as a result. You also gain 6" of width per rank, and for every 6 ranks you are considered one size category larger, though you gain no bonus to your height,

reach, or attack rolls. Your increased size does make you easier to hit (*you suffer the appropriate penalties to Defense*) and harder for opponents to hold. Because of your increased width, you are considered to be unusually stable when using this power, gaining a +2 bonus to avoid being knocked over or tripped (*in addition to the bonus gained from Immovability*).

Extras:

- **Leaping:** Your Expand power allows you to make super "leaps" by bouncing on your, ahem, overstuffed paunch and posterior.
- **Bouncing:** Your layers of fat protect you from falling damage and allow you to rebound up to your power rank after any impact. You must first buy the Leaping extra.

Power Stunt

- **Engulf:** Your enhanced body fat actually serves you like a version of the Extra Limb feat, allowing you to pin an opponent with your belly while keeping your arms free or striking an opponent directly behind you with your oversized rear end.

GOLEM

Cost: 6

Action: Half

Range: Personal

Duration: Sustained

You can project your mind into the body of a golem, a construct tied to your own life force. The golem may be a solid bronze statue, a sophisticated synthetic body, or an empty suit of armor. You leave your own physical body behind, unconscious and vulnerable. You may specify the construct's attributes as you wish (*subject to GM approval*). Unlike standard constructs, a construct bought using the Golem power is completely inert when your mind is not animating it. It has no sense of its environment and cannot take any actions. Therefore, its Wisdom score is considered to be 0 (*but you do not receive additional power points because of this.*) The construct otherwise confirms to the normal character creation guidelines. The PL of the construct is equal to your rank in the Golem power. While animated by your psyche, the construct has your Intelligence, Wisdom, and Charisma scores, memories, and personality. Your physical abilities are replaced by those of the construct. You retain any mental/psychic powers you may possess, but they are limited to the number of ranks you have in the Golem power. While possessing the construct's form, you cannot be stunned or disabled, and you are unaffected by any attacks that allow a Fortitude saving throw. You have all of the various Immunities to hostile conditions (*aging, critical hits, suffocation, and so on.*), and you suffer damage as an inanimate object. You are subject to mind-influencing effects and mental assaults. You do not have the power to project your mind into any other constructs except the one bought through your Golem power.

If your construct is ever destroyed, you must spend one week/power rank building a new one. You may re-design it with different attributes if you wish (*again, with GM's approval.*) While in the golem's body, your mortal form continues to age, hunger, require air and water, and so forth (*unless it has the appropriate immunities.*) If your human body dies, you are immediately slain, unless you succeed on a DC 30 Golem power check. If your check succeeds, you are trapped in the construct's form, unless you can somehow acquire a replacement human form to inhabit. If the construct is then destroyed, you die unless you make a Will saving throw against DC 40. If you are successful, you live on as a disembodied spirit.

The golem does not automatically appear when you activate you activate the power, unless you also take the Conjure Creation extra (*see below.*) If you want your construct in your body's immediate vicinity, you must either transport the construct with you or project your mind into the golem and then move to the locale of your human body under your own power.

Power Stunt

- **Multiple Forms:** You have more than one golem prepared to house your mind. You gain one additional construct each time you select this power stunt. Each of your golems may be designed with entirely different sets of attributes.

Extras

- **Conjure Creation:** Ordinarily, your golem is a full-size construct, relatively difficult and conspicuous to tote around with you; if this extra is selected, your golem exists in a sub-dimensional space, where it awaits your call. You must simply carry a fetish of sorts, a tiny replica of the golem or a lump of the raw material the construct is primarily crafted from. You can call forth your golem by making a mystic gesture while holding the fetish. Selecting this extra twice allows you to do so without any sort of talisman or hand gestures, summoning your golem through will alone.
- **Remote Control:** You may control your construct without projecting your consciousness into it. Your human body remains alert and active while your golem is active.

Flaw

- **Sympathetic Wounds:** Your human body is hurt when you are damaged in golem form. You suffer one stun hit for every point of hardness your construct loses. If your golem form is destroyed, your human form must succeed on Fortitude saving throw against DC 20 or immediately begin dying.

KARMIC THEFT

Cost: 5

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will

You have the power to steal away the good fortune of others. You can siphon off another character's Hero or Villain Points and spend them for your own purposes. You may only steal one Hero/Villain Point per round, and the targeted character can resist your efforts with a successful Will saving throw. The target's saving throw is affected by past behavior and certain other characteristics (*see chart below.*) Your maximum number of Hero Points is still determined by your PL, but you can freely spend points and then steal additional points from others, so long as you do not exceed your maximum at any time.

Unfortunately, manipulating karma carries risks; the laws of probability have an inherent resistance to being twisted in this manner; each time this power is used, you must make a power check or experience the effects of the Unlucky weakness, falling prey to some misfortune. You cannot spend a Hero Point to avoid this unlucky event, as you normally can in these circumstances. The DC for the power check begins at 15, and increases by +1 for every use of the power within the same encounter.

Example: *Mr. Zodiac, master of cosmic fate, is in a pitched battle with his hero-team adversaries the Stellar Sentinels. Possessing the Karmic Theft power at rank 12, he attempts to drain away the good fortune of the gravity-powered Black-Hole Sun, intending to use one of that stalwart's Hero Points*

PAST BEHAVIOR / PERSONAL CIRCUMSTANCES

Character's behavior perfectly conforms to chosen role in life:	+1 to saving throw
Character is ambivalent about chosen role (hero or villain):	-1 to saving throw
Character has committed transgressions against ethical code of heroes/villains:	-2 to saving throw

CHARACTER HAS THE:

Alliance Feat (see Superlink Odds and Ends September):	+1 to saving throw
Unshakeable Faith Feat (see Crooks!):	+2 to saving throw
Zen Mode Feat (see Superlink Odds and Ends September):	+1 to saving throw
Unlucky weakness	-2 to saving throw

against the beautiful Nebula Nereid. Unfortunately for the good Mr. Zodiac, he has already used his power twice in this encounter, and must succeed on a power check of 17. He rolls a three, blowing it badly and ensuring that he will suffer some unlucky event. Sure enough, the Maiden of the Milky Way targets him with her Star-Stream blast on the next round, and his mystic force-field unexpectedly flickers out. Say goodnight, Mr. Zodiac.

Power Stunt

- **In My Sights:** You can spend your stolen Hero/Villain Points on behalf of any willing character within your line of sight.

IMPART POWER

Cost: 2
Action: Half
Range: Touch
Duration: Instant

You can transfer a measure of your own super-powers to others. To do so, you need only make physical contact with the intended recipient of the power transfer and succeed on a power check. The DC is equal to (10 + the number of power ranks you wish to transfer). If your power check is successful, you may reduce the number of ranks in one of your other powers by up to your Impart Power rank, transferring the same number of power ranks to the target. You cannot reduce any power below rank 1 in this manner. The recipient of the power instantly knows its capabilities and limitations, and may use it as if it were the recipient's own. The granted power ranks wear off at the rate of 1/round, transferring back to you as they do. You do not need to be in physical contact to regain the power ranks.

Example: The super-hero group known as the Godly-Guard is in a tough battle against their foe The Great Adversary. Isis is badly hurt, and knows she can't continue to fight much longer, but she also knows the group needs her Luck power if they are to be victorious. With a touch, she gives her power of good fortune to her teammate Apollo. Although she has 12 ranks of Luck, she only has 8 ranks of Impart Power, and thus cannot grant Apollo the full measure of her probability-altering might.

**MODIFIER TO WILL SAVING THROW
(ALL MODIFIERS CUMULATIVE)**

Power Stunt

- **Share the Wealth:** You may grant powers to any minions you have en masse, affecting up to 5 x your power rank in minions at one time.

Extra

- **Multiple Power Transfer:** You may transfer ranks of more than one power at a time; each application of this extra allows you to grant ranks of one additional power simultaneously.

MENTAL WARD

Cost: 2
Action: Free
Range: Special
Duration: Sustained
Saving Throw: Damage (Will)

Your mind is such that you can cause damage to those who try to invade it. Any time you would make a Will saving throw (even if Mental Protection would otherwise negate the roll), the individual causing the save must make a Will saving throw against a DC of (15 + your ranks in Mental Ward). This roll is treated as a Damage saving throw.

Extras:

- **Duration:** Your mental ward stays in place whether you are conscious or not. For an additional extra, your Mental Ward is permanent.
- **Mental Protection:** Your mental ward protects you from mental invasion as Mental Protection equal to your power rank.
- **Mental Blast:** For the cost of 2 extras, you can hone the power of your Mental Ward into a blast of psychic energy that strikes at your opponent's psyche/spirit directly. This is treated as a Mental Blast at your power rank.
- **Offensive:** The damage dealt by your mental ward applies to targets you invade with your mind as well as to those who try to invade your mind.

PERFECT-TECH

Cost: 6
Action: Half
Range: Sight

Duration: Sustained

Saving Throw: N/A

You can improve any one aspect of a device's functioning; this includes power armor suits, constructs, vehicles, weapons, or any powers bought with the device flaw. You may add your rank in Perfect-Tech to any one of the item's ability scores, skills, powers, hardness, or movement rate. All power level stacking limits still apply (*your own PL is the relevant one.*) When you first acquire this power, you must decide whether you can affect magical or scientific items. Your power can only affect one category of technology. You may also add your power rank to all Computers, Drive, Disable Device and Repair skill checks, so long as you are dealing with the appropriate category of technology.

Extras

- **Extra Category:** You can affect both magical and scientific items with your power.
- **System Failure:** You can subtract your power rank from any one facet of a device's performance as well as enhance it.
- **Total Performance:** You improve all aspects of an item's functioning at once.

Flaw

- **You are the Machine:** Using your power actually splits your consciousness between your body and the machine; this is such a mental effort that you are considered flat-footed, losing any dodge bonus to Defense.

PROJECTIVE SIZING

Cost: 6

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You may alter the size of an inorganic target. Your Projective Sizing can affect any object with an initial size of Medium or smaller, though this maximum is increased by one size category for every 4 power ranks you possess. You must have a sufficient power rank to affect the entire target, so you could not, for example, affect only the windshield on a car. For every four Projective Sizing power ranks, you may increase an object's size by one category. The object's weight is doubled for each size category increase, and it receives Protection at your power rank. Alternately, you can shrink an object. For every three power ranks you may reduce an object's size category by one and its weight by 25 percent. Any hardness bonus gained from an object's thickness is decreased your Projective Sizing power rank, to a minimum bonus of +0. Constructs are affected by this power as per Growth or Shrinking. You may not target yourself with this ability without the Affect Self extra.

Extra

- **Affect Organic:** You may use Growth or Shrink on organic targets as well as inorganic ones.

- **Affect Self:** You may use Growth or Shrink on yourself. In order to purchase this extra, you must either be composed of inorganic materials or have purchased the Affect Organic extra.

QUICKSAND

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You can turn the ground underneath the feet of your opponents into puddles of thick, sticky sediment; affected targets find their movements hindered, and risk sinking under, slowly suffocating. Your power affects an area equal to five times your power rank in square feet. You may only affect targets on the ground; flying foes are effectively immune to the power's effects. Any characters within your power's area of effect must attempt Reflex saving throws each round they spend in your patch of quicksand. Those who succeed are able to maintain their balance, and may wade/swim through the quicksand at $\frac{1}{2}$ their normal ground speed, although they cannot run or charge, and still suffer a -2 penalty on all attack rolls and a -4 penalty on their Dexterity scores.

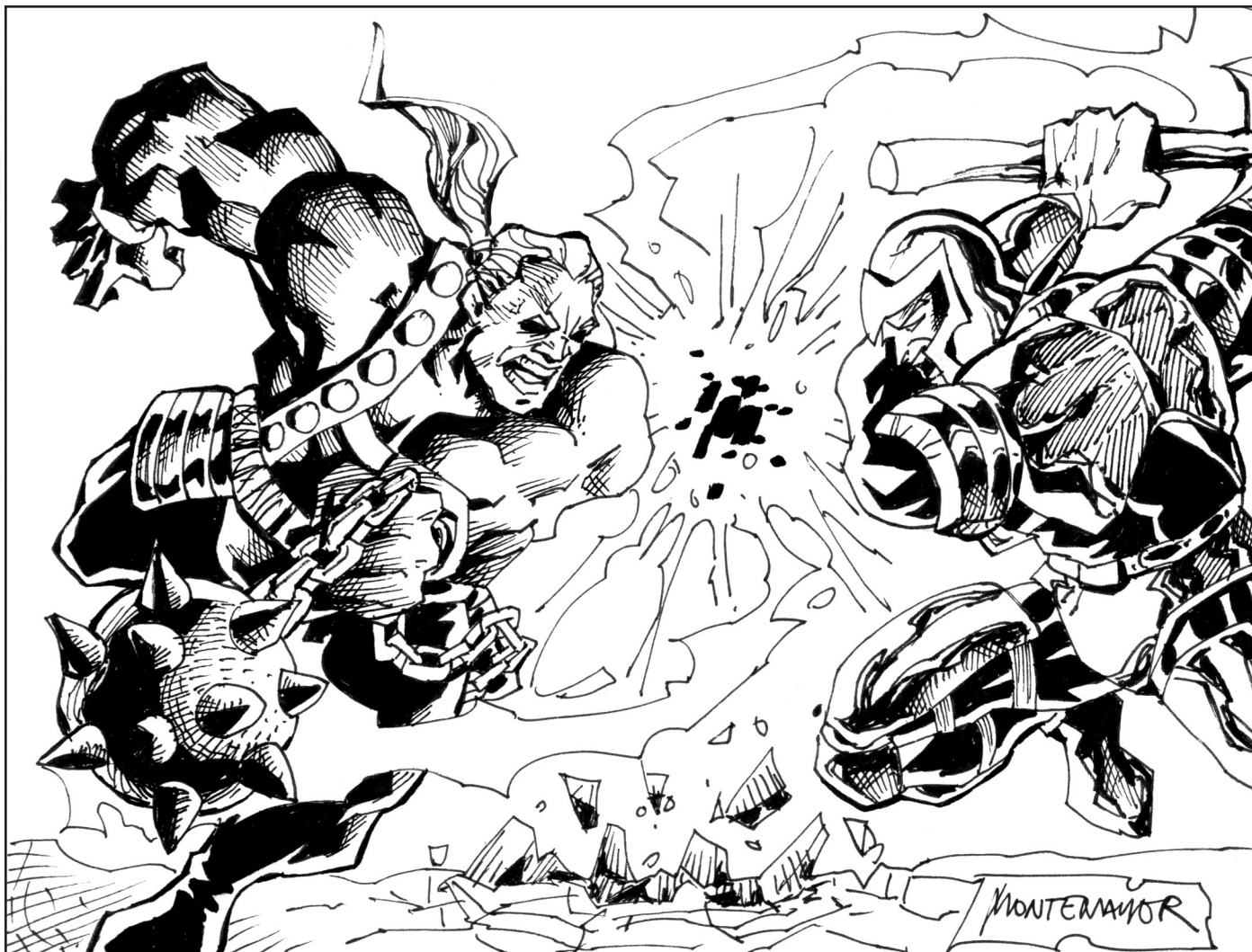
Those who fail their saving throws are immobile and begin to sink. They begin to experience the effects of suffocation, but they may attempt a new Reflex saving throw every round to stop sinking, pushing their bodies above ground level. The DC for the saving throw increases by +1 for every round they have been sinking. When this power is turned off, the ground does not instantly harden, trapping those in the area of effect; it slowly (*30 seconds to one minute*) reverts to its' normal consistency, allowing any in the affected area plenty of time to pull themselves free.

Power Stunt

- **Thicken the Air:** You can target flying opponents with your power, turning the air around them into a thick, viscous goop. Targets who fail their reflex saves do not sink to earth, but do begin to suffocate as syrupy liquid fills their lungs.

Extras

- **Entomb:** You can instantly harden any substance you were previously affecting with your power. Any targets previously wading through quicksand find must succeed on an additional Reflex saving throw or find their feet trapped in solid matter, effectively immobilizing them until they can pull free. Characters that were sinking are in a more perilous position; any who fail their saving throws are entirely encased in solid matter and again begin to suffocate. They are not allowed any further rolls to avoid suffocation and may quickly expire unless they or their allies can break them free of the material they are entombed inside. This increases the cost of the Quicksand by two pp / power rank (*i.e., counts as two extras.*)
- **Liquefy:** You can cause any form of inanimate matter to melt and flow like water. Treat this as an application of



the Corrosion power, reducing the Hardness of the material by one per power rank.

REALITY FIELD

Cost: 5

Action: None

Range: Special

Duration: Continuous

Saving Throw: N/A

You are so “grounded” in realities that not only are you highly resistant to being unnaturally altered in any way, your mere presence acts to counteract the effects of powers that change reality. Your power affects everyone-and everything-within a radius of (5 x your power rank) feet. For every rank in Reality Field you possess, the following applies:

- You gain one rank of Reality Anchor at your power rank, which functions just as described in Power Corrupted, save that all those within your radius gain its benefits. All uses of the Luck, Reality Control (see *Power Corrupted*), Time Control, and Time Travel powers that occur within the radius of your reality field are reduced by your power rank. If they are reduced to rank 0 they cannot function. You are unaffected by changes to the timeline and always retain your memories of the original timeline. This also applies to any others within your reality field, but this

effect is temporary on others; it fades if they leave your immediate presence.

- You add your power rank to all saves made against attempts to alter your physical form (*Transformation*) or memories (*Telepathy with the Memory Alteration extra*). Any worn or hand-held items in your possession add your power rank to the DC of Transmutation attacks made against them. Everyone within your power radius gains these bonuses to their saves as well.
- A character or item that has been mentally or physically changed by a power that subsequently moves into the area affected by your reality field is entitled to a new saving throw. The DC of the saving throw is equal to 5+ that of the original effect responsible for the change. Your power rank is substituted for the subject’s normal saving throw modifier. Only one additional saving throw is granted, even if the character or object moves into and out of your presence several times over.
- Reality is more difficult to influence through human will while your power is active. Anyone attempting to use a Hero Point (or Villain Point) must make a successful Wisdom check against your Reality Field power rank to do so. If the check fails, the Hero Point is considered to have been spent, but has no effect. This applies to everyone in your vicinity, including yourself.

SOUL STEAL

Cost: 8

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You can wrest the souls of sentient beings out of their bodies, absorbing their spirit energies to use as your own. You must make a normal attack roll to strike a target. The victim of the attack must make a Will saving throw to resist the power. If the saving throw fails, the soul is drawn from the person's body into your own. You may then use the victim's soul to augment your own powers. For every soul you capture, you acquire the following benefits:

- You gain one rank of the Boost power. You can then use this to increase all your mental ability scores and any psychic/mystical powers (*except Soul Steal, or any of the other powers derived from it*), all at once.
- You gain one rank of Mental Protection.
- You can duplicate (*as the Mimic power, with all attendant limitations*) one of the victim's mental/mystical/spiritual powers (*if any*) at your Soul Steal power rank.

You may store up to your power rank in captured souls. The victims' souls return to their bodies if you are knocked unconscious, stunned, asleep, or otherwise unable to take a free action. This occurs no matter how far the subjects are from you.

A victim of this power essentially becomes an automaton while under its effects. While under the influence of Soul Steal, the person is considered to have a non-existent Intelligence score and a Wisdom score of 10. The character is immune to all mental attacks save for the Possession power. Such an individual will take no action whatsoever unless told to do so—the person cannot attack, move, or defend without being instructed. The individual will simply stand or sit motionless unless commanded otherwise. The person will respond to commands from anyone, friend or foe, and if the character is given countermanding orders from two opposing sides, the GM should resolve it as an opposed check by those giving the orders.

SPIRIT CONTROL

Cost: 3

Action: Half

Range: Sight

Duration: Continuous

Saving Throw: Will

You can mentally control spirits by making a successful power check opposed by the spirit's Will saving throw. If you order the spirit to do anything it would normally be opposed to, you must make a power check with a DC of 10 (*15 if the spirit strongly objects*). This power functions similarly to Mind Control, except that Spirit Control completely overrides the will and conscious mind of the target spirit. As a result, the spirit does not receive additional saving throws to break free of this power. Once a spirit falls under this power, it is under your

control until you release it. The power rank determines how many spirits you may have under your control at one time.

SPIRIT STORAGE

Cost: 3

Action: Half

Range: Normal

Duration: Continuous

Saving Throw: Will

You may store spirits in physical objects you create with the Craft skill. Using this power requires a successful ranged attack in which you and your target use your Wisdom bonuses in place of your Dexterity bonuses. If your attack succeeds, the target gets a Will saving throw against a DC of ($10 + \text{power rank}$) to resist the effects. If the Will saving throw fails, the target is trapped in the prepared object.

You may read the mind of and communicate telepathically with a trapped spirit as per Telepathy as a half action. Also, you are immune to Possession attempts made by spiritual entities (*though it is a matter of GM discretion as to what constitutes a spiritual entity*). Neither the hardness of the storage objects, nor your total number of stored spirits, may exceed your Spirit Storage power rank.

TWO-DIMENSIONALITY

Cost: 5

Action: Half

Range: Personal

Duration: Concentration

You can harmlessly reduce your body (*and any nonliving matter he carries*) to a flat, two-dimensional shape. To an onlooker, you might appear to have transformed into a life-size photograph. Your bodily functions and abilities are unaffected. Your two-dimensional nature allows you to turn your body in such a way as to make yourself difficult to see or hit in combat. You may add your power rank to your Hide skill and your Defense score. While in a flattened state, you suffer less damage from blunt physical attacks; you decrease the damage from such attacks by your power rank. Also, you can suffer all sorts of abuse you normally could not. For example, you could be folded like a map and locked in a box. You effectively receive the equivalent of Shrinking at your power rank and also add your power rank to Escape Artist skill checks.

Power Stunt:

- **Paper Thin:** Since you have only two dimensions, you can add your power rank to your Strength bonus for Strength checks and Strength-based skill checks.
- **Micron Blade:** At this width, you can pass through solid barriers by slicing through them as if you were an incredibly fine knife. The power enables you to pass any barrier with hardness up to your power rank. If the barrier is larger than you are (such as a car), then the slice made by your passage immediately reseals itself. But, if the barrier is smaller than you (*such as a chain*), then the pieces fall apart as soon as you sever the entire width.

VOODOO DOLL

Cost: 7

Action: Half

Range: Special

Duration: Concentration

Saving Throw: Will

You can control or harm another individual by crafting a voodoo fetish, a tiny replica of the person. To do so, you must first obtain a fragment of the target's physical body (*lock of hair, nail clipping, skin cell scrapings*) or a highly personal item of the target (*usually a frequently worn piece of clothing or jewelry*). You must then make a DC 15 power check to successfully craft the voodoo doll. If the roll is successful, you may then use the doll to subject a target to any of the following effects at your Voodoo Doll power rank:

- Mental Blast
- Mind Control (*assumed to have Mental Link power stunt.*)
- ESP (*power is only useable to see and hear what the target is experiencing.*)
- Illusion (*target alone experiences the illusions created.*)

You may buy any of the following as power stunts: Drain (*GM may disallow Con drains*), Fatigue, Paralysis, Possession, Suffocate (*again, GM may disallow*), Slow, Telepathy, and any from Power Corrupted your GM deems appropriate, such as Absorb Knowledge, Confusion, and Confession Burn.

You may use the Voodoo Doll power to affect the target for a number of hours equal to your power rank. After this time, the potency of the fragment or personal item involved in the doll's creation is used up, rendering your fetish powerless. You may attempt to recreate the fetish using a different personal item of the target if such can be obtained. You may only have one voodoo fetish in existence at any one time, unless the GM permits you to buy the power multiple times. The Voodoo Doll power has a base range of 1,000 feet, approximately doubling each rank after the first (*see table below*). It cannot, however, affect a target that is not on the same planet or another dimension/plane of existence, or in a different time period. This power normally has a mystic power source, but might also be achievable through very weird applications of super-science.

Note: *This power can be terribly unfair, as it allows a character to attack a target while unseen and far out the range of any of the target's powers. The GM should exercise caution before allowing it to player characters or granting it to villains.*

Rank	Range
1	1,000 feet.
2	2,000 feet.
3	4,000 feet.
4	1.5 miles
5	3 miles.
6	6 miles.
7	12 miles.
8	25 miles.
9	50 miles.
10	100 miles.

11	200 miles.
12	400 miles.
13	800 miles.
14	1,500 miles.
15	3,000 miles.
16	6,000 miles.
17	12,500 miles.
18	25,000 miles (<i>top range-anywhere on Earth.</i>)
19	50,000 miles.
20	100,000 miles.

WARFORM

Cost: 7

Action: Half

Range: Personal

Duration: Sustained

Saving Throw: N/A

When engaged in melee combat you may attempt to transform into a larger, more powerful form, one ideally suited to both enduring and inflicting punishment. This may represent a power armor suit that has a special "combat mode" setting, an adrenaline-fueled physical transformation, or any other special effect you desire. To shift into War-Form mode, you must succeed on a power check against a DC of 15. Pain actually feeds your power, as you channel your rage: you receive a +1 bonus on your roll for every for lethal hit you are currently suffering from, or for every 3 stun hits (*use best bonus*). Transforming into your War-Form allows you to heal up to your power rank in lethal and stun hits (*apportion the healing in any manner you wish*). This healing occurs only during the round in which you change; you gain no special healing abilities otherwise.

For every rank of War-Form you currently have active, you receive the following benefits.

- You gain a +1 bonus to all unarmed and melee attack rolls.
- You may choose one type of Immunity.
- You gain the equivalent of Intimidating Presence. The DC for the Will save against your Intimidating Presence is equal to (*10 + your War-Form power rank*). You cannot affect any targets whose Power Levels equal or exceed your own, however.
- You receive a +1 bonus to both your Damage and Fortitude saving throws.
- You gain one rank of Super-Strength.
- You may treat any lethal damage you suffer as stun damage, unless it exceeds your War-Form power rank. This works just as if you had the Durability feat.
- You are very broadly built, the equivalent of one size category larger. You are assumed to have the Massive Feat (*see Odds and Ends 2004 September.*). You receive a +4 bonus when grappling or resisting bull rushes.
- Your appearance while using the War-Form power is brutal and frightening; you tend to frighten or even panic non-combatants, even those you may be trying to help. You have the Disturbing weakness while in this form, suffering a -5 bonus on Bluff and Diplomacy attempts, though you may be unlikely to be employing any Charisma-based skills while using the War-Form power.

- Unfortunately, your War-Form is ponderous and less-than-agile; while in this form, you lose your Dodge bonus to Defense and your base ground speed is halved, though you may run and charge as normal. Additionally you suffer a -1 penalty to Reflex saving throws for every rank of War-Form active.

War-Form can only be activated when in melee combat, and automatically switches off when combat ends. Once the power shuts off, you automatically become fatigued unless you spend a Hero Point to negate this.

Power Stunt

- Dual Damage:** You may choose to inflict lethal damage with your unarmed attacks while your power is active.
- Impressive Transformation:** Opponents who watch you shift into your War-Form hesitate before attacking you, as per the Startle feat.

Extra

- Subtle:** You do not physically change when you activate the War-Form power. Your appearance remains entirely normal.
- Thought Shields:** Your War-Form grants you greater resistance to psychic attacks, granting you a +1 bonus per power rank on Will saving throws while active.

Flaw

- Slow Change:** It takes time to fully assume your War-Form, and you can only activate the power at a rate of 2 power ranks per round.

NEW EXTRAS

The following extras can be added to those presented in M&M.

FAITH-BASED

A power with this extra becomes more potent if enhanced by the faith of other individuals. With this extra, another character may use extra effort to improve your base power, even if you have used extra effort in the round; the effects are cumulative. If this extra is taken twice, more than one individual can use extra effort to improve the base power. You receive an additional effective power rank for every 5 characters beyond the first (*and yourself*) who does so; power ranks gained in this way are not subject to PL stacking limitations.

PRACTICED

This extra represents extensive training with a given power. Though you usually cannot take 10 on power checks, you may do so with a Practiced power.

SPRAY

A physical ranged attack power with this extra extends from you, spreading in a 90-degree arc, forming an isosceles triangle (*a cone*), where its two equal sides are (*power rank x 5*) feet long. A power with this extra also blinds targets caught in its area for as long as you sustain the attack. The base attack

power must have a duration of sustained or better for this extra to be applied.

NEW FLAWS

The following flaws can be added to those presented in M&M.

DEVICE, STATIONARY

A power with this flaw requires a certain device to function. This device is unwieldy and extremely difficult to carry, though it can be broken down and re-created or prepared, with an appropriate skill check (*usually Craft, rolled against a DC equal to 10 + power rank*) and a number of hours equal to the maximum desired power rank. A stationary device might be a computer mainframe, a satellite uplink system, a complex mystic circle drawn on the ground, or anything that you could not easily carry around with you. A stationary device counts as two flaws.

DISORIENTING

Each time you activate a power with this flaw, you are immediately nauseated, although on your turn in each following round, you can attempt a Fortitude saving throw against a DC of (*10 + power rank*) to recover. Each time this saving throw is attempted, you receive a cumulative +1 bonus to the roll.

ENERGY LEAK

An attack power with this flaw “leaks” a dangerous cloud of the attack form when used. Any individual (*or object, if applicable*) adjacent to you when you use an attack power with this flaw must resist the attack as per the area attack rules. Energy Leak always affects all adjacent creatures; you cannot select “safe” targets, even if the base power has the Selective extra. Energy Leak may only be added to a ranged attack effect power.

FOCUSED STATE

In order for a power with this flaw to function, you must spend a full action to achieve a certain state of mind or spirit. Reaching this state requires a Concentration skill check against a DC of (*10 + the maximum desired power rank available*). Once in the focused state, you can use any power with this flaw, at a maximum power rank equal to the base power or the rank determined by your Concentration check (*whichever is lower*). If damaged while in the focused state, you must make a successful Concentration check against a DC of (*15 + your current total damage hits*). If this roll fails, all sustained effects with this flaw are dropped; you must re-attain the state before activating any new effect with this flaw.

SLOW GAIN

A power with this flaw starts out weaker than it normally is, but increases slowly when a certain condition is met. The power starts at half its normal power rank (*round down, to a minimum of 1*). Every round your special condition is met, you may increase this power by 1. These ranks are lost at a rate of



1 per minute. A character may choose a special condition from the following or make one up:

- **Combat:** The power increases every round the character is attacked or attacks another character.
- **Concentration:** The power increases by 1 every full round action the character spends in concentration. Each increase requires a successful Concentration check with a DC of 10 + the power's maximum power rank.
- **Exposure:** The power increases every round the character is exposed to a particular substance or condition, such as sunlight or water.

NEW FEATS

The following standard feats can be made available to player characters and non-player characters in M&M.

BITCH SLAP

You are able to make a humiliating attack that demoralizes an enemy's teammates.

Prerequisite: Leadership, Inspire.

Benefit: You make a normal attack against an opponent with Leadership. Attack and damage results are determined as

normal. Even if the attack is successful, however, it does no damage. If the Damage saving throw roll would normally result in the target taking a hit of damage, the target instead loses all advantages from the Leadership and Inspire feats for a number of rounds equal to your Charisma bonus. For this period of time, your own companions gain an additional +1 bonus to all attack and defense rolls against the target's allies. More than one application of this feat may not be in place at one time against one set of foes.

BLINDSIDE

You can distract an opponent while your sidekick or partner makes an attack against him.

Prerequisite: Leadership, 5 or more ranks in Bluff.

Benefit: Both you and your partner must first win initiative over the target or hold your actions until the two of you can act one after another. The first of you to act must make a Bluff check to feint in combat against your target and win with a margin of success of at least five. The second character can then make a Surprise Attack (*as though she had the feat*) against the target. If the second attacker already has the Surprise Attack feat, add a +1 bonus to the attack's damage bonus.

BLITZ STRIKE

You are trained in making ramming attacks with an ally.

Prerequisite: base attack bonus +1 or higher

Benefit: You may carry or be carried by an ally for a ramming attack. The person being carried receives the usual +2 attack bonus for charging and ramming damage based on the movement speed of the carrier. Also, only the carrier suffers the -2 penalty to Defense, and only the character making the attack has to make a Damage saving throw for ramming.

If both participants in a Blitz Strike have this feat, then neither suffers the -2 penalty to Defense, and the damage bonus applied to the ramming character is halved (*round down*).

Use of this Feat requires the characters to act on the same initiative and start off within 5 feet of one another. Blitz Strike counts as a full round action for both characters.

Normal: A character can only make a ramming attack based on his own movement and suffers all the negative effects.

COMBAT INSIGHT

You gain combat bonuses against opponents after analyzing their fighting styles.

Prerequisites: Intelligence 15+, Assessment.

Benefit: If you spend a full action observing an opponent, each round thereafter you may add your Intelligence bonus to your attack rolls against that opponent or to your Defense score against the opponent's attacks. This bonus is in addition to any modifiers you may have from high Strength or Dexterity scores. It lasts for the remainder of the combat or until you choose to switch your attention to another opponent (*which again requires a full round action*.)

Note: If you have the Wise Leader feat (see Odds and Ends September 04), you may use your Wisdom bonus instead of your Intelligence bonus when employing this feat.

CONFIRM CRITICAL

You have a talent for finding a target's weak spot.

Prerequisites: Base Attack +10 or higher, Improved Critical.

Benefit: When you threaten a critical hit against a target, you may spend a Hero Point to confirm it as a critical, even if the attack would not normally have hit the target's Defense.

Normal: An attack is only a critical hit if it would normally strike the opponent.

COUNTER GRAPPLE

You have the ability to reverse a grapple made against you.

Prerequisite: Improved Grapple

Benefit: If an opponent attempting to start a grapple with you loses the opposed grapple check to establish a hold, you may immediately establish a hold of your own on that opponent as though you had initiated the grapple.

Normal: If an opponent attempting to establish a hold fails the opposed grapple check, the hold and the grapple fail.

DOMINO ATTACK

With one attack, you can knock a number of minions back into one another, using their own bodies to push over other minions.

Prerequisite: Str 17+, Power Attack, Rapid Takedown, Takedown Attack, base attack bonus +8 or higher.

Benefit: When attacking a minion, you may choose to damage other minions around him. Your attack must score a knockback result against your primary target. All minions in squares adjacent to this primary target become secondary targets, as do all minions adjacent to secondary targets. The maximum number of secondary targets you may affect with this attack is equal to your choice of either your Strength bonus or your base attack bonus. Each secondary target whose Defense is less than the original attack roll must make a Damage saving throw against a DC of 15 + the initial bonus used to determine the primary target's knockback distance (*that is, the damage bonus minus the primary target's Amazing Save and Immovability ranks, without the 5 feet multiplier*). No minions targeted by this effect are actually knocked back.

ENGAGING CONVERSATIONALIST

You excel at distracting others in non-combat situations.

Prerequisites: Charisma 13+, 5 or more ranks in Bluff or Diplomacy.

Benefit: Outside of combat, you may attempt to distract a target through witty banter and conversation, preventing the individual from noticing an action or event you wish to remain unseen. You must spend a full action the first round and a half-action each round following speaking to the person (*in a language the target can understand*), and each round you must succeed on a Charisma check opposed by the target's Intelligence. If your check is successful, the target receives a -5 penalty on Initiative, Search checks, and Spot checks for each round that you keep the person speaking to you.

EVASIVE MIND

Your mind is as agile and fast as your body.

Prerequisites: Dexterity 18+, Improved Initiative or Super-Speed.

Benefit: You can use your Dexterity modifier instead of your Wisdom modifier when attempting Will saving throws against mental attacks.

HARDER THEY FALL

Your strength and skill allow you to more effectively grapple with larger opponents.

Prerequisites: Strength 18+, Improved Grapple, Improved Trip.

Benefit: You add +4 to your attack rolls when attempting to grapple or trip opponents who are one or more size category

ries bigger than you (*Large size or greater, assuming you are of medium size*), effectively offsetting one size category of an opponent. You can also hold an opponent up to two size categories larger than you. You receive no bonus against opponents the same size or smaller, and you gain no bonus to resist bull rushes made by larger opponents.

HERE'S MUD IN YOUR EYE!

You are skilled at the 'dirty fighting' maneuver of throwing dirt into an opponent's eyes, causing temporary blindness.

Prerequisite: none.

Benefit: Whenever you have sand, mud, or a similar substance nearby or in your possession, you can throw it at an opponent's eyes. You can make a normal ranged attack against an opponent up to 10 feet away. If the attack is successful, the opponent must make a Reflex saving throw against a DC of (10 + *either your Dexterity bonus or 5, whichever is less*). On a failed save, your target is blinded for one round. This feat can be more effective if you Bluff or Taunt your opponent into losing his or her dodge bonus to Defense.

INTUIT SKILL

You can instinctively use skills that normally require formal training to employ.

Prerequisites: Wisdom 18+.

Benefit: You may attempt to use skills listed as Trained Only untrained. You are considered to have rank 0 when making such a skill attempt. You can add any modifier you may have from the relevant ability score.

Normal: You may not use skills listed as Trained Only without buying ranks in the skills.

SILHOUETTE

Before entering combat in a shadowy setting (*nighttime, a darkened alley, etc.*), you may cast your shadow over a number of opponents, instilling fear and making them less effective fighters.

Prerequisite: 5 or more ranks in Intimidate

Benefit: In darkened environments, you may, as a full round action, make an Intimidate check and cast your shadow over a number of opponents equal to your ranks in Intimidate. All affected opponents must make a Will saving throw opposed by your Intimidate check. Those who fail lose their ability score bonuses to melee and ranged attacks against you for a number of turns equal to your Charisma bonus. No character may be affected by this feat more than one time in a day.

SKILL SUPREMACY

You have virtually unmatched ability with one skill.

Prerequisites: Relevant ability score 20+, 10 or more ranks in the skill, Skill Mastery (*see Odds and Ends September - GM may waive this requirement if you do not have access to the feat*).

Benefit: Choose any skill in which you have previously taken the Skill Mastery feat (*see Odds and Ends September*); you receive a +8 bonus when using the skill. The bonus conferred replaces that gained from the Skill Mastery feat; the feats do not stack.

SPEECH THROWING

You may throw your voice, making it seem to emanate from some distance away from you.

Prerequisites: Cha 15+, 1 or more ranks in Perform

Benefit: With a successful Perform skill check (DC 5), you may "throw" your voice. Your voice can appear to emanate from a distance of up to five feet away for every 5 points by which your roll exceeds the DC. This ability may be used in conjunction with a Bluff skill check to cause a diversion, adding a +2 bonus.

SWIFT STRIKE

You are incredibly fast and can strike multiple opponents with the same attack action.

Prerequisites: Dex 17+, Rapid Strike, base attack bonus +9 or higher.

Benefit: You gain two extra melee attacks per round. These attacks are at your full base attack bonus, but each attack that round (*the extra two and your normal one*) suffers an additional-8 penalty. You must take the full attack option to use this feat.

TACTICAL GENIUS

You can use your extraordinary grasp of combat situations to aid your entire team.

Prerequisites: Intelligence 18+, Combat Insight, Leadership.

Benefit: If you spend a full action observing a combat scene, each round thereafter you may add your Intelligence bonus to the attack rolls or Defense scores of all your allies, as well as your own. Doing so requires a half-action and the expenditure of one Hero point each round. You must be able to see and communicate with your allies in order to so assist them. If new opponents enter the combat against your side, you must spend another full round observing the new combat dynamic, or lose the benefits of the feat.

The bonuses granted by this feat stack with those provided by the Leadership, Inspire, and Superior Leadership (*see Odds and Ends September*) feats. When combining this feat with the Inspire feat, you must use a full action, but you still only need to spend one Hero Point.

Note: If you have the Wise Leader feat (*see Odds and Ends September*) you may use your Wisdom score instead of your Intelligence score when employing this feat.

WALKING LIBRARY

Prerequisites: Photographic Memory, 10 or more ranks in at least 3 Knowledge skills

Benefit: You may use any Knowledge skill untrained.

Normal: If you do not have ranks in a given Knowledge skill, you can make an Intelligence check, which only gives you access to general knowledge.

SUPER-FEATS

The following super-feats can be made available to player characters and non-player characters in M&M.

THE BEAST IN ME

Your physical transformation is particularly terrifying to watch.

Prerequisite: Charisma 13+, Identity Change, 5+ ranks of Natural Weapon or Super-Strength in your super-powered form.

Benefit: All who witness you change into your super-identity must make Will saving throws (*DC 15 + your power rank in Natural Weapon or Super-Strength*). Any who fail become shaken, suffering a -2 penalty to all attacks, saves, and skill checks. This persists for a number of rounds equal to the appropriate power rank (*Natural Weapon or Super-Strength*). Any characters with a PL less than your power rank who also fail their saves by 10 or more flee from you or collapse and cower if they are unable to flee. Those who repeatedly witness your change receive a cumulative +1 bonus to their saves for each time they have previously witnessed it. All those who save successfully against this feat will never again be subject to its effects.

Note: The above applies to friends and foes alike. You may prepare your allies against this effect by describing the nature of your transformation to them beforehand; this gives them a +3 bonus to their saving throws.

BOOMERANG ATTACK

You can cause one of your ranged attacks to circle around and strike at an opponent from behind.

Prerequisites: Base Attack +10, Far Shot, Ricochet Attack.

Benefit: When using a ranged attack, you may choose to have the attack make a 180-degree change in direction after traveling half its maximum distance. The attack then travels back along its initial path, potentially targeting a target it may have previously missed, so long as the target has not changed position. The attack receives a +2 bonus to hit, and unless the target possesses enhanced senses of some sort (*such as the All Around Sight feat*), almost certainly counts as surprise attack as well, denying the target any dodge bonus to Defense. The range modifier for the attack is figured along the total distance it has traveled, not the distance from the attacker to the target.

Note: For the purposes of determining when this second attack occurs during the combat round, assume it has an initiative score equal to that of the character that launched the attack -5.

DEBILITATING ATTACK

The injuries inflicted by one of your attacks are especially painful.

Prerequisite: Penetrating Attack.

Benefit: Choose one of your attack powers. A target that takes damage from the attack suffers 2x the normal penalties from the attack for the remainder of the round in which the target was hit and for the following round as well. So a target hit by a stun attack that had this feat applied to it would temporarily suffer the effects of two bruises, taking a -2 penalty to Damage saves made against stun damage for the next round, while a Debilitating lethal attack would inflict a -2 penalty against both stun and lethal damage until its effect faded.

Special: You can take this feat multiple times. Each time it applies to a different attack.

EXTENDED SYNCH FIELD

You do not necessarily have to make physical contact to benefit from your Synch Field.

Prerequisites: Synch Field.

Benefit: You gain the benefits of your Synch Field when you are up to ten feet away from another character who also has the Synch field feat (*applied to the same ability score or power*.)

Special: You may choose this feat multiple times. Each time the distance apart you may be to still gain the benefits of the Synch field is increased by ten feet.

LINEAGE

You had a number of superhuman ancestors, and dormant super-abilities will manifest themselves when they are needed most.

Benefit: At any time after acquiring this feat, you may choose to permanently trade it in for any two super-feats or two ranks of any power with a cost of 2 pp/rank or fewer. However, you then acquire a minor weakness (*worth 2 pp*) chosen by the GM. The pp gained from the weakness partially offset the cost of the new feats or power; you may not spend them on any other attributes.

Note: Minor weaknesses are discussed in *M&M Annual Vol. I*. Some examples might include the following: an Antagonist (old enemy of your family) that shows up on a roll of 18+, being Susceptible to an extremely rare element or compound, or undergoing a Transformation during a lunar eclipse. The weakness chosen should be appropriate to the character's background.

LINGERING ATTACK

One of your attacks inflicts injuries that are especially difficult to shake off.

Prerequisite: Penetrating Attack.

Benefit: Choose one of your attack powers. An opponent injured by the attack does not automatically heal from it as

time passes; the character must succeed on a Constitution check against the DC of the attack's Damage saving throw to do so. If the check fails, any stun or lethal hits inflicted by the attack remain at least until the character's next opportunity to recover (*one minute for stun hits, one hour for lethal hits.*) The character receives a cumulative +1 bonus each time until the check is successful. The feat's effects apply even to characters that have the regeneration power.

Special: You can take this feat multiple times. Each time it applies to a different attack.

RESILIENT

You are more quickly able to recover from being disabled or rendered unconscious.

Prerequisites: Durability, Rapid Healing, Constitution 19+.

Benefit: You can make a Constitution check to recover from unconsciousness every 30 seconds (*5 rounds*); if your check is successful, you recover and are not dazed for a round. If you are disabled, you may make a Constitution check after one hour has passed to attempt to "shake off" your condition. If the roll fails, you remain disabled for at least one full day, after which you may attempt a Constitution check every 12 hours to recover, gaining a cumulative +1 bonus on each successive roll.

In addition, you can perform a strenuous action while disabled without your condition worsening to dying, so long as you succeed on a DC 20 Constitution check. Each additional action after the first imposes a cumulative -1 penalty to your roll. Once the roll is failed you immediately become disabled.

SPIRIT VESSEL

You have mystically placed part of your life essence into a specially prepared vessel of some sort, making your physical body very difficult to kill.

Prerequisite: Constitution 13+, Wisdom 15+, 5 or more ranks in Knowledge (*Occult*).

Benefit: So long as your head and torso are largely intact, you receive a +4 bonus on Fortitude saves made to avoid dying. If your save fails, you may attempt a Constitution check against DC 20; if the check is successful you become stable (*though disabled*). If it fails, you perish.

SYNCH FIELD

One of your attributes improves when you are in close contact with a specific individual.

Benefit: Choose one ability score or power. So long as you are in physical contact with another individual who also has the Synch Field feat (*applied to the same ability or power*), you both gain a +1 bonus to the chosen ability score or power rank. If physical contact is broken, the bonus is immediately lost.

NEW WEAKNESSES

OATHBOUND

You have sworn your utmost allegiance to a particular higher being (*real or imagined*), religious faith, or philosophical faction. Your oath requires you to put this cause before all else. Whenever you have an opportunity to advance the interests of your cause you must act to do so, even if this means siding against your friends, abandoning your allies in a time of need, or taking actions against your own best interest. The GM may choose to either present these opportunities as part of the adventure or simply roll 1d20 before each game session. A roll of 1-5 indicates that such a conflict arises during play. You may attempt a Will saving throw against a DC of 15 to avoid acting on your oath, but even if you are successful, you feel so conflicted you suffer a -5 penalty on all initiative rolls and Wisdom skill checks for the remainder of the adventure.

OUTSIDE POWER SOURCE

Your powers are not intrinsic; the superhuman energies that infuse your body are transmitted from an outside source. This source may be an artificial intelligence beaming you energy from a satellite system, a mystic entity you have sworn to serve, or an inter-dimensional aperture that only you can tap into--you (*along with the GM*) may define it however you wish. Occasionally your power source goes "off-line" leaving you only with whatever energy you have stored. Before each game session you must roll 1d20. A roll of 1-5 indicates your power source is not available. You lose two ranks from all powers not derived from either devices or training, and any super-feats related to your power source become unusable.

WEAK CONSTITUTION

Whether due to age, disease, or some strange genetic quirk, you are easily exhausted. You must make a Fortitude saving throw against a DC 15 any time you make Acrobatics, Climb, Escape Artist, or Swim checks (*even if the skills are used untrained*), as well as every 30 seconds (*5 rounds*) you are engaged in combat. If the saving throw fails, you become fatigued. Your total Fortitude saving throw bonus can never exceed +5 for the purposes of the Weak Constitution saving throw only.

COMBO POWER STUNTS

Combo power stunts are power stunts that combine two powers in a specific way to create a new application of the two powers. Like normal power stunts, combo power stunts cost 2 pp; however, in order to purchase a combo power stunt, a character must possess at least one rank in each base power. If even one of the base powers is unavailable, perhaps due to being drained, the combo power stunt cannot be used. If not specified, aspects of combo power stunts dependent on power rank (*such as range*), if not specified, use the rank of the lowest base power.

ACIDIC GAS

Base Power: Corrosion + Gas Generation

You can cause any object damaged or destroyed with your Corrosion power to release a foul-smelling cloud that works like Gas Generation at a power rank equal to the hardness the object loses.

BODY BAG

Base Power: Swallow + Trap (*Paralysis*)

You have an internal trap that incapacitates swallowed opponents. A target creature you successfully swallow automatically triggers your Trap (*Paralysis*) power. The trap is triggered when the target is first swallowed and every time the target attempts to escape.

CHEMICAL GASSING

Base Powers: Energy Control (*Chemical*) + Gas Generation

If you spend a full action to activate your Gas Generation power, you can reduce the hardness of all inanimate objects in its area by your Energy Control (*Chemical*) power rank. When an object's hardness is reduced to 0, it is destroyed. Special items and items carried or worn by other characters receive saving throws as normal, and neither you, nor any objects you carry or wear, are affected by this power. Alternatively, your cloud of gas may lethal damage to living creatures equal to your Energy Control (*Chemical*) power rank. The damaging effect is not sustained; it only takes place upon the initial activation of your Gas Generation, though it may be repeated with a half action.

CHEMICAL STORMS

Base Powers: Energy Control (*Chemical*) + Weather Control

You can enhance the effects of your Weather Control ability with caustic winds, acidic rains, and similar damaging chemical effects. Nonliving matter in the radius of your Weather Control power might suffer minor cosmetic damage from corrosion, and any character who spends more than 10 minutes at a time in your storms must make a Fortitude saving throw against a DC of 10 + your Energy Control (*Chemical*) power rank or become nauseated.

DEADLY KISS

Base Powers: Addictive Metabolism + Poisonous Metabolism

With a kiss (*or other appropriate action that results in the transfer of your bodily fluids to another*), your Addictive Metabolism power takes effect. At the end of every day your victim does not receive another kiss, she suffers as though affected by your Poisonous Metabolism. This effect is in addition to the normal addiction that comes with Addictive Metabolism.

DETONATE

Base Powers: Anatomical Separation + Energy Blast (*Extra: Explosive Blast*)

Any part of your body may use the Energy Blast ability with the area extra at touch range, essentially emitting an explosive blast that affects all within a number of feet equal to ($5 \times$ the *Energy Blast* power rank). The power rank of this Energy Blast cannot be higher than your Anatomical Separation power rank. Using this ability still costs a half action, though all separated limbs may, if desired, be triggered at once with a single half action.

DIGITAL ILLUSION

Base Powers: Datalink + Illusions

You may project illusionary stimuli that only a particular electrical device or computerized system (*or someone using the system*) registers, as per the Illusion power. For example, by using Digital Illusion on an automated security camera, you may create an illusionary group of intruders, which will appear on all video feeds connected to that camera. A security guard monitoring a camera feed, however far away he is from you, will also see the intruders.

DIGITAL VIRUS

Base Powers: Datalink + Drain

You can reduce the effectiveness of a computer or computerized component. All Computer skill checks made to hinder or damage the system have their DCs reduced by your Drain power rank. All skill checks made using the system have their DCs increased by your Drain power rank.

DIMINISHING RETURNS

Base Powers: Duplication + Shrinking

For every three ranks of Shrinking you possess, you can double the number of duplicates you can create in one round. However, each doubling results in the duplicates becoming one size category smaller (*down to a minimum size of Miniscule*) and one power level weaker. This stunt's effects can be combined with the normal rules governing on how many duplicates you can create in a round, which allow you to produce one extra duplicate per round for each reduction you take in the duplicates' power levels. The number of duplicates created via your Duplication power alone is figured before the multiplication process for the power stunt. You cannot create duplicates with a PL of less than 1. So if you had Duplication +10 and Shrinking +12, you could create two PL 9 Small dupes, or 16 PL 6 Fine dupes, or up to 96 PL 1 Size Fine dupes (*creating five extra dupes initially by reducing their PL to 5, then multiplying by 16*), or any combination thereof.

FLY IN AMBER

Base Powers: Inertia Control + Spatial Manipulation

If your Inertia Control power successfully reduces a target's base speed to zero, that target must make a Will saving throw against a DC of 10 + your Spatial Manipulation power rank. If this save fails, the target is considered paralyzed, completely unable to move or take physical actions, though mental actions are still possible. The victim may attempt the saving throw

every following round, with a successive +1 bonus, to escape the effects of this ability.

GROUND VISION

Base Powers: Element Control (*Earth*) + Sensory Link

You may use Sensory Link to view any location through a body of earth or rock within a range dictated by your Sensory Link power rank. Your point of view is looking out from a patch of earth, however, so while you could get a normal perspective at the foot of a mountain, in a location without earthen walls, you usually find yourself looking up at events.

HOLOGRAMS

Base Powers: Energy Control (*Light*) + Illusion

You can use your Illusion ability to make hard light holograms. These holograms are essentially real, and can affect the world like any other physical objects. They are treated as though created with the Animation power.

LIGHTSPEED

Base Powers: Spatial Manipulation + Super-Speed

By rapidly folding space, you can move at immense speed in any direction. You can use the Space-Flight power at a rank equal to your Spatial Manipulation or Super-Speed power rank (*whichever is lower*). Unlike Space-Flight, this stunt allows you to survive in space as you travel, as long as your flight originates from an environment you are capable of surviving. As you travel, you intuitively “link” your current location with the atmosphere at your point of origin.

LIVE AND LEARN

Base Powers: Alternate Self + Regeneration/Reincarnate

Whenever you successfully recover from being disabled or killed by a power, your Alternate Self power activates at its maximum rank to give you the defensive power most appropriate to protect you from the attack that disabled or killed you. This is a free action, and requires no conscious effort on your part. Your Alternate Self power will convert ranks from your least combat-oriented power to do so.

If you are later disabled or slain again, this effect automatically re-sets itself so that you revive with the defensive power best suited to dealing with the last power that so harmed you.

MIND BOMB

Base Powers: Mental Blast + Telepathy

You can telepathically implant a subconscious “trigger” in the mind of another person, subjecting that individual to a mental attack the next time the person either takes a particular action (*attacks one of your allies, attempts to pilot a vehicle, and so on*) or encounters some specific circumstance (*meets one of his allies, hears a particular phrase, sees the color orange, etc.*). To do so you must succeed on a DC 15 Telepathy power check against the target. You must then specify the condition that will activate the mental attack. If the individual later encoun-

ters the pre-set condition he is immediately hit by surprise with a mental blast with a damage bonus equal to your power rank in Mental Blast or Telepathy (*whichever is higher*). The character may be any distance from you when this occurs, and the amount of time elapsed is irrelevant. Because the attack is so unexpected, the target loses any Wisdom bonus that may have applied to the saving throw. You may implant only one mind bomb into a target at any given time. Another character with Telepathy can detect the presence of mind bombs via mental scans and can “detonate” them harmlessly by also making a DC 15 power check.

POWER IMPRINT

Base Powers: Energy Form Projection + Power Residue

If you detect a power while projecting, you may attempt to imprint it on your psyche. This allows you to “hold” the power for use after you return to your body, up to a number of hours later equal to your Power Residue power rank. The imprinted power may be used only once.

PRIVATE PROPERTY

Base Powers: Mental Ward (*Mental Blast*) + Trap (*Stun*)

Any character that triggers your Mental Ward power also triggers a psychic trap that inflicts a Stun effect at your Trap power rank.

RADIATION SICKNESS

Base Powers: Drain + Energy Blast (*Radiation*)

Any character stunned or worse as a result of a failed Damage saving throw caused by your Energy Blast (*Radiation*) power suffers from radiation exposure (*like a disease*), with an intensity equal to your Energy Blast power rank.

ROCKET PUNCH

Base Powers: Anatomical Separation + Flight

You may propel a part of your body (*usually an arm, forearm, or fist*) through the air at an opponent. This counts as a ranged attack that deals damage as an unarmed attack.

SNOWBLIND

Base Powers: Energy Blast (*Cold*) + Dazzle

You may create a frozen blast that damages a target’s eyesight. With a successful attack roll, you may blind a target as per Dazzle, but the target receives the +1 saving throw bonus to recover from the effect every minute rather than every round.

SUPERCONDUCTIVITY

Base Powers: Datalink + Energy Control (*Cold*)

When interacting with a computer system via Datalink, you receive one extra half action, which must also be used to interact in some way with the system.

SUPER SLICK

Base Powers: Friction Control + Inertia Control

You can force any character whose base speed is successfully increased by your Inertia Control ability to sprint in a direction of his or her choice. Sprinting characters lose their dodge bonuses to Defense and must move the full rate in a straight line unless you permit them to change direction. This may cause some targets to collide with walls and other solid objects. Such cases are treated as though the target fell the distance traveled before striking the surface.

TASER PUNCH

Base Powers: Energy Field (*Electricity*) (*Extra: Selective - Hands*) + Strike (*Stun*)

A character stunned by your Energy Field power as a result of a failed Damage saving throw is stunned for two rounds, rather than the usual one.

TRANSMIT

Base Powers: Alternate Form (*Electricity*) + Transmission

As a full action, you may “broadcast” yourself through airwaves to emerge from any electronic device within a number of miles equal to your Transmission power rank.

UNLIMITED ARSENAL

Base Powers: Machine Merge + Nano-Machines (*Extra: Natural Weapon*)

With a half action, your Nano-Machines can be shaped into any weapon desired, even ranged weapons. You may choose the type of energy projected by these weapons when you create them.

NEW MANEUVERS

Maneuvers, introduced in the Devil’s Workshop publication Power Assaulting, are intended to provide teams with more opportunity to benefit from teamwork. All maneuvers are optional. A GM may decide to require characters to purchase individual maneuvers as feats or power stunts. Maneuvers are, for the most part, based on team roles. Each maneuver is generally most appropriate to characters who play given roles, though anyone who meets the prerequisites may attempt a maneuver. Full details on team roles can also be found in Power Assaulting, though each role is described in short detail below. Typically, a character’s abilities allow him or her to play one or (*at most*) two primary roles, and perhaps one or two secondary roles as well.

Airborne (Ab): Airborne characters have aerial movement abilities they use to aid their teammates. Flight and Swinging are examples of Airborne role abilities.

Armor (Ar): Armor characters are the most resilient members of a team, and are often found at the forefront of battles, drawing attacks to protect other, less sturdy allies. Absorption, Amazing Save (Damage), Armor, and Protection are examples of Armor role abilities.

Artillery (A): Artillery characters rely on ranged attacks, such as force beams and fire blasts, to combat their opponents. Energy Blast, Snare, Stun, and Weapon are all examples of Artillery role abilities.

Infantry (I): Infantry characters are melee fighters whose powers or skills afford them a substantial edge in close quarters. Strike, Super-Dexterity, Super-Strength, and Weapon are all examples of Infantry role abilities, though characters with high base attack and Defense bonuses may also qualify.

Psi-Ops (PO): Psi-Ops characters enhance a team’s performance, often through protective or augmentative abilities, effective combat strategies, or good leadership qualities. These individuals are the cheerleaders, the strategists, the communicators, and the enhancers. Boost, Force Field, Super-Charisma, and Telepathy are examples of Psi-Ops role abilities, as is the Leadership feat.

Special Forces (SF): Special Forces characters possess a number of abilities that enable them to play more than one or two primary roles. This role is frequently played by characters with either a number of dominant, high-rank abilities or a single versatile or variable power (*such as Gadgets*).

Specialist (S): Specialist characters are highly skilled experts in a field pertinent to a particular situation. This role is somewhat inconstant in relation to the others. A character who plays the Specialist role on one mission may not qualify to be a Specialist on the next. Super-Intelligence is an example of a Specialist role ability, though ranks in any appropriate skill can qualify a character as well.

Support (St): Support characters may use their abilities to demoralize, frustrate or otherwise limit the efforts of opposing characters. Dazzle, Illusion, Mind Control, and Obscure are examples of Support role abilities.

Transport (T): Transport characters are capable of incredibly fast movement. Characters with Transport as a primary role are often passable Infantry characters as well, though this is not always the case. Running, Super-Speed, and Teleport are all examples of Transport abilities.

Each maneuver entry below includes suggested prerequisites and appropriate team roles (*abbreviated as noted above*).

BAIT AND SWITCH (I, T)

Prerequisites: None.

A character intentionally makes himself an easier target in order to draw an enemy into a vulnerable position another team member may exploit. As a half action the character may effectively remove his own dodge bonus to Defense. In the same round, one of the character’s allies may attack any single opponent who attacks this character as though the opponent were flat-footed.

CABLE REACH (I)

Prerequisites: Power Attack; Super-Strength.

A character uses a length of cable or rope to entangle a target from a distance. The character must have the object in hand in

order to use this maneuver, and the object must be long enough to reach the target. On a successful attack, the character may wrap a target in the object by making a successful Dexterity check opposed by the target's Reflex saving throw roll. A target who fails the saving throw is entangled. An entangled character suffers a -2 penalty to attack rolls and a -4 penalty to Dexterity, but can make an Escape Artist skill check to escape as a half action each round. The DC for this check is equal to $(10 + \text{the attacker's Dexterity bonus})$. Alternately, the entangled character can attempt to damage the object, which makes Damage saves using its hardness.

CRACK THE WHIP (D)

Prerequisites: Attack Finesse; Super-Strength.

Generally more popular in four-color campaign worlds, this maneuver allows a character to use a chain link fence, roadway, or other appropriate long strip of solid material like a whip. The character uses extra effort and a full action "acquiring" the whip. Then, she may use it as an improvised weapon to attack from a distance. The maximum length of an acquired "whip" is equal to $(\text{her Strength bonus} \times 5 \text{ feet})$, whichever is less.

CROSS THE STREAMS (A)

Prerequisites: Energy Blast or equivalent way to project energy or element.

Two or more characters with lethal energy blasts may fire their blasts into one another to create a blinding cloud of burning air, suffocating all targets within an area equal to one-half the lowest energy blast power rank involved $\times 5$ feet. This functions as Obscure and Suffocate effects, each with a power rank equal to the lowest energy blast power rank + the total number of characters participating. The effects degrade slowly, losing one rank each round until they reach 0. Opponents caught in the area may escape suffocation by moving.

FREIGHT TRAIN (AR, L, T)

Prerequisites: Power Attack; Super Strength.

With this maneuver, two allied characters must act on the same turn (*by rolling the same initiative or having one ally hold an action until the other's turn*). Both then attack one opponent simultaneously. If both attacks are successful and either attack achieves a result of Stunned or better, the target adds one-half (*round down*) the smaller damage bonus to the larger damage bonus to determine knockback.

GRAPESHOT (A)

Prerequisite: BAB 4+; Point Blank Shot; Energy Control or similar ranged attack effect.

This maneuver allows a character with Energy Control (*or another control effect*) to work in tandem with another character's appropriate attack power (*so pairs like Flame Control/Fire Blast, Magnetism/Bullet or Shrapnel, Ice Control/Projectile or Ice Blast, etc. are possible*), "splitting" the attack into multiple-shot blasts or projectiles. Both characters must act at the same time (*whether by rolling the same initiative or*

by holding one's action until the other character's turn). Each participant spends a half action and extra effort to perform the maneuver. The controller can split the base attack into a maximum of five total "shots," all of which must target a single opponent. These additional shots are resolved with one ranged attack roll, but each attack must be resisted separately, at half the usual Energy Blast damage bonus (*round down*). Furthermore, it is the controller who must make the ranged attack roll, with a -1 penalty for each shot (*including the first*). Grapeshot attacks may be modified by feats such as Point Blank Shot, Power Attack, and Rapid Shot as normal, as long as one of the participants has the feat in question.

Example: Sgt. Burst fires his rifle to hit a target. Kinetek uses his kinetic control to split the bullets into a five-shot attack. Kinetek suffers a -5 penalty to his attack roll. He rolls a 12 to hit his target (Defense 11), succeeding barely, and the target is hit 5 times (*for each, a half-damage Damage saving throw is required*).

HANDHOLDS (AR, D)

Prerequisites: Natural Weapons, Strike, Super-Strength, or similar melee attack effect.

With this maneuver and a full action, a character uses some natural attack to create handholds in a vertical or near-vertical surface. The surface gets a Damage saving throw against the attack as normal. If this save is successful, the character fails to make the handholds; if the roll fails by more than 10, the surface simply shatters and no handholds are available.

HIGH-PRESSURE HOSE (A, L, PO)

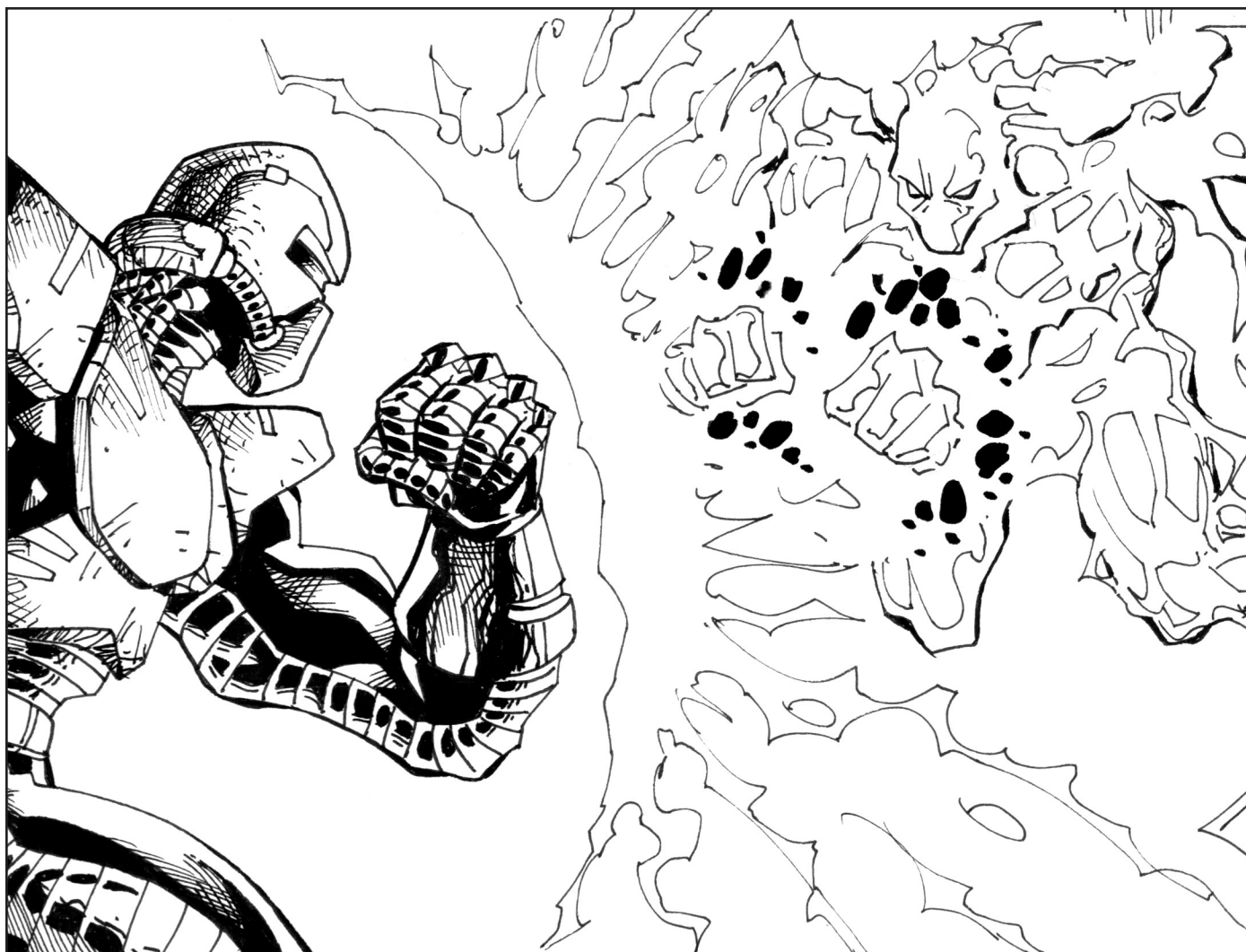
Prerequisites: Power Attack; Super-Strength.

In any suitable locale, a character may, with extra effort and a half action, appropriate a hose, pipe, or similar engine of water transportation (*by reaching in the ground, wall, etc.*) and pinch the end to allow it to function as a high-powered hose. The character may make ranged attacks at a stun Damage bonus that depends on the location (*usually +5, though some hoses can do as much as +8*) out to a distance of $(10 \times \text{Damage bonus})$ feet. This Damage bonus is doubled for the purposes of determining knockback. If the character's Strength bonus is less than double the Damage bonus, he needs help handling the "hose," receiving a -4 penalty to hit, and the hose functions as per the Uncontrolled flaw. An ally can help control the hose, and if the characters' Strength bonuses are at least equal to the hose's Damage bonus, it can be used without penalty.

HOLLYWOOD (A, ST)

Prerequisites: Point Blank Shot; Dazzle.

With this maneuver, an attacker attempts to blind an opponent at a critical moment, leaving the target open to another ally's attack. The character must make a successful Dazzle attack against the target at the same time as the ally's standard attack (*so both attackers must either roll the same Initiative, or one must hold an action until the other's turn*). A target who fails a saving throw against the Dazzle effect is considered flat-footed against the ally's attack. It is possible to coordinate this



maneuver with a few others (*like Speedball Special*), but the timing has to be just right to pull it off.

INSTANT BARRIER (AR, D)

Prerequisites: Improved Pin; Super-Strength with Lethal power stunt.

A character with Super-Strength may use extra effort to pull up a large section of the ground to deflect oncoming attacks. This requires a half action and a Strength check against the material's base hardness (*not taking into account the material's thickness*). The character gains the use of the Deflection power with the Deflect Others extra at his Super-Strength power rank for as long as the deflecting surface is carried. Each time the Deflection effect is successfully used, however, the deflecting surface must make a Damage saving throw against the deflected attack, using the material's hardness. If the saving throw fails, the shield falls apart and can be used no longer. If the saving throw fails by more than 10, the character is struck by the attack as normal.

INSTANT EARACHE (A, PO)

Prerequisites: Energy Blast, 15+ ranks of Shrinking.

If a character with a Shrink power rank of 15 or more can get the drop on a flat-footed opponent, the character may make an

energy blast attack against the target's eardrum and inner ear area. The energy blast receives the benefit of the Penetrating Attack feat. Also, the target must resist a separate Stun power effect with a rank equal to one-half the character's Energy Blast power rank (*round down*).

ORBITAL PUNCH (D)

Prerequisites: Power Attack.

The character strikes an opponent in such a way as to knock him upward, perhaps to set him up for an attack from Airborne allies. When a character uses this maneuver and attacks an opponent, knockback distance is figured as normal, save that the opponent flies straight up instead of backwards. A character knocked 50 feet or less into the air will fall again by the end of the current combat round (*and will suffer falling damage as appropriate*). Until that point, however, the target may be attacked by allies, such as Airborne characters hovering overhead, or Artillery characters waiting for an opportunity to loose area effect attacks.

PINBALL PUNCHES (AR, I, T)

Prerequisites: Heroic Surge, Rapid Strike.

With this maneuver, a character standing in the path of an opponent who has been knocked back (*presumably by an ally*)

may, if she hasn't already acted in the round, use extra effort to immediately strike the target in the air, perhaps even causing knockback herself. Each use of this maneuver counts as one of the character's Heroic Surge uses for the day.

PINBALL WIZARD (L, T)

Prerequisites: One of Flight, Leaping, Running, Teleport, or similar Movement super-power.

Using this maneuver, two attackers may utilize their movement abilities to further disorient and damage their target. To initiate the maneuver, both attackers must have a higher initiative than their target and be within ten feet of one another. The first attacker must succeed in an attack roll to grab the target. Then, as a half action, she may hurl the target at her ally. In response, the ally must make a successful melee or movement-based attack (*such as teleporting the character*), sending the target back towards the initial attacker. If this second attack succeeds, the target must make a Fortitude saving throw against a DC of (*the total damage bonus of both attacks*) or lose his action for the turn, allowing the attackers to line up the attack once again, if able.

PENETRATING PUNCH (I)

Prerequisites: Penetrating Attack, Power Attack; Super-Strength.

With extra effort, a character may punch through an object or surface to reach an opponent, using the displaced matter in the surface as a weapon against the target on the other side. The character strikes at an opponent; if he has no way of seeing through the object or surface, the target benefits from cover as normal. If the attack is successful, the object or surface between the attacker and target must make a Damage saving throw against the attack. If the save fails by more than 5, the character strikes the target, who adds one-half (*round down; minimum of 1*) the base material's thickness in inches (*with a maximum bonus equal to the material's base hardness or 1, whichever is higher*) to her own Damage saving throw DC.

PITON (L, S)

Prerequisites: Weapon.

A character may, if desired, shove a melee weapon into a vertical or near-vertical surface, using it to climb as per the Clinging power with a rank equal to one-half the character's Strength bonus (*round down*). The surface's hardness may not exceed the total damage bonus of the weapon (*that is, the Weapon rank + the character's Strength bonus*). With extra effort, this maneuver may be activated as a reaction by a falling character.

PULL! (AB, AR, A, S)

Prerequisites: None.

This maneuver allows two characters to coordinate attacks on a ground-based foe, lowering his defenses and making him an easier target. One character must win initiative over the target and have some method of hoisting him into the air. This could easily be achieved through Super-Strength (*if the*

target is successfully grappled and thrown), Gravity Control or Telekinesis (*though there are others as well that would work*). As soon as the target is in the air, he loses his dodge bonus to Defense against anyone with a ranged attack mode (*whether it be an energy blast, rocks tossed at the target, or something else*). Ideally, this maneuver works well with an Armor or Infantry character and an Artillery character, but there are many alternatives.

ROLLING 'EM OUT (PO, T)

Prerequisites: Force Field with one or more Affects Others extras.

A character with Force Field may extend her field in a sphere surrounding her allies and herself. If an ally with Super-Speed is present, this ally can move all characters in the force field as he travels, rolling the force field with his hands and feet at super-speed. All characters in the force field move with the Super-Speed character, though everyone except the speedster must make a Fortitude saving throw with a DC equal to (*10 + the character's ranks in Super-Speed*) or be nauseated after movement stops.

SCATTERSHOT (L, T)

Prerequisites: Super-Speed with Mach One Punch extra or Super-Strength.

A sufficiently strong or fast character may use extra effort to hurl a handful of stones, coins, or similar small objects at a target. This is considered a ranged improvised attack as normal, except that the target does not benefit from Evasion.

SHAKE (L, PO)

Prerequisites: Force Field with either Force Attack (Snare) extra or Force Shaping extra.

With this maneuver, a character projects a force field around an opponent, while another character shakes it violently, damaging and disorienting this opponent. The character projecting the force field must make a successful ranged attack roll against the opponent. If successful, the opponent receives a Reflex saving throw against a DC of (*10 + the Force Field power rank*). A target is trapped on a failed save, and an ally of the character with Super-Strength (*or an equivalent power*) may, as a full action, shake the force field. The opponent inside must make a Reflex saving throw with a DC of (*10 + the character's Strength bonus*). A target who fails suffers stun damage equal to one-half of either the character's Strength bonus or the Force Field power rank (*whichever is less*). If the force field is used to imprison more than one target (*as per the Affects Others extra*), all are subject to the above effects.

SLINGSHOT (A, PO)

Prerequisites: Elasticity.

A character with Elasticity may brace his body between two firm, stable objects and become a slingshot an ally may use to fire ranged improvised weapons. This effectively doubles the ally's maximum range for "thrown" improvised weapons (*the maximum effectively becomes 10 range increments*).

SNUFF THE CANDLE (AR, D)

Prerequisites: Power Attack; Super Strength with either Super-Breath or Thunderclap extra.

With this maneuver, a super-strong character may use extra effort to cool the air created by his super-breath or thunderclap to extinguish up to one 5-foot square of fire per Super-Strength power rank.

SPEEDBOAT (PO, T)

Prerequisites: Elasticity.

In a body of water, a character with Elasticity may use extra effort to configure his body so that another character with Super-Speed or Swimming may paddle in the water, moving both characters and all holding on or riding at the paddling character's increased speed.

SPEED SHIELD (AB, T)

Prerequisites: Heroic Surge; Flight, Super-Flight.

With extra effort, the character may fly fast enough to create a veritable shield of displaced air in her wake, which can be used to protect allies. The character must make a double move, and each use of this maneuver counts against the character's daily allotment of Heroic Surge uses. Until the character's next turn, all squares the character travels through in this round are considered blocked by a Force Field with a power rank equal to her flight power ranks. This force field blocks movement and damaging effects, though it does not impede incorporeal or teleporting characters.

SWITCH TARGETS (T)

Prerequisites: Heroic Surge; 10+ ranks of Super-Speed, Teleportation, or similar movement-based power.

When an adjacent opponent attacks a character or an ally, the character may, with extra effort and a successful melee attack roll, immediately re-position the attacker to threaten another opponent. This second opponent becomes the new target of the attack, though the total attack bonus is halved (*round down*). The new target must be within range of the attack, so if the attacker is making a melee attack, the new opponent must be adjacent to her. In addition to requiring extra effort, this maneuver counts against the characters daily allotment of Heroic Surge uses.

TEN PIN (L, S)

Prerequisites: 4+ ranks of Move Silently; Takedown Attack; Slick (*or similar power*).

With this maneuver, two characters may cause an opponent to slide into a wall. The characters must act at the same time, by rolling the same initiative or by one holding an action until the other's turn. The first character must use Slick (or a similar effect) on an area between the target and a wall or similar barrier. At the same time, the second character must attempt a trip attack against the target. If the trip attack is successful, the character may, as a free action, propel the target in a straight line along the slick area towards the wall (this does not require

the character to move with the target, as bull rush does). This requires a second attack roll, though the opponent is considered to be flat-footed. If the second attack roll is successful, the target suffers damage as though she'd fallen from the distance traveled to reach the wall.

TURBULENCE (AR, D)

Prerequisites: Super-Strength with Thunderclap extra, Power Attack.

A character spends extra effort and strikes a hard surface or claps his hands, creating a powerful shockwave of air that extends outward a number of feet equal to (*Strength bonus x 5 feet*), causing flyers great difficulty. All flying characters in the area must make a Flight power check with a DC of 10 + the character's Strength bonus. Those who fail, fall immediately. The character himself is not subject to this power.

STRATEGY FEATS

Strategy feats are introduced in Devil's Workshop's Power United. These feats represent tactical battle plans, or strategies, a team may benefit from while on the field. All strategies require a character with the Leadership feat and at least one individual under the leader's influence. Only a character with the Leadership feat may initiate a strategy, and this character must possess the necessary strategy feat. Allies who do not possess the feat may still participate in the action, but they receive no mechanical benefits. That is, in order to be considered a participant in a strategy, a character must have the appropriate strategy feat. The effects of strategy feats last for as long as the leader spends a free action to maintain them. Although only one strategy feat may be in effect at a time, the Leadership feat may be used in conjunction with a strategy, and the bonuses are cumulative.

ALL GUNS BLAZING

The characters have learned to concentrate their fire on one opponent. When using combined fire, the characters with this strategy feat forego the usual combined fire attack bonus. Instead, the primary attacker receives a +1 damage bonus for every other individual firing, to a maximum of +5. If Protection or a similar power might normally negate the damage bonus of this attack (*by reducing it below zero*), the target must still make a Damage saving throw; the Protection simply reduces the DC below 15. If this does occur, however, the damage is considered stun damage, even if the primary attack is lethal. In effect, the combined attack gains the Penetrating Attack feat, and the target benefits from Durability. Only one group of characters may benefit from this strategy feat against a single target in a round.

BACKUP

Characters with this strategy feat receive a +1 to attack and Defense bonuses on the first round entering a battle already in progress.

CASTLING

This classic tactic, based on the game of chess, has been adapted into many super powered groups' tactics. Castling requires participants to switch targets in the middle of combat. This can be quite disorienting to their foes. When this strategy is used, two or more team members switch targets in combat and gain a +1 to the first attack after the switch.

FOCUSED WEDGE

Characters with this strategy feat have learned to fight in a focused wedge, with a small vanguard driving the group forward. When using this strategy feat, the group must choose a "vanguard" of one or more characters (*though not more than one-fourth of the total number of participants*) to be the strong point of their advance. While this strategy feat is in use, the vanguard receives a +1 attack and damage bonus and a +4 bonus to bull rush attempts. Participants adjacent to vanguard characters are considered secondary participants. All participants adjacent to secondary participants are also considered secondary participants. All secondary participants receive a -4 penalty to all attacks and a +2 Defense bonus, as they are not focusing on fighting so much as they are staying together.

FOLLOW UP

This strategy feat represents training in using ranged attacks to put opponents off-balance for melee combatant allies. As a half action, a character with this strategy feat may attack an opponent to distract. This requires a ranged attack roll opposed by a target's Balance or Sense Motive (*chosen by the target*) skill check. If the target fails, she is considered flat-footed against the first melee attack made against her before her next turn.

FOR THE GREATER GOOD

Characters with this strategy feat may take hits for adjacent participants, protecting them from area attacks. When any participant fails a Reflex saving throw to avoid an area attack, an adjacent participant who succeeded at the save may trade results.

MASTERS OF THE SKY

Flying characters with this strategy feat have learned to position themselves to lessen opponents' aerial maneuverability. Any flying opponent who passes adjacent to a participant has her flight maneuverability reduced by one level until her next turn.

MIND LINK

This strategy feat requires one character with Telepathy with the Group Link extra to keep everyone in contact with one another. All characters in the area use psychic warnings and flashes of insight to keep allies alert. All participants receive an effective level of Combat Sense equal to the number of individuals in the Group Link.

QUIPSTERS

This strategy feat is normally frowned upon in more strict groups. It represents characters who've learned to feed off

of one another verbally, so that their Taunts are exceptionally effective. Taunts made by a character with this strategy feat can render an opponent flat-footed to all friendly characters. Furthermore, if multiple participants engage in a Taunt using the cooperation rules, the duration of a taunt's effects is doubled.

REGROUP

This is a common strategy learned by many groups. When participants spend one round not attacking their foes in order to regroup at a rally point determined by a character with Leadership, they automatically take the initiative on the first round after reaching this rally point. These characters will be able to act before their opponents, no matter who has the highest initiative.

SCATTER

With this strategy, participants scatter away from each other, making it difficult for an attacker to hit anyone. All participants must move their full base movement rates (*or 30 feet, whichever is less*) away from their allies. Attackers suffer -1 to attack rolls per each member scattering, with a maximum penalty of -5. If, for example, four participants scatter, their attackers suffer -4 to their attack rolls to hit any of them.

SILENT STRIKERS

This strategy feat represents training at silent teamwork. Participants may not make any noise or speak to one another at all. Foes are generally unnerved, and it the silence makes it somewhat more difficult to defend against attacks. All participants in this strategy receive a +1 damage bonus to flat-footed opponents.

SPEED BREAKER

Characters with this strategy feat have learned to position themselves so as to limit opponents' maneuverability. In combat, opponents that move past two or more participants see their base movement scores reduced by 5 feet.

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